

Instructions to build BearWatch for deployment

The following instructions will guide you through how to deploy BearWatch on an iPad.

Installing Ionic CLI

Prerequisites -

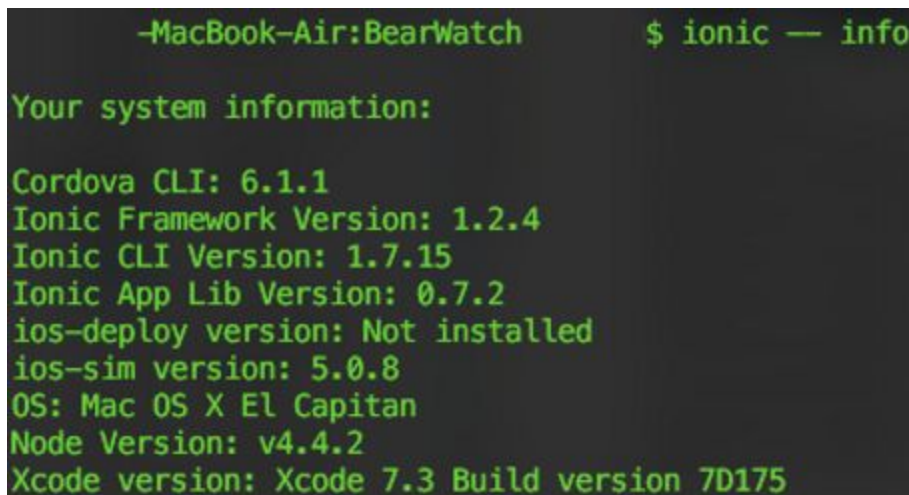
- a) You will need to have npm installed on your Mac. You can follow the download it from <https://www.npmjs.com>
- b) You will need to have cordova installed on your system as well.

1. Run the following command from terminal

```
npm install -g ionic
```

2. Ionic CLI will be installed to the system you can check it with the help of the following command.

```
Ionic -- info
```



```
-MacBook-Air:~$ ionic -- info

Your system information:

Cordova CLI: 6.1.1
Ionic Framework Version: 1.2.4
Ionic CLI Version: 1.7.15
Ionic App Lib Version: 0.7.2
ios-deploy version: Not installed
ios-sim version: 5.0.8
OS: Mac OS X El Capitan
Node Version: v4.4.2
Xcode version: Xcode 7.3 Build version 7D175
```

Note: “npm install -g ios-deploy” has a known issue, resolved by “npm install -g -unsafe-perm ios-deploy” (see <https://github.com/phonegap/ios-deploy/issues/109>).

Detailed instructions can be found on the official ionic website <http://ionicframework.com/docs/cli/install.html>

