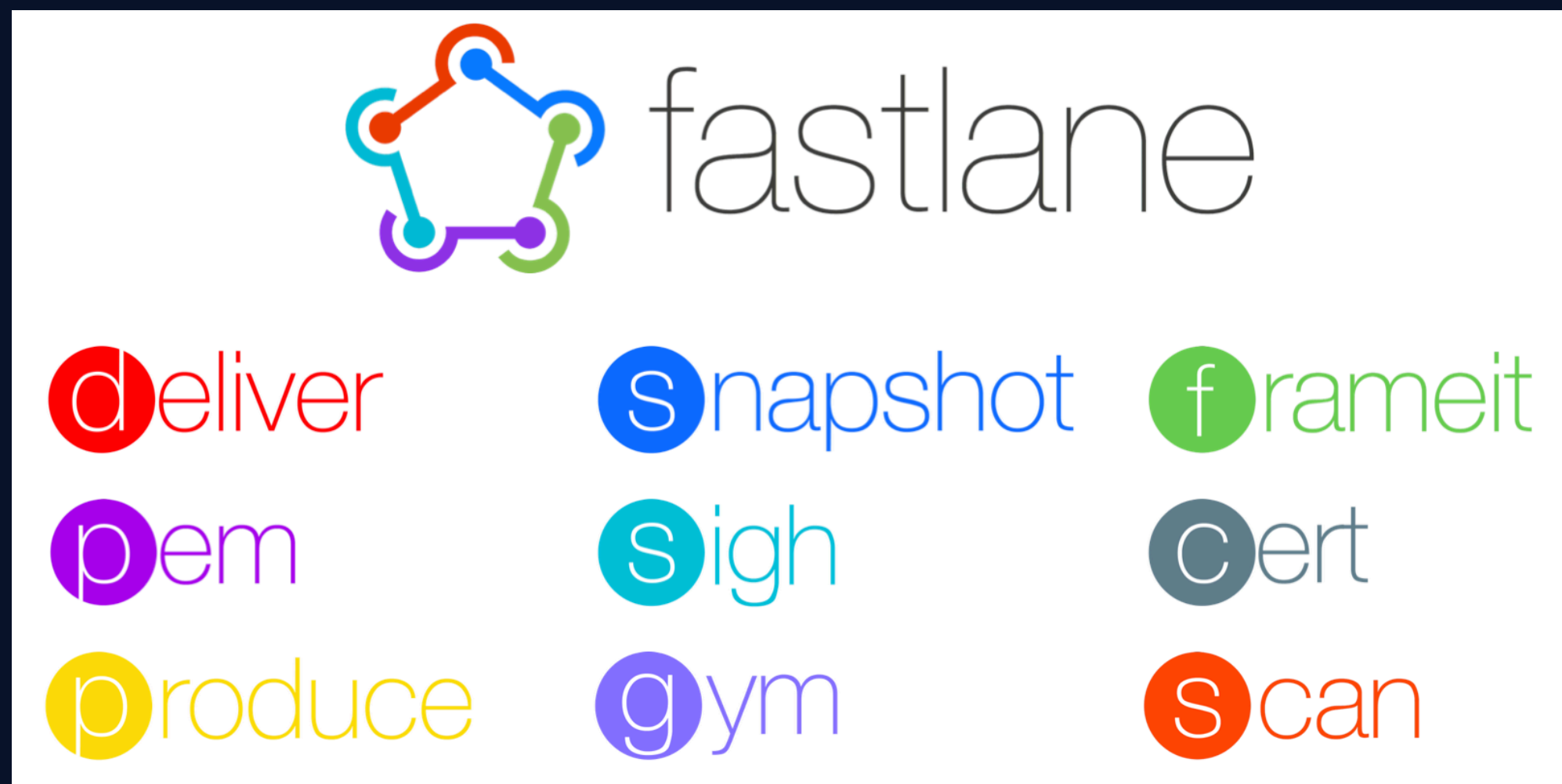


# Automate deploy IOS with Fastlane in Flutter



\*\*\*For develop not production

# Fastlane

Setup: <https://docs.fastlane.tools/getting-started/ios/setup/>

Flutter CD: <https://flutter.dev/docs/deployment/cd>

# Fastlane

- flutter build ios --release --no-codesign
- cd ios
- fastlane init
- ระบบจะสร้างไฟล์ Appfile และ Fastfile
- fastlane add\_plugin firebase\_app\_distribution
- ระบบจะสร้างไฟล์ Pluginfile

