

React Native for Windows + macOS 0.72

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THE BASICS (MACOS)

Get Started with macOS

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This guide will help you get started on setting up your very first React Native for macOS app.

** Latest stable version available for React Native for macOS is 0.71**

For information around how to set up:

- React Native for iOS and Android: See React Native Getting Started Guide
- React Native for Windows: See React Native for Windows Getting Started Guide

Install React Native for macOS

Remember to call react-native init from the place you want your project directory to live. Be sure to use the same minor version between React Native and React Native macOS. We'll use ^0.71.0

npx react-native@latest init <projectName> --template "react-native@^0.71.0"



Navigate into this newly created directory

Once your project has been initialized, React Native will have created a new sub directory where all your generated files live.



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Install the macOS extension

Install the React Native for macOS packages.

npx react-native-macos-init



Running a React Native macOS App

Without using Xcode: In your React Native macOS project directory, run:

npx react-native run-macos



Using Xcode: Open macos\test.xcworkspace in Xcode or run xed -b macos; yarn start. Hit the Run button.

A new Command Prompt window will open with the React packager as well as a react-native-macos app. This step may take a while during first run since it involves building the entire project and all dependencies. You can now start developing!

Managing C++ dependencies

System Requirements >

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