1. Execute the following commands
 - a. Ionic platform add ios
 - b. Ionic plugin add cordova-plugin-camera
 - c. Ionic plugin add cordova-plugin-compat (it can be installed with the command already).
 - d. Ionic plugin add cordova-plugin-console
 - e. Ionic plugin add cordova-plugin-email-composer
 - f. Ionic plugin add cordova-plugin-file
 - g. Ionic plugin add cordova-plugin-geolocation
 - h. Ionic plugin add cordova-plugin-network-information
 - i. Ionic plugin add cordova-sqlite-storage
2. Execute the following command to check if you have all the plugins installed.
`Cordova plugin ls`


```
BearWatch — -bash — 100x26
o.plist -genpkginfo /Users/Pushap/BearWatch/BearWatch/platforms/ios/build/emulator/BearWatch.app/Pkg
Info -expandbuildsettings -format binary -platform iphonesimulator -additionalcontentfile /Users/Pus
hap/BearWatch/BearWatch/platforms/ios/build/BearWatch.build/Debug-iphonesimulator/BearWatch.build/Ma
inViewController-PartialInfo.plist -additionalcontentfile /Users/Pushap/BearWatch/BearWatch/platform
s/ios/build/BearWatch.build/Debug-iphonesimulator/BearWatch.build/assetcatalog_generated_info.plist
-o /Users/Pushap/BearWatch/BearWatch/platforms/ios/build/emulator/BearWatch.app/Info.plist

GeneratedDSYMFile build/emulator/BearWatch.app.dSYM build/emulator/BearWatch.app/BearWatch
cd /Users/Pushap/BearWatch/BearWatch/platforms/ios
export PATH="/Applications/Xcode.app/Contents/Developer/Platforms/iPhoneSimulator.platform/Devel
oper/usr/bin:/Applications/Xcode.app/Contents/Developer/usr/bin:/Applications/oracle/product/instant
client_64/11.2.0.4.0/bin:/usr/local/bin:/usr/bin:/bin:/usr/sbin:/sbin"
/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/bin/dsymutil
/Users/Pushap/BearWatch/BearWatch/platforms/ios/build/emulator/BearWatch.app/BearWatch -o /Users/Pus
hap/BearWatch/BearWatch/platforms/ios/build/emulator/BearWatch.app.dSYM

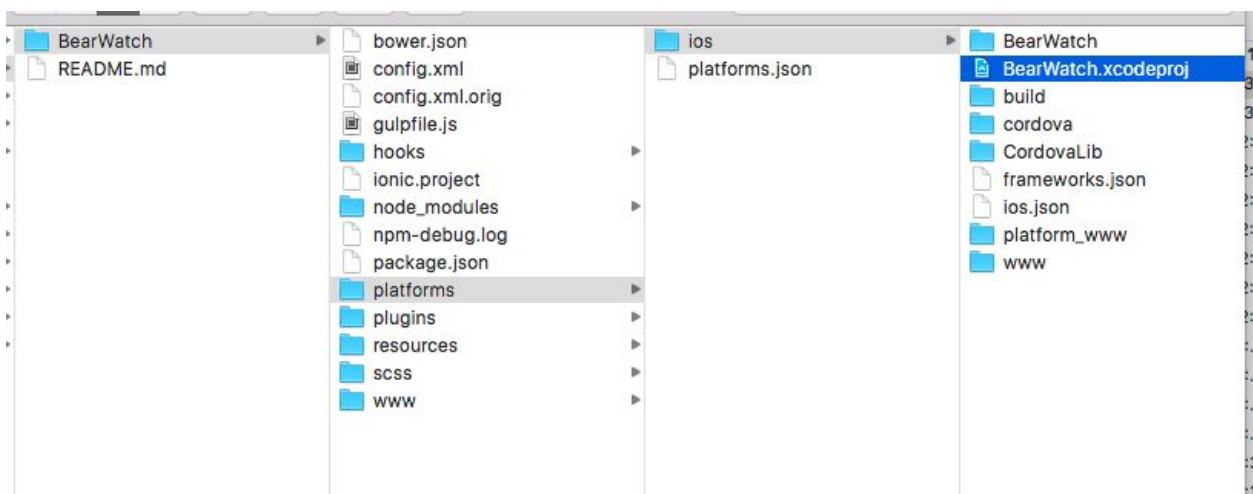
Touch build/emulator/BearWatch.app
cd /Users/Pushap/BearWatch/BearWatch/platforms/ios
export PATH="/Applications/Xcode.app/Contents/Developer/Platforms/iPhoneSimulator.platform/Devel
oper/usr/bin:/Applications/Xcode.app/Contents/Developer/usr/bin:/Applications/oracle/product/instant
client_64/11.2.0.4.0/bin:/usr/local/bin:/usr/bin:/bin:/usr/sbin:/sbin"
/usr/bin/touch -c /Users/Pushap/BearWatch/BearWatch/platforms/ios/build/emulator/BearWatch.app

** BUILD SUCCEEDED **

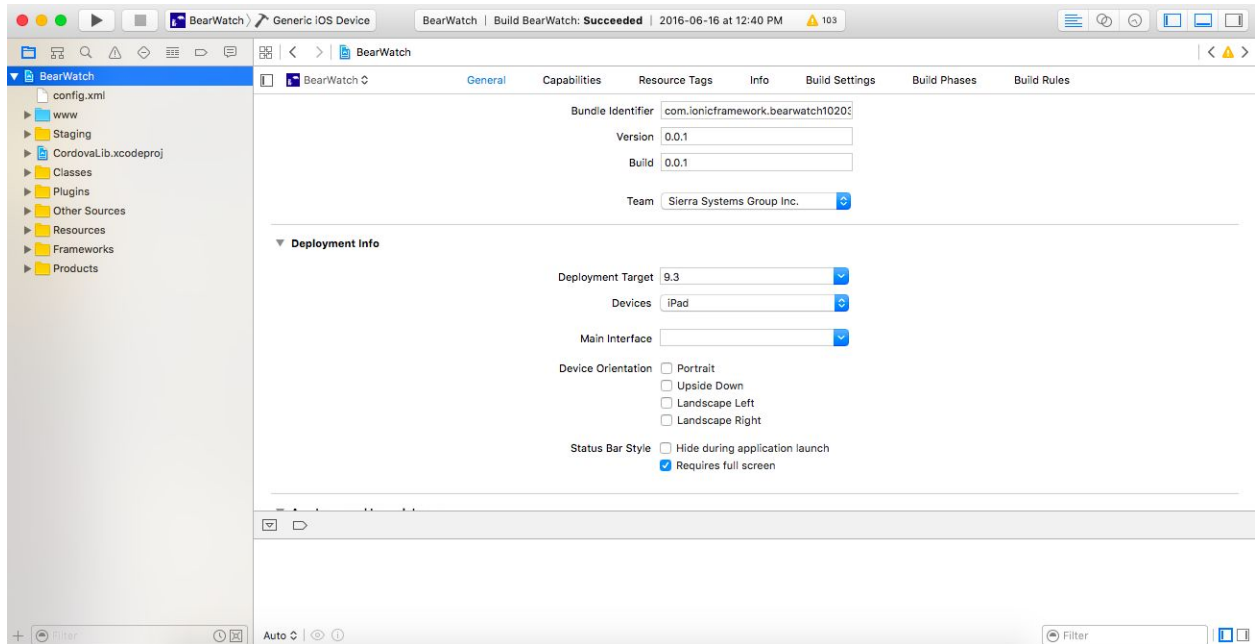
Pushaps-MacBook-Air:~ Pushap$
```

