

HOW WOULD YOU LIKE 2  
EXTRA HOURS BACK EVERY  
WEEK?

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# SUPERCHARGING YOUR MOBILE APP RELEASE WITH FASTLANE



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# Andrea Falcone

Senior Software Engineer  
Twitter + Fastlane

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- “We can’t release, Andrea is currently on vacation”
- “The provisioning profiles doesn’t contain all devices?”
- “We can’t release an update, the build is broken”
- “We need the latest screenshots for the website”
- “Uh, that bug fix is not worth the pain of a new release”

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Customer email outreach	Reproducible builds	Push certs
Provisioning profiles	Distribute beta builds	
Build times	Debug production issues	
Gather feedback		Manage beta groups
	Review in-app events	
Synchronized builds	Manage deployment alerts	
	Continuous Integration + setup	Keys
Check for regressions		
	Monitor app deployment	
Push to Google Play	Testing before release	QA
Code Signing	Push to App Store	
	Screenshots	

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# fastlane

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Avoid Human  
Error

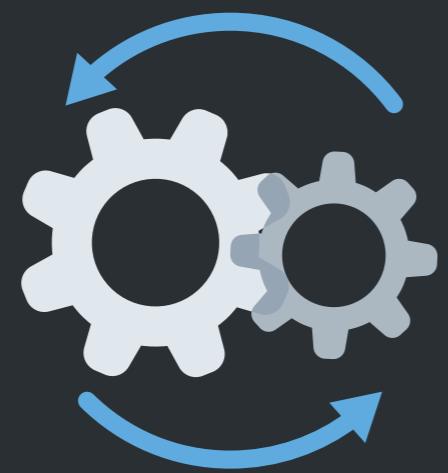


Reproducible



Reusable

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BETA  
DEPLOYMENT



APP STORE &  
GOOGLE PLAY  
RELEASES

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# BETA DEPLOYMENT

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# Beta Deployment

1. Version Bump
2. Commit & Push
3. Provisioning Profile
4. Build
5. Export
6. Upload
7. Add Release Notes
8. Distribute

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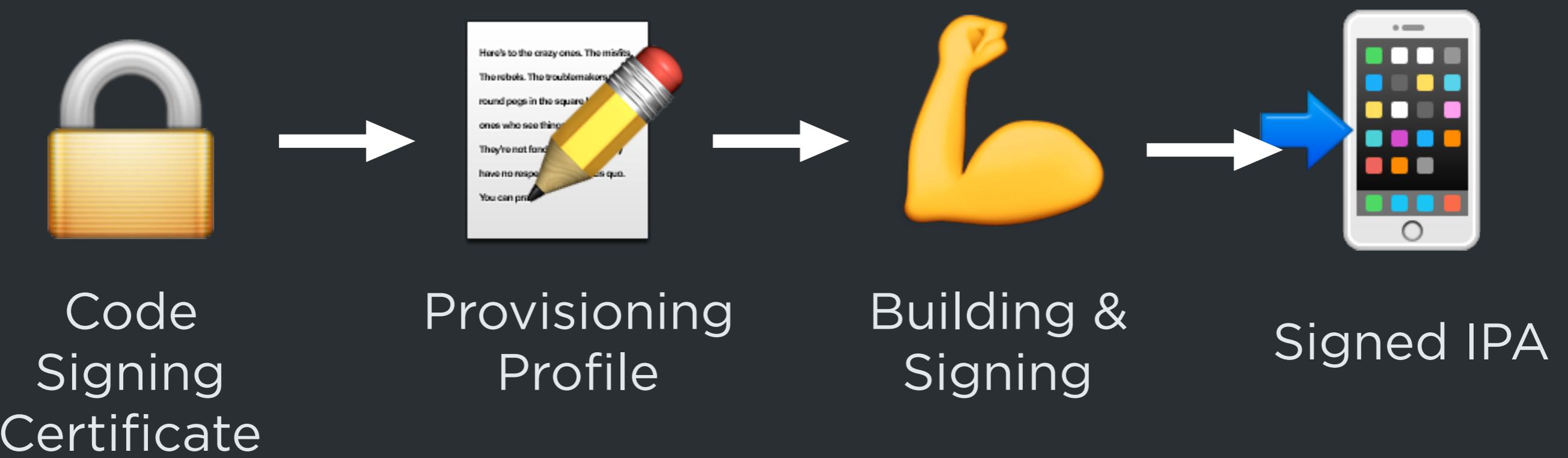
## Failed to code sign

No valid signing identities (i.e. certificate and private key pair) matching the team ID “4285F5WADF” were found.

