

Blog

☆ Star Us on GitHub



Q Search

Home

Guides

Reference

Learn

Submit to Apple

Introduction

Get started

Use GitHub Actions

Use EAS CLI

Develop faster

Concepts

How it works

Runtime versions

Deployment patterns

Troubleshoot

Basic

Advanced

Use expo-dev-client

Build locally

Advanced

Optimize assets

Environment variables

Code Signing

EAS Update with a local build

Learn

how to

use EAS

update

directly

with a

local

build

environment.

In this

step-

by-step

guide,

you'll

create a

new

Expo

app, run

it in

your

local

development

environment,

publish

an

On this page

Install the latest EAS CLI

Create a project

Configure your project

Run prebuild

Build the project

Publish an update

Testing updates with a debug build of your app