

Cordova in iOS

1. Install xCode using the AppStore

2. Install cocoaPods

```
sudo gem install cocoapods
```

3. Install ios-deploy

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

4. Navigate to the desired folder and make a new project (in this case called iosApp)

```
cordova create iosApp com.example.iosApp iosApp  
  
cd iosApp
```

5. Add the platform ios

```
cordova platform add ios
```

6. Check requirements

```
cordova requirements
```

```
Daniels-MacBook:iosApp dlaumer$ cordova requirements  
  
Requirements check results for ios:  
Apple macOS: installed darwin  
Xcode: installed 12.1  
ios-deploy: installed 1.11.3  
CocoaPods: installed 1.10.0  
Daniels-MacBook:iosApp dlaumer$
```

7. Replace the www folder with the one from the project

8. Add all the necessary plugins

```
cordova plugin add cordova-plugin-dialogs  
cordova plugin add cordova-plugin-geolocation  
cordova plugin add cordova-plugin-ios-location-permissions  
cordova plugin add cordova-plugin-file
```

(8.1 Only project specific): Change the source code a little bit so that the saving of the file works: Replace on line 164 the following code:

cordova.file.externalDataDirectory

with this:

cordova.file.documentsDirectory

Or in order to use both platforms, use the following plugin to distinguish the device in the code:

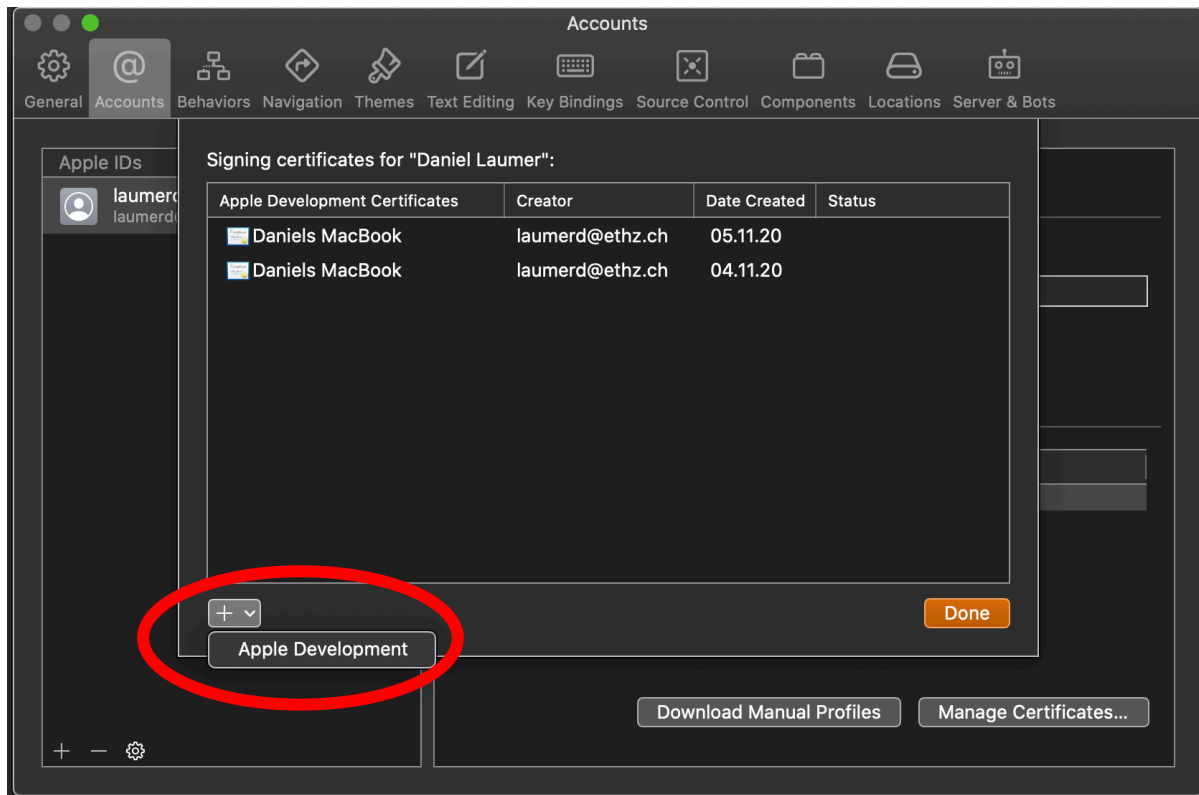
```
cordova plugin add cordova-plugin-device
```