Xcode can attempt to fix this issue.

Cancel

Fix Issue



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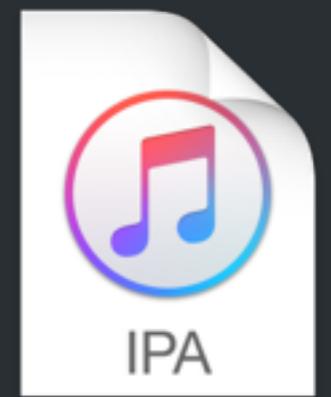
Cert



Sigh



gym



Code  
Signing  
Certificate

Provisioning  
Profile

Building &  
Signing

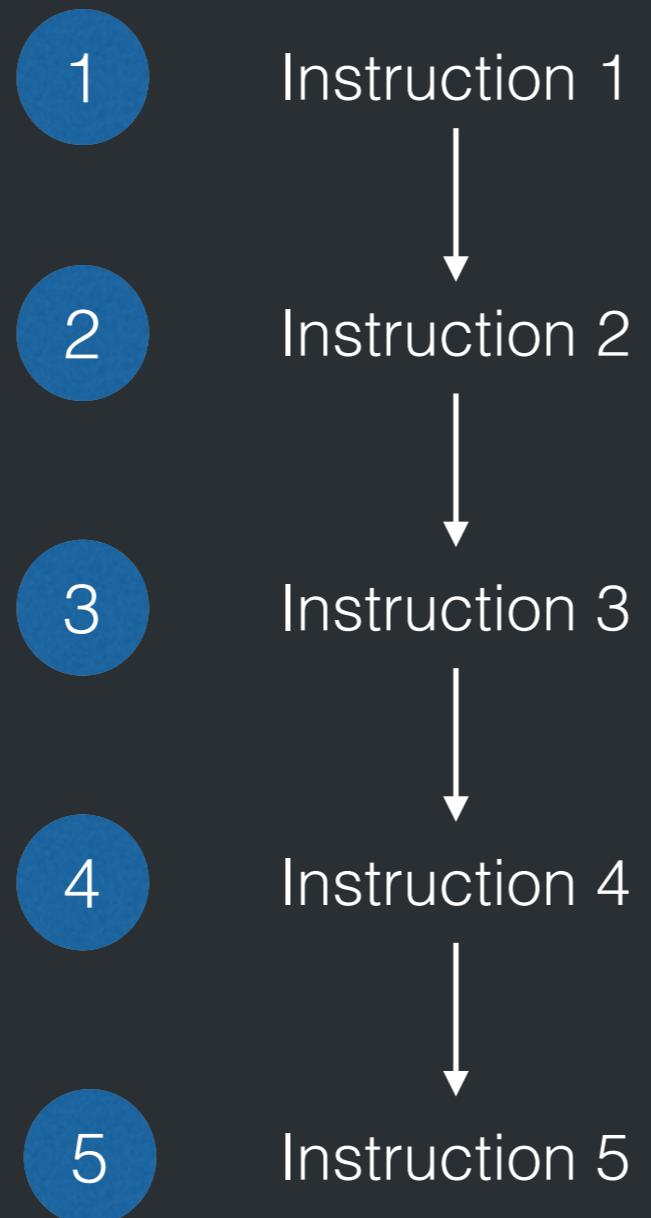
Signed IPA

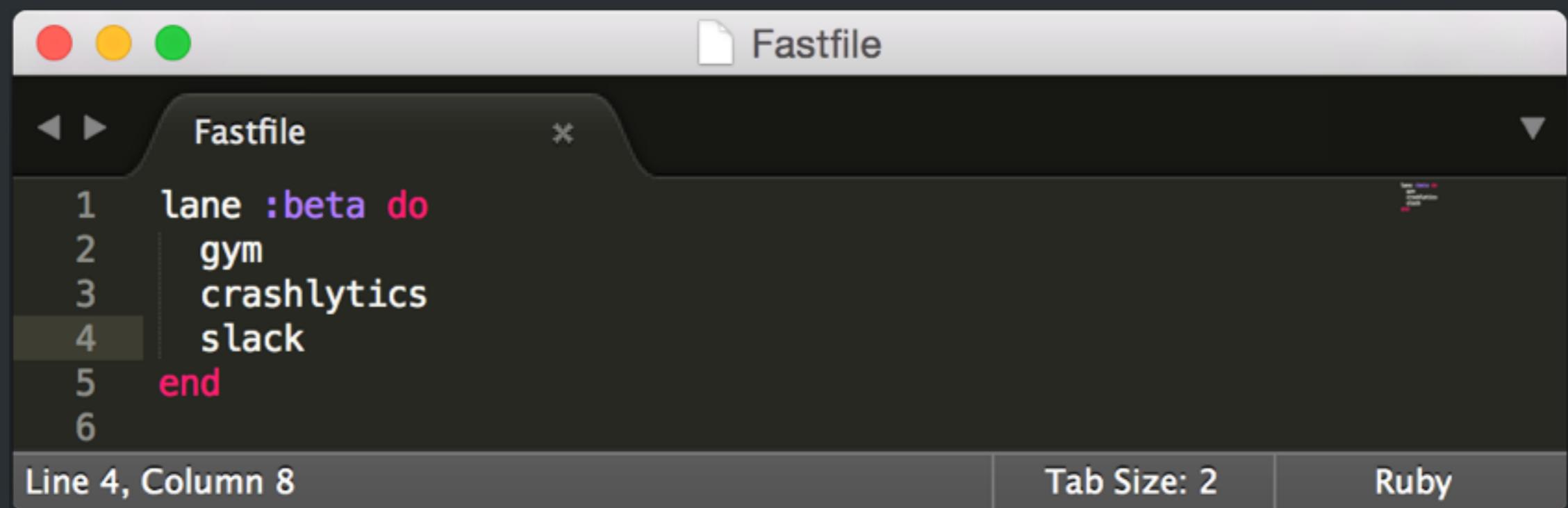
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```
$ cert  
$ sigh  
$ gym
```

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# Configure Your Fastfile





A screenshot of a macOS TextEdit window titled "Fastfile". The window contains the following Ruby code:

```
1 lane :beta do
2   gym
3   crashlytics
4   slack
5 end
6
```

The line "slack" is highlighted with a yellow background. The status bar at the bottom shows "Line 4, Column 8", "Tab Size: 2", and "Ruby".

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# Beta Deployment

1. Version Bump
2. Commit & Push
3. Provisioning Profile
4. Build
5. Export
6. Upload
7. Add Release Notes
8. Distribute

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A screenshot of a Mac OS X TextEdit window titled "Fastfile". The window contains a script named "Fastfile" with the following content:

```
1 lane :beta do
2   # Version Increment
3   increment_version_number
4   commit_version_bump
5   push_to_git_remote
6
7   # Building and Signing
8   cert
9   sigh
10  gym
11
12  # Upload and Notify
13  crashlytics
14  slack
15 end
16
```

The status bar at the bottom shows "Line 17, Column 1", "Tab Size: 2", and "Ruby".

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A screenshot of a terminal window titled "Fastfile". The window contains a script named "Fastfile" with the following content:

```
1 lane :beta do
2   # Version Increment
3   increment_version_number
4   commit_version_bump
5   push_to_git_remote
6
7   # Building and Signing
8   cert
9   sigh
10  gym
11
12  # Upload and Notify
13  crashlytics
14  slack
15 end
16
```

The terminal window has a dark background and light-colored text. The status bar at the bottom shows "Line 17, Column 1", "Tab Size: 2", and "Ruby".

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A screenshot of a Mac OS X TextEdit window titled "Fastfile". The window contains a script named "Fastfile" with the following content:

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5   push_to_git_remote
6
7   # Building and Signing
8   cert
9   sigh
10  gym
11
12  # Upload and Notify
13  crashlytics
14  slack
15 end
16
```

The status bar at the bottom shows "Line 17, Column 1", "Tab Size: 2", and "Ruby".

