Ionic Framework - the tools to create hybrid native apps for iOS and Android

Introduction

http://ionicframework.com/present-ionic/slides/

can use vanilla JS, or jquery, or angular (angular includes "jqlite")
can use standard CSS, or Sass, and/or bootstrap, or jquery ui, or ionic ui

See Jorge's short review of learning and using Ionic for a year: javebratt.com

Get Started

http://ionicframework.com/getting-started/
Ionic/Angular 2.0β: http://ionicframework.com/docs/v2/getting-started/installation/

Install NodeJS from http://nodejs.org/
Mac: Install xcode, xcode CLI (**xcode-select --install**), and [optionally] the Android SDK
Windows: the Android SDK

npm install -g cordova ionic   *cordova* is the plugin bridge to device features, *ionic* is the CLI

Build It

cd ~/Projects	start in your home directory
ionic start myApp tabs	*tabs*, *blank*, and *sidemenu* are starter projects
cd myApp	
ionic serve	starts mini web server, opens browser, uses live reload
ionic platform add ios	or android
ionic build ios	
ionic emulate ios	launches app in the Xcode iPhone emulator

open Xcode, open project (myApp/platforms/ios), click the Run button to fix project issues
ionic run ios –device   this runs your app on your iPhone from outside Xcode

ionic resources	creates icons & splash screens from one icon.png, splash.png
ionic build ios	build again to pick up icons & splash screens
ionic plugins	lists the cordova plugins used in the current project
ionic plugin add cordova-plugin-geolocation	
	plugin example – this adds the plugin for location services
ionic upload	to share with clients, testers; requires an ionic.io account
ionic share user@site.com	invite others to view your app inside the Ionic View app
	(each user must set up an ionic.io account)

Tips

If your build gets corrupted (won't run in the emulator or on the device), try resetting it by removing and re-adding your platform:

ionic platform remove ios
ionic platform add ios
ionic build ios

If you created a splash screen, but it's using the default, you need a bigger splash.png (2732x2732 for iPad Pro, and growing). And the splash screen doesn't work (for me) in the emulator—I just see the default Ionic splash screen. But, it does show up on when I run my app on an actual device.

Get quick user feedback by free-hosting your project at firebaseapp.com (using **firebase deploy**) or github's gh-pages (no view app required, but plugins may not work).

Start your project with a more complete starter from github: ionic starters or the Ionic Market (http://market.ionic.io/starters).

The best online support is
1. Stackoverflow - http://stackoverflow.com/questions/tagged/ionic-framework
2. the Ionic forum - https://forum.ionicframework.com/
3. the Ionic slack group - https://ionic-worldwide.slack.com/

Training

http://appcamp.io/ - free, interactive angular/ionic training

https://www.youtube.com/results?search_query=ionic+framework

thinkster.io multimedia example

http://blog.ionic.io/

http://www.pluralsight.com/courses/building-mobile-apps-ionic-framework-angularjs

Other

Twitter: @ionicframework, #ionic, #ionicframework

http://blog.ionic.io/announcing-ionic-1-3/ - Good info & links for Ionic/Angular 1.x

ngcordova.com - plugin directory, with docs and sample code

http://mobilewebweekly.co/ - Click on *Latest Issue*

https://angularjs.org/ (version 1.x) and https://angular.io/ (version 2.0β)

Great local meet-ups: Ionic-Utah, AngularJS-Utah, and Product Hunt Utah

http://www.ng-conf.org/ - AngularJS Conference, with a YouTube channel

http://www.ng-newsletter.com/