Then use code like the following:

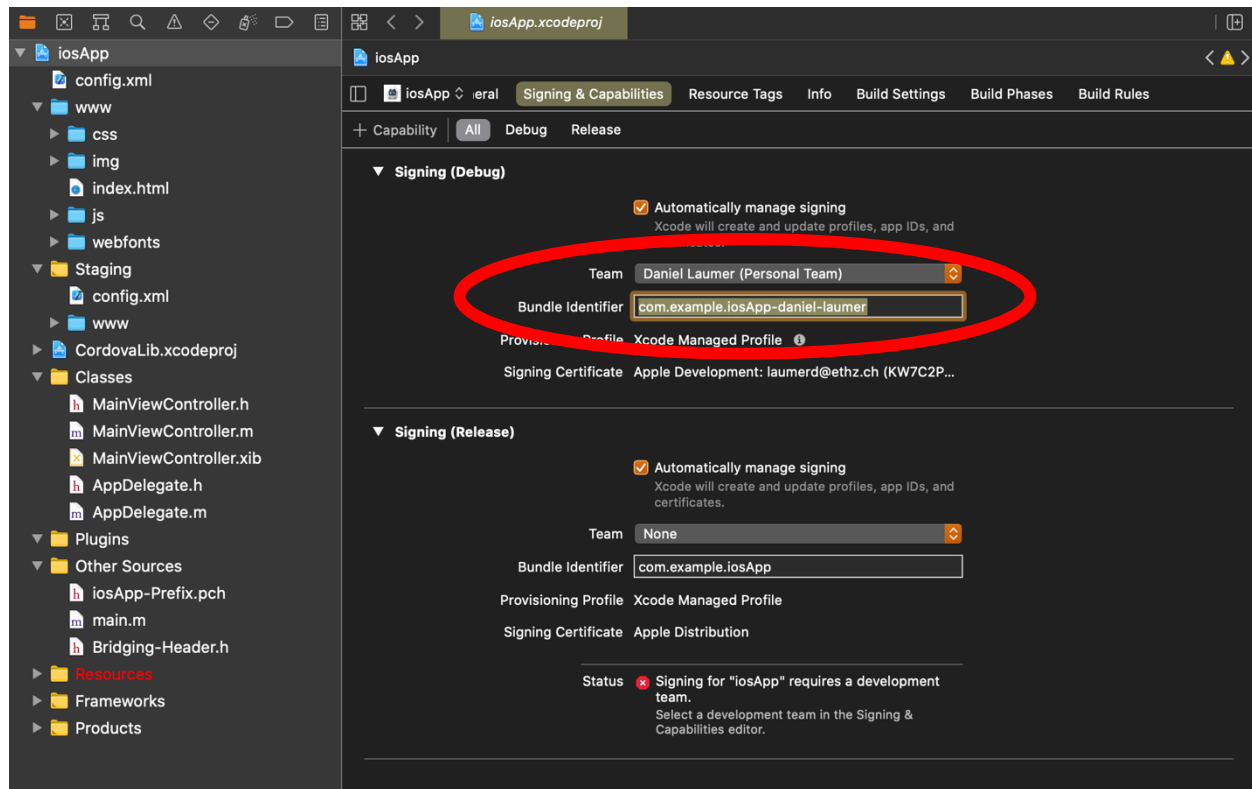
```
switch (device.platform) {  
    case "Android":  
        storageLocation = cordova.file.externalDataDirectory;  
        break;  
  
    case "iOS":  
        storageLocation = cordova.file.documentsDirectory;  
        break;  
}
```

9. Open the xCode project (/iosApp/platforms/ios/iosApp.xcworkspace)

10. Go to xCode – Preferences – Accounts and add your AppleID account. Then go to Manage Certificates and add a Certificate with the plus-sign in the bottom left corner.



11. Select the project in the left panel and go to Signing&Capabilities. There choose a Team and a Bundle Identifier (adjust the last part (iosApp), it can be any text, it just has to be unique).