Fastfile

```
1 lane :beta do
2   # Version Increment
3   increment_version_number
4   commit_version_bump
5   push_to_git_remote
6
7   # Building and Signing
8   cert
9   sigh
10  gym
11
12  # Upload and Notify
13  crashlytics
14  slack
15 end
16
```

Line 17, Column 1      Tab Size: 2      Ruby

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A screenshot of a Mac OS X TextEdit window titled "Fastfile". The window contains a Ruby script for a fastlane lane named ":beta". The script includes steps for version increment, committing changes, pushing to a git remote, building and signing, and uploading to Crashlytics and Slack. The code is numbered from 1 to 16.

```
1 lane :beta do
2   # Version Increment
3   increment_version_number
4   commit_version_bump
5   push_to_git_remote
6
7   # Building and Signing
8   cert
9   sigh
10  gym
11
12  # Upload and Notify
13  crashlytics
14  slack
15 end
16
```

The status bar at the bottom shows "Line 17, Column 1", "Tab Size: 2", and "Ruby".

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```
$ fastlane beta
```

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A screenshot of a Mac OS X TextEdit window titled "Fastfile". The window contains a Ruby script for a fastlane lane named ":beta". The script includes steps for version increment, committing changes, pushing to a git remote, building and signing, and uploading to Crashlytics and Slack. The code is numbered from 1 to 16.

```
1 lane :beta do
2   # Version Increment
3   increment_version_number
4   commit_version_bump
5   push_to_git_remote
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7   # Building and Signing
8   cert
9   sigh
10  gym
11
12  # Upload and Notify
13  crashlytics
14  slack
15 end
16
```

Line 17, Column 1      Tab Size: 2      Ruby

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## Shell

~ Google Drive > Keynotes > Demo > master + \$

I



# APP RELEASES

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# SCREENSHOTS

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250

screenshots

# snapshot

...

```
button.tap()  
snapshot("1LandingScreen")
```

...



