RubyMotion for Rails Developers

Workshop Preparation

REQUIREMENTS

Mac with Ruby (can be native installed Ruby 2.0.x, or one you've installed like 2.4)

Xcode 8.3.3 (with command line tools & iOS 10.3)
RubyMotion Starter (4.18)
Java JDK (1.8.0_121)
Android SDK/NDK (use motion android-support to get the supported version)
GenyMotion Emulator 2.9.0

After you get everything installed, we test.

Gems

Do whatever you normally do to segregate these gems (rbenv/rvm/etc)

```
gem install bundler
gem install bubble-wrap
gem install motion-support
gem install redpotion
gem install motion-flow
```

Test that everything works with RedPotion

```
potion create test-app1
cd test-app1
rake
```

Test that everything works with Flow

```
cd ..

motion create —template=flow test-app2
cd test-app2
rake super_repl
```

Detailed Instructions (just in case)

Xcode

Download Xcode 8.3.3 from the App Store.
Open it up and make sure you have everything installed and an iOS 10.3 simulator available.

OR

Download from Apple Developer Downloads
- You'll need an Apple Developer account to get this
  https://developer.apple.com/download/more
- Note that you need about 15 GB of spare room to accommodate the xip'ed download and un-xiped Xcode.app
- Unzip
  - should be done from Finder. Just trust me.
  - If you have more than one version of Xcode installed, rename Xcode.app to Xcode-8.3.2.app
- Install
  - Move .app to ~/Applications
  (To avoid interfering with App Store installed Xcode under /Applications, if you have different version)
- Configure
  - From your terminal run

```
sudo xcode-select -s ~/Applications/Xcode-8.3.1.app/Contents/Developer
```

  - To switch back to default App Store installed Xcode, you can run:

```
sudo xcode-select -s /Applications/Xcode.app/Contents/Developer
```

  - To see which Xcode tools are selected, you can run

```
xcode-select -p
```

Open it up and make sure you have an iOS 10.3 simulator installed

RubyMotion

Download the RubyMotion Starter installer
http://www.rubymotion.com/download/starter/
- You'll be asked for an email, so they can email your license key

Install
- Run the installer app
- Have your license key handy
Check

```
sudo motion update
```

Java (JDK)

For Android development, you require a version of the Java JDK installed. Note the JDK takes 223 MB to download and over 500 MB installed.

First
- If you NEED multiple versions of Java, one of the answers here should work for you: http://stackoverflow.com/questions/26252591/mac-os-x-and-multiple-java-versions
- Otherwise just proceed to the next steps

Download
http://www.oracle.com/technetwork/java/javase/downloads/index.html
http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html

Install
- Open the DMG and run the pkg installer

Check install
- Open a terminal and run
$ javac -version
- Should show that JDK 1.8.0_121 is installed

Android SDK/NDK

Install
- RubyMotion will manage the install of the Android SDK/NDK for you.

```
motion android-setup
```

- You'll need to agree to the license
- The Android SDK Manager will pop up. You'll just need to close it after it's done
- If you have an Android phone, and plan to use it for development later, you can change to the API version it uses (sorry, can't help, there's too many. Figure it out)
Configure
- During the install, it will ask you to set up a couple of environment variables. Do it!

GenyMotion
Install GenyMotion (Android Emulator) (Free, Personal Edition)

Download GenyMotion 2.9.0
https://www.genymotion.com/fun-zone/
- you will need to create an account there. Remember the username and password, you'lll need them

Install
- open the DMG, and drag the 2 apps into your Applications folder

Configure

- run the GenyMotion app
- set up a virtual device (it will prompt you)
- Here's where you need that username and password
- Recommend the Nexus 5X API 23
- If you have your own Android phone, go ahead and pick the virtual version of it, just make certain
the API is 23

Check
- Start your virtual device, and make sure it comes up and is functional.