

Ionic 2 Super Starter

<http://ionicframework.com/getting-started/>
<http://blog.ionic.io/help-us-test-the-super-starter/>
<https://github.com/driftyco/ionic-starter-super>

start here (install node, cordova, ionic)
ionic blog post about the starter
github repo for starter

```
$ ionic start your-project-name super --v2  
$ cd your-project-name  
$ ionic serve
```

Build and run in emulator

```
$ npm -g install ios-sim ios-deploy  
$ ionic build ios
```

Build hint: you may need to run xcode and resolve a few project errors (see next page)

```
$ ionic emulate ios -lc
```

Ionic hint: the `-lc` options are for live reload and console logging back to the terminal

Emulator hint: use the Window > Scale menu option to fix huge or tiny emulator screen

Emulator hint: use cmd-shift-H as the home button (ctrl-shift-H on windows)

Set up maps (not covered, not complete)

<https://ionicframework.com/docs/v2/native/google-maps/> ionic-native docs for google maps

<https://www.joshmorony.com/integrating-native-google-maps-into-an-ionic-2-application/>

blog post, tutorial for google maps

Ionic hint: if you run into build problems, try removing and re-adding the platform

```
$ ionic remove ios  
$ ionic platform add ios
```

```
$ ionic plugin add cordova-plugin-googlemaps --variable  
  API_KEY_FOR_IOS="YOUR_IOS_API_KEY_IS_HERE"
```

Ionic hint: if you see build “signing” errors, you may need to fix some things in xcode:

1. Run xcode
2. Open the `platforms/ios/your-project-name.xcodeproj` project file
Wait for xcode to finish loading and analyzing the project
3. Click on the project name in the left pane
4. Select your development team in the middle pane
5. Click the Run button
6. Click on each error, and allow xcode to automatically fix the issues
7. Click the Run button again (ignore warnings)