```
~ ➜ Developer > fastlane > snapshot > example > feature/uitests + 1 $
```

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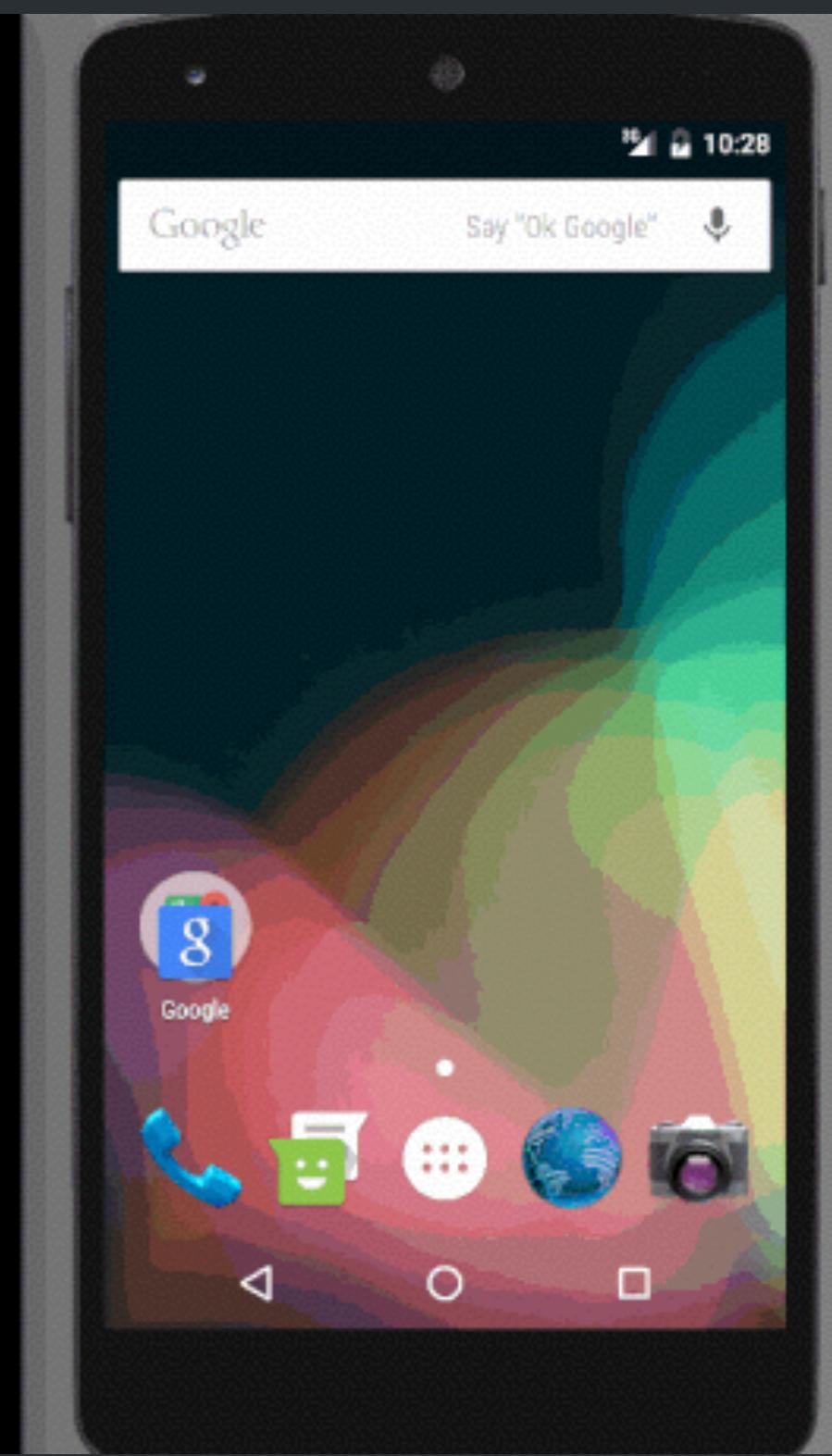
# Screengrab

...

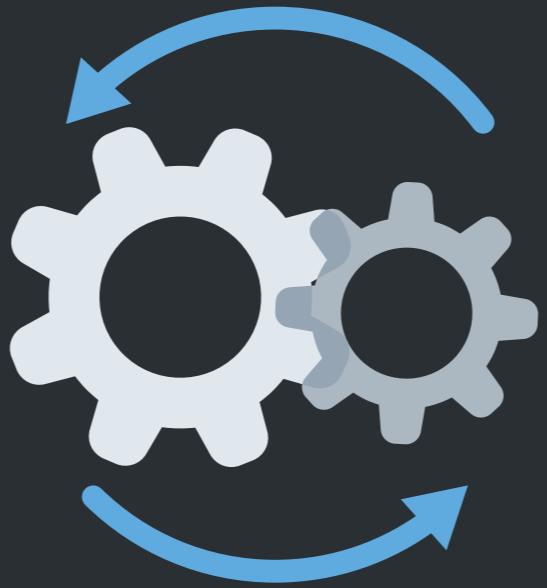
```
public void testTakeScreenshot() {  
  
    onView(withId(R.id.fab)).perform(click());  
    Screengrab.screenshot("after_fab_click");  
  
