**Ionic Pro live deploy and error monitoring**

[*https://www.youtube.com/watch?v=I7PC3O4q1ug*](https://www.youtube.com/watch?v=I7PC3O4q1ug)

[*https://medium.com/modus-create-front-end-development/building-better-ionic-apps-with-ionic-pro-part-3-c771b96be8b9*](https://medium.com/modus-create-front-end-development/building-better-ionic-apps-with-ionic-pro-part-3-c771b96be8b9)

**Ok tested in android**

**Deploy**

**1.ionic link**

**2.**

**in project dir**

**Git add .**

**Git commit -a -m “am\_mesg”**

**Git push ionic master**

**3. Ionic pro console**

**Deploy -> channel -> setup deploy -> in splash screen**

**Copy code**

**cordova plugin add cordova-plugin-ionic --save \**

**--variable APP\_ID="f4f1ff85" \**

**--variable CHANNEL\_NAME="Production" \**

**--variable UPDATE\_METHOD="auto"**

**/////////////comment/////////////////////**

*cordova plugin add cordova-plugin-ionic --save \*

*--variable APP\_ID="f4f1ff85" \*

*--variable CHANNEL\_NAME="Production" \*

*--variable UPDATE\_METHOD="background" MAX\_STORE****=****"0" WARN\_DEBUG=”false”*

**/////////////comment/////////////////////**

**Or add manually update**

**Ionic pro console**

**Deploy -> channel -> setup deploy -> in splash screen**

**Copy code**

**cordova plugin add cordova-plugin-ionic --save \**

**--variable APP\_ID="f4f1ff85" \**

**--variable CHANNEL\_NAME="Production" \**

**--variable UPDATE\_METHOD="background"**

**Call a function**

**…**

**import {Pro} from '@ionic/pro';**

**...**

**async liveUpdate(){**

**console.log("liveUpdate");**

**const update = await Pro.deploy.checkForUpdate()**

**if (update.available){**

**console.log("liveUpdate update.available");**

**await Pro.deploy.downloadUpdate((progress) => {**

**console.log(progress);**

**})**

**await Pro.deploy.extractUpdate((progress) => {**

**console.log(progress);**

**})**

**await Pro.deploy.reloadApp();**

**}**

**}**

**Install plugin in project dir**

**4. Ionic pro console**

**Deploy -> build -> build first -> deploy to production channel**

**5.make some change push on ionic pro ->**

**clean app from RAM and restart**

**Error monitoring**

**ionic g provider AppErrorHandlerProvider**

**In AppErrorHandlerProvider**

**import { Pro } from '@ionic/pro';**

**import { Injectable, ErrorHandler, Injector } from '@angular/core';**

**import { IonicErrorHandler } from 'ionic-angular';**

**// initializing the Ionic Pro client**

**const IonicPro = Pro.init('f4f1ff85', //get this id from ionic pro**

**{**

**appVersion: "0.0.1" //get this id from config.xml**

**});**

**@Injectable()**

**export class AppErrorHandlerProvider implements ErrorHandler {**

**ionicErrorHandler: IonicErrorHandler;**

**constructor(injector: Injector) {**

**try {**

**this.ionicErrorHandler = injector.get(IonicErrorHandler);**

**} catch(e) {**

**// Unable to get the IonicErrorHandler provider, ensure**

**// IonicErrorHandler has been added to the providers list below**

**}**

**}**

**handleError(err: any): void {**

**IonicPro.monitoring.handleNewError(err); // Remove this if you want to disable Ionic's auto exception handling in development mode.**

**this.ionicErrorHandler && this.ionicErrorHandler.handleError(err);**

**}**

**}**

**In app.module.ts**

**…**

**import { AppErrorHandlerProvider } from '../providers/app-error-handler/app-error-handler';**

**....**

**providers: [**

**StatusBar,**

**SplashScreen,**

**IonicErrorHandler,**

**// {provide: ErrorHandler, useClass: IonicErrorHandler},**

**{provide: ErrorHandler, useClass: AppErrorHandlerProvider},**

**AppErrorHandlerProvider**

**]**

**// Replace this one**

**...**