Testing the app using emulator

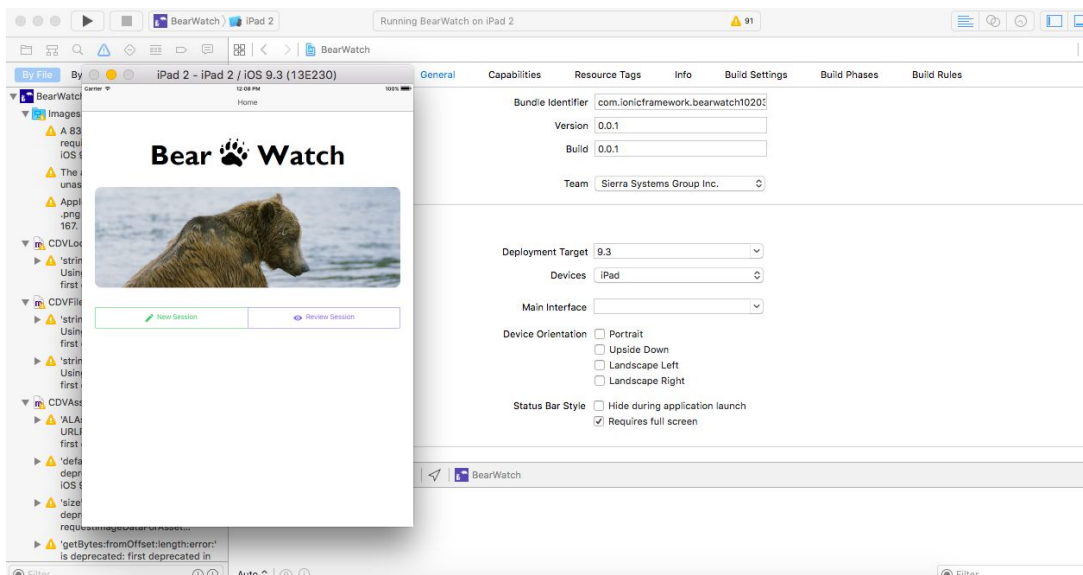
1. Once the code is build go open the xcode project file(.xcodeproj) created in the directory BearWatch/platform/ios/