}
```

...

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# DEPLOYMENT

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?!  
?

New features and updates for iTunes Connect.  
More platforms and a new layout for managing your apps. [Learn more.](#)

X

App Store Features TestFlight Activity App Analytics Sales and Trends

APP STORE INFORMATION

iOS App 1.1

App Information

Pricing and Availability

Save Submit for Review

IOS APP

1.1 Prepare for Submissi... (highlighted)

1.0 Ready for Sale

English (U.S.) ?

+ VERSION OR PLATFORM 3985

What's New in This Version ?

Awesome update!

App Video Preview and Screenshots

4.7-Inch 5.5-Inch 4-Inch 3.5-Inch iPad iPad Pro

First View  
Loaded by FirstViewController

Second View  
Loaded by SecondViewController

The screenshot shows the iTunes Connect interface for managing an app submission. A large red box highlights the 'Prepare for Submission' button under the 'iOS App 1.1' section. Another red box highlights the 'Version Information' section, which contains a link to 'What's New in This Version'. A third red box highlights the 'App Video Preview and Screenshots' section, showing two views: 'First View' and 'Second View', each with its respective loading controller information. The top navigation bar includes links for App Store, Features, TestFlight, Activity, App Analytics, and Sales and Trends. The left sidebar lists 'APP STORE INFORMATION', 'IOS APP' (with version 1.1 selected), and a 'VERSION OR PLATFORM' button. The right side shows a language dropdown set to 'English (U.S.)'.

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Google Play Developer Console



## Helloworld Test App

[Why can't I publish?](#)

DRAFT

[Delete app](#)

[Save draft](#)

[Publish app](#)

APK



**Store Listing**



Content Rating



Pricing & Distribution



In-app Products



Services & APIs



Optimization Tips



### STORE LISTING

### PRODUCT DETAILS

Fields marked with \* need to be filled before publishing.

English (United States) – en-US

Manage translations ▾

**Title\***

English (United States) – en-US

Helloworld Test App

19 of 30 characters

**Short description\***

English (United States) – en-US

This is an app for testing fastlane

35 of 80 characters

**Full description \***

English (United States) – en-US

You can use fastlane to upload screenshots and metadata to Google Play Developer Console

88 of 4000 characters

Please check out our [Metadata policy](#) to avoid some common violations related to app metadata. Also, please make sure to review all the other [program policies](#) before you submit your apps.

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## Helloworld Test App

com.asfalcone.helloworldtestapp

DRAFT Delete app

Why can't I publish?

Save draft

Publish app

APK



APK

Store Listing



Content Rating



Pricing & Distribution



In-app Products



Services & APIs



Optimization Tips



PRODUCTION

Publish your app on  
Google Play

BETA TESTING

Version

1

Switch to advanced mode

ALPHA TESTING

Set up Alpha testing  
for your app

BETA CONFIGURATION

Upload new APK to Beta

MANAGE TESTERS

Disable Beta Testing

Choose how to run your testing program. [Learn more](#)



CHOOSE A TESTING METHOD



Closed Beta Testing

Add individual users by email address. Users need  
to be on your test's list of email addresses to join the  
program.

[Set up Closed Beta Testing](#)



Open Beta Testing

Run a public test where any user can join the  
program through a specific link.

[Set up Open Beta Testing](#)

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## APK DETAILS

com.asfalcone.helloworldtestapp

Version code	1	Version name	1.0	Size	1.44 MB
--------------	---	--------------	-----	------	---------

Supported Android devices  
10347 devices

API levels  
15+

Screen layouts  
4 screen layouts

Localizations  
default + 78 languages

Features  
1 feature

OpenGL ES versions  
1.0+

OpenGL textures  
all textures

Uploaded on  
Apr 4, 2016, 1:42:44 PM

APK file SHA1 digest  
fa5e7a1f59ed267095596cb0cbcfcddfabeae551

What's new in this version?



English (United States) – en-US ▾

Release notes get hidden in this little text box here. But this is your opportunity to communicate with your users!

115 of 500 characters

Save draft

Cancel

Close

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## WHY CAN'T I PUBLISH?

You need to complete the points below before you can publish your application.

You need to add a high-res icon. [English (United States) – en-US]

You need to add a feature graphic. [English (United States) – en-US]

You need to add at least 2 non-Android TV screenshots. [English (United States) – en-US]

You need to select a category.

You need to select a content rating.

You need to acknowledge that this application meets the Content Guidelines.

You need to acknowledge that this application complies with US export laws.

You need to target at least one country.

You need to enter a privacy policy URL.

You need to make your application free or set a price for it.

You need to declare whether or not your application contains ads.

Your app is missing a required content rating. Go to your app's Content Rating page and complete a rating questionnaire.

[Close](#)

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```
$ fastlane release
```