12. Plug in your iPhone and follow the instructions on xCode. Look for your phone under Windows – Devices and Simulators

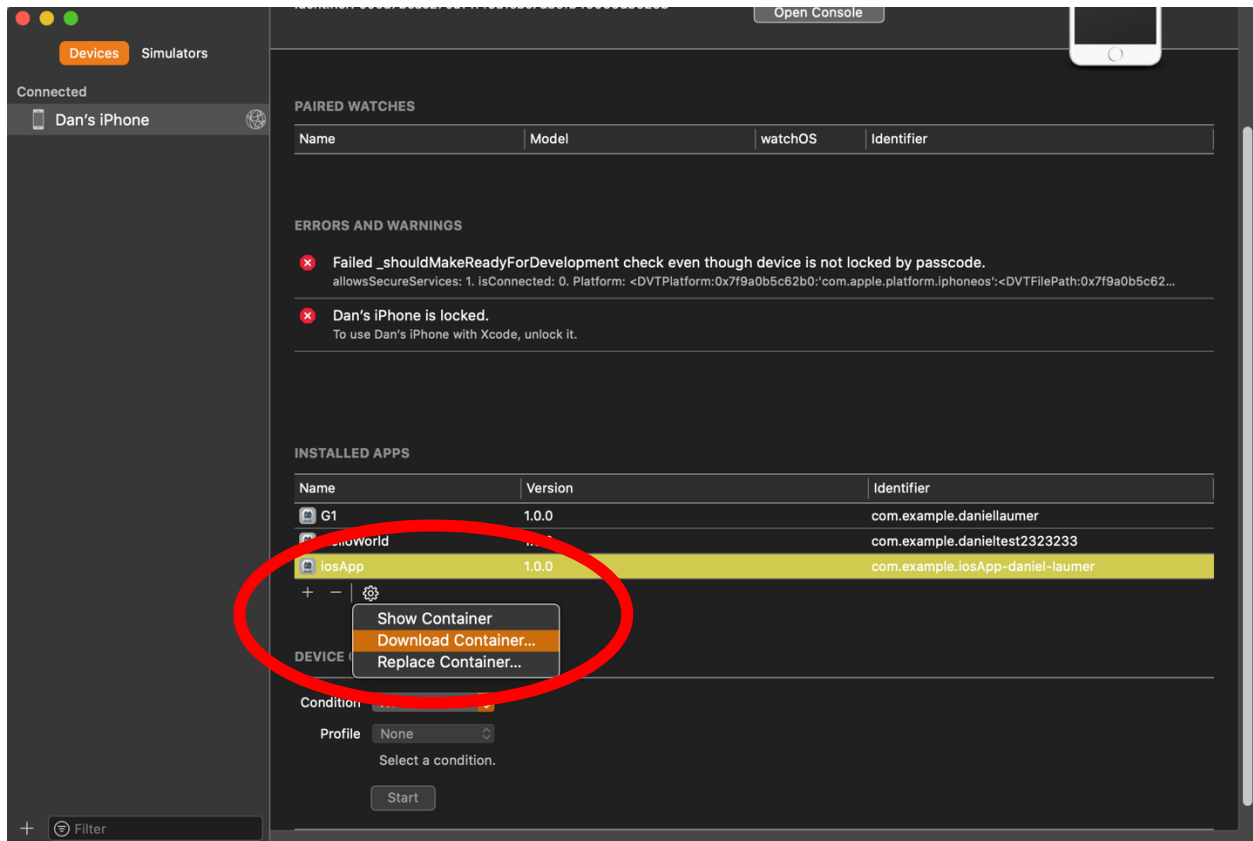
13. Build the project in the terminal

```
cordova build ios
```

14. Switch to xCode and deploy the app to the phone by selecting the device and pressing the run button. (Maybe this step has to be done once before step 13)



15. Use the app. To access the file saved by the app connect the phone again to the computer, open xCode and go to Windows – Devices and Simulators, click on your device. Then select the app and download the container using the settings-button:



Right click the downloaded file – Show Package Contents. Go to AppData – Documents and there should be the saved files.

General:

- If the use of the app is not permitted, go to Settings – General – Device Management – Apple Development and authorize your app (on the phone)
- To debug on the device, use the feature provided by Safari:
<https://www.browserstack.com/guide/how-to-debug-on-iphone>

(Question and remarks to Daniel Laumer, daniel.laumer@gmail.com)