2. Xcode window will open and then in the project properties select the specification you want to use for compilation like target platform, app id, app orientation, certificates etc. and also select if you emulation device on the top right corner (if you have your device connected you can deploy to that straight).



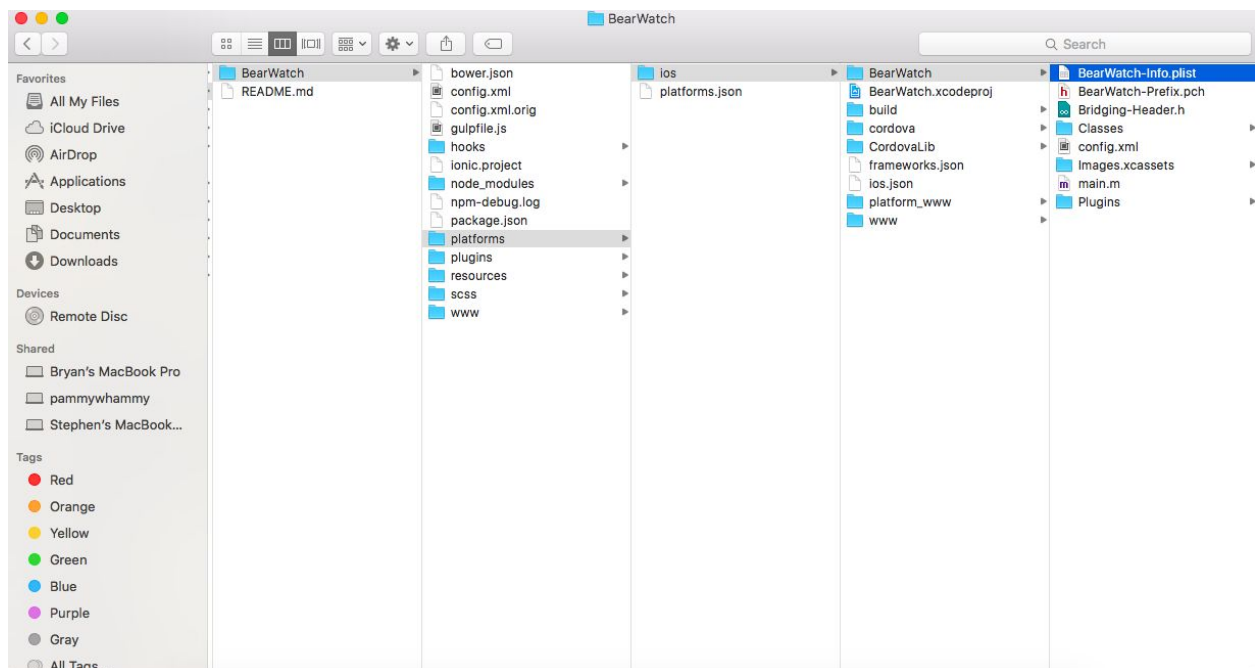
3. Once you are ready to test click on the play icon on the top right and the emulation will begun.



Note: Testing through Emulation will not let you test some features like camera. In order to accomplish that using a physical device is suggested. For more details about check <http://stackoverflow.com/questions/5091883/deploy-an-iphone-app-from-xcode-to-iphone>

Getting .plist and .ipa files

1. .plist file can be found in the following directory once you have built and tested the application



2. To generate the .ipa file, connect the device you are creating .ipla for and the select it on the top right window of xcode then under Product menu select the clean option first and once cleaning code is done select archive under product menu and select export then select the appropriate .ipa format. More details can be found here <http://virteom.com/how-to-create-an-ipa-file-using-xcode>.