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```
fkrause@tw-mbp-fkrause ~> Downloads > Cannonball > $
```

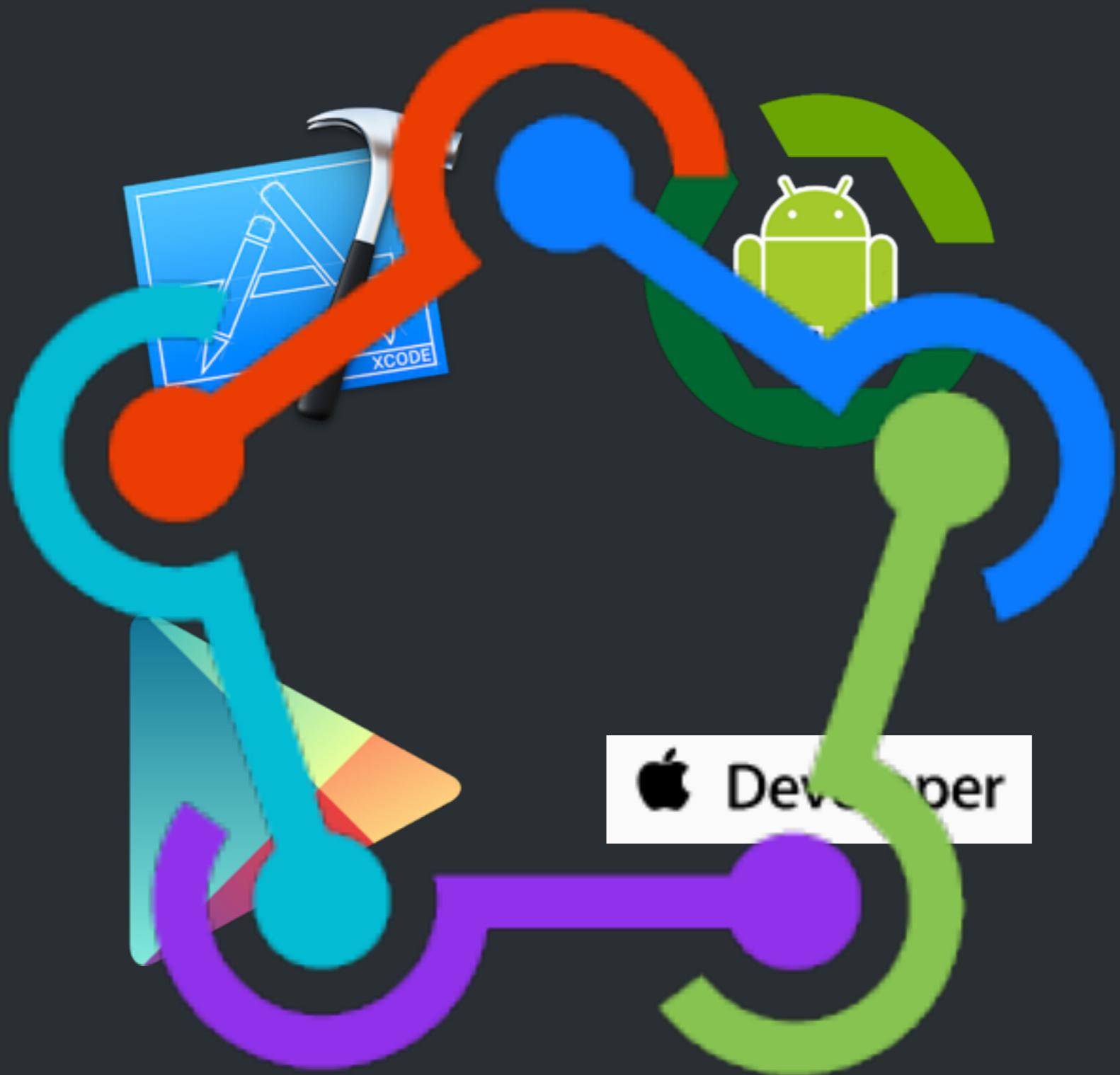
I

Customer email outreach	Reproducible builds	Push certs
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	Continuous Integration + setup	Keys
Check for regressions		
	Monitor app deployment	
Push to Google Play	Testing before release	QA
Code Signing	Push to App Store	
	Screenshots	

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```
$ gem install fastlane
```

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# Live Demo

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# Automation done right

Used by thousands of mobile developers

OPEN ON  
 GitHub ►

1010420

## Developer Hours Saved

Within the last 8 months

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<https://github.com/fastlane/examples>

## Firefox by Mozilla



### Advanced - submodules and custom actions

- Different Bundle Identifiers per `lane`
- Custom enterprise deployment
- `snapshot` setup with UI Tests
- Advanced shell scripting

## Wikipedia by Wikimedia Foundation

### Advanced - Multiple Environments

- Different Bundle Identifiers per `lane`
- Advanced Testing
- Hockey Deployment
- App Store and TestFlight Deployment
- Custom `fastlane` actions like automatic change-logs based on git

## Product Hunt



### Standard Setup

- App Store and TestFlight Deployment
- Managing of Provisioning Profiles
- Push Notifications
- Version Bump & Git Actions

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# fastlane

<https://fastlane.tools>

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# Thank You!

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