Cordova - Guide - iOS Platform Guide

A brief overview of install and setup for iOS with Cordova, primarily targeting cross-platform iOS development.

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Intro

The following brief guide assumes you have `Node.js`, `NPM`, and `Git` installed and working correctly on your local system. Then, you'll need to ensure you have the latest version of Cordova installed and working correctly.

n.b. the following is sufficient to emulate and run a cross-platform Cordova app on iOS.

To create an iOS-only specific Cordova-based app, you'll also need to satisfy standard iOS development requirements for working with an iOS app in Xcode. This includes the required iOS SDK support, Apple Developer account, and so on. After building the Cordova app for iOS, you can then open the app in Xcode and modify the iOS specific code.

Install and setup

- install latest version of Xcode - available from Mac App Store
    - follow install prompts
    - install additional components - check command line tools are installed

```
xcode-select --install
```

- update `ios-deploy` if needed for the local system

```
npm install -g ios-deploy
```

- update `ios-sim` if needed for the local system

```
npm install -g ios-sim
```

Create basic app

- create a standard Cordova project, e.g.

```
cordova create test com.example.test TestApp
```

- then add iOS platform to that project - `cd` to the directory for that project

```
cd test
cordova platform add ios --save
```

Build and emulate

- check Cordova requirements for install platforms

```
cordova requirements
```

- if Cordova requirements have been met
  - build app for iOS platform

```
cordova build iOS
```

- then load app in iOS emulator

```
cordova emulate ios
```

n.b. if no specific target device, app will open in default emulator, e.g. iPhone-6s-Plus, 9.3 simulator

Example app loaded in emulator,

422 BASIC

DEVICE IS READY