# Fastlane

Config Appfile

```
app_identifier "th.co.artisan.xxx"
```

```
apple_id "montol@artisan.co.th"
```

```
team_id "XXXX"
```

# Firebase

<https://console.firebase.google.com/>

เข้า Project settings

Add app เลือก iOS

× Add Firebase to your iOS app

1

Register app

iOS bundle ID ⓘ

com.company.appname

App nickname (optional) ⓘ

My iOS App

App Store ID (optional) ⓘ

123456789


Register app

# Firebase


## Copy App ID

Your apps

Android apps

 **Trypt**  
th.co.artisan.trytpassengers


iOS apps


 **Trypt**  
th.co.artisan.trytpassengers


Add app

### SDK setup and configuration


Need to reconfigure the Firebase SDKs for your app? Revisit the SDK setup instructions or just download the configuration file containing keys and identifiers for your app.

 See SDK instructions

 [GoogleService-Info.plist](#)


App ID 

1:92[REDACTED]

Encoded App ID 

app-1-[REDACTED]

App nickname

Trypt 

Bundle ID

# Fastlane

## Config Fastfile

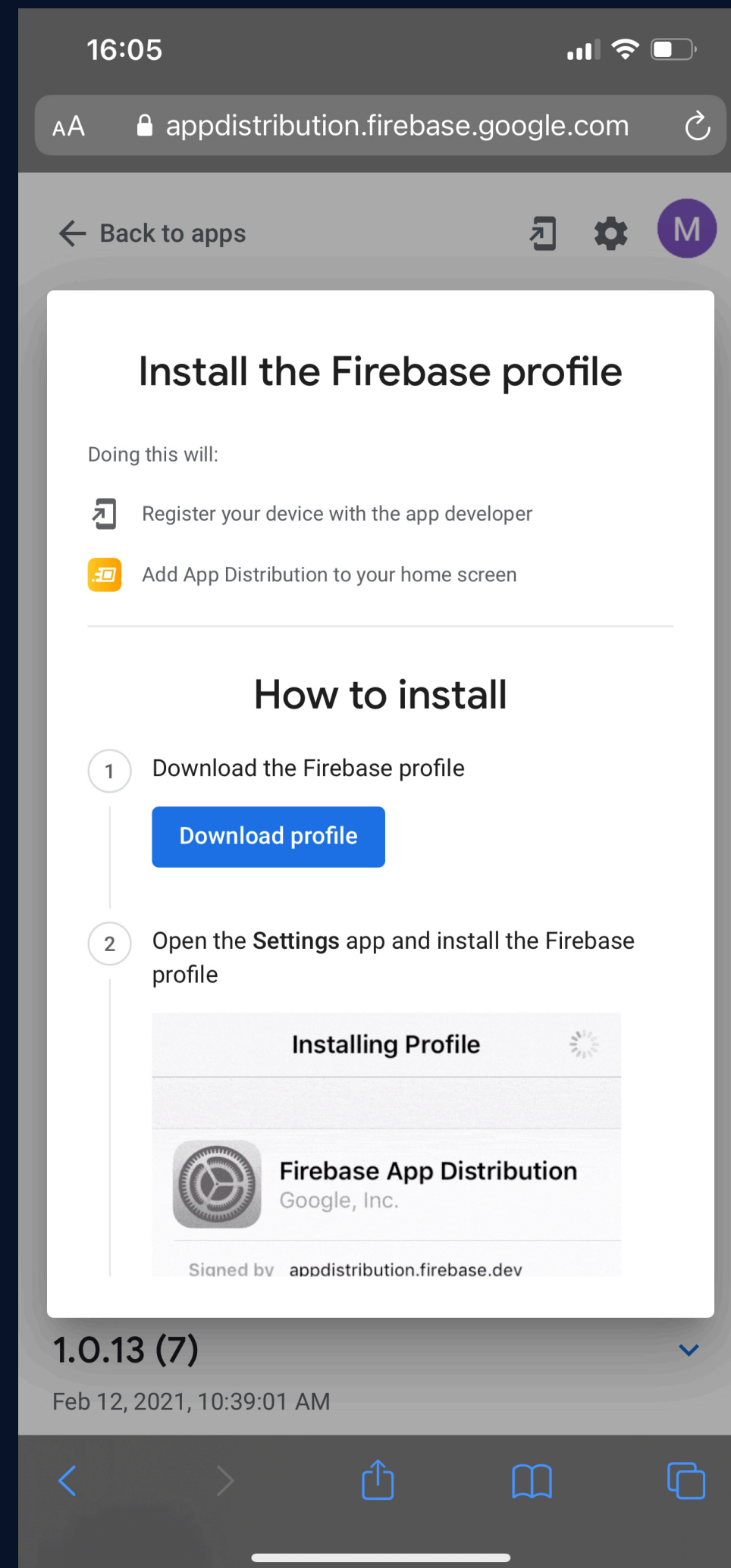
```
platform :ios do

  lane :dev do
    increment_build_number(
      build_number: 8,
      xcodeproj: "Runner.xcodeproj"
    )
    gym(
      scheme: "Dev",
      sdk: "iOS 14.4",
      clean: true,
      output_directory: "./artifact",
      output_name: "Trypt",
      export_method: "development"
    )

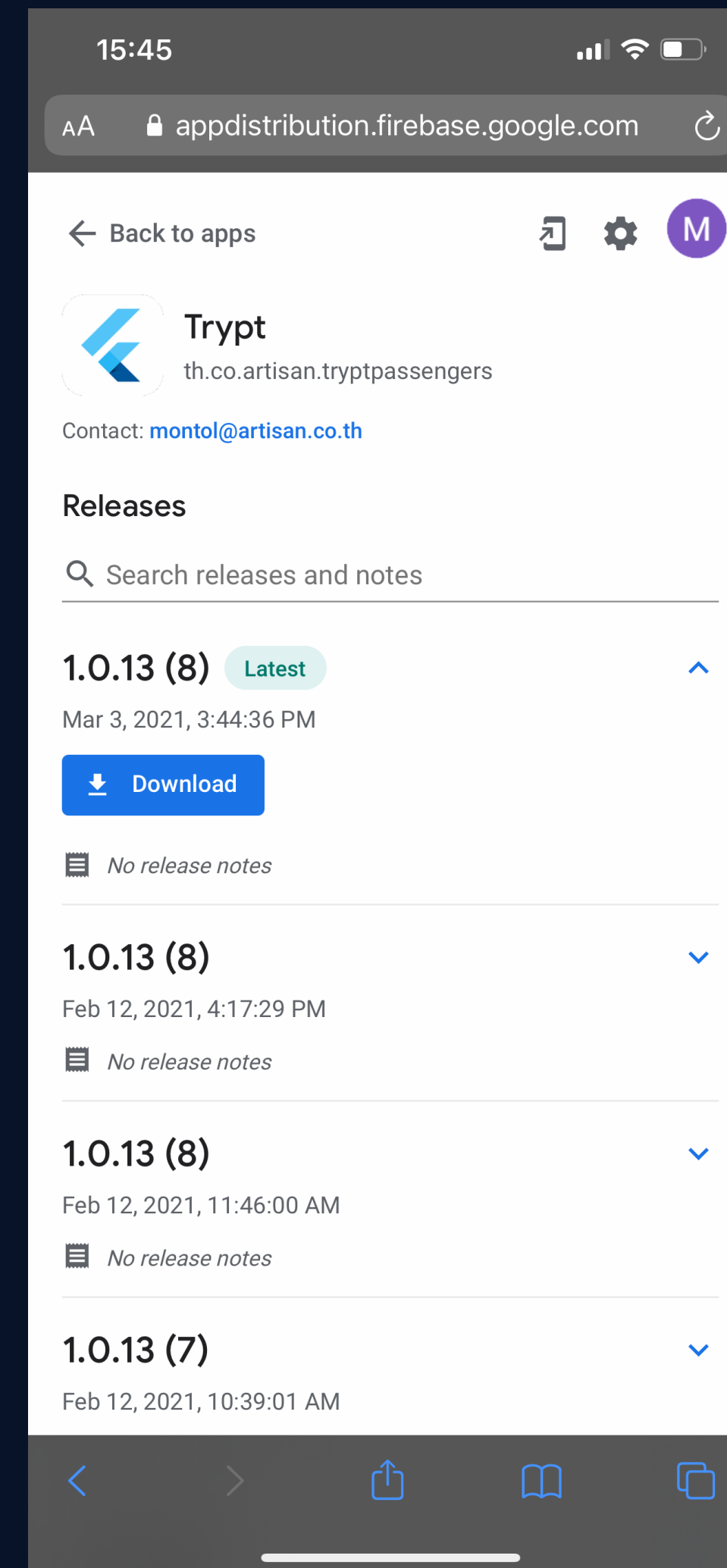
    firebase_app_distribution(
      app: "1:xx:ios:xx",
      ipa_path: "./artifact/Trypt.ipa",
      groups: "ios"
    )
  end
end
```

# Firebase App Distribution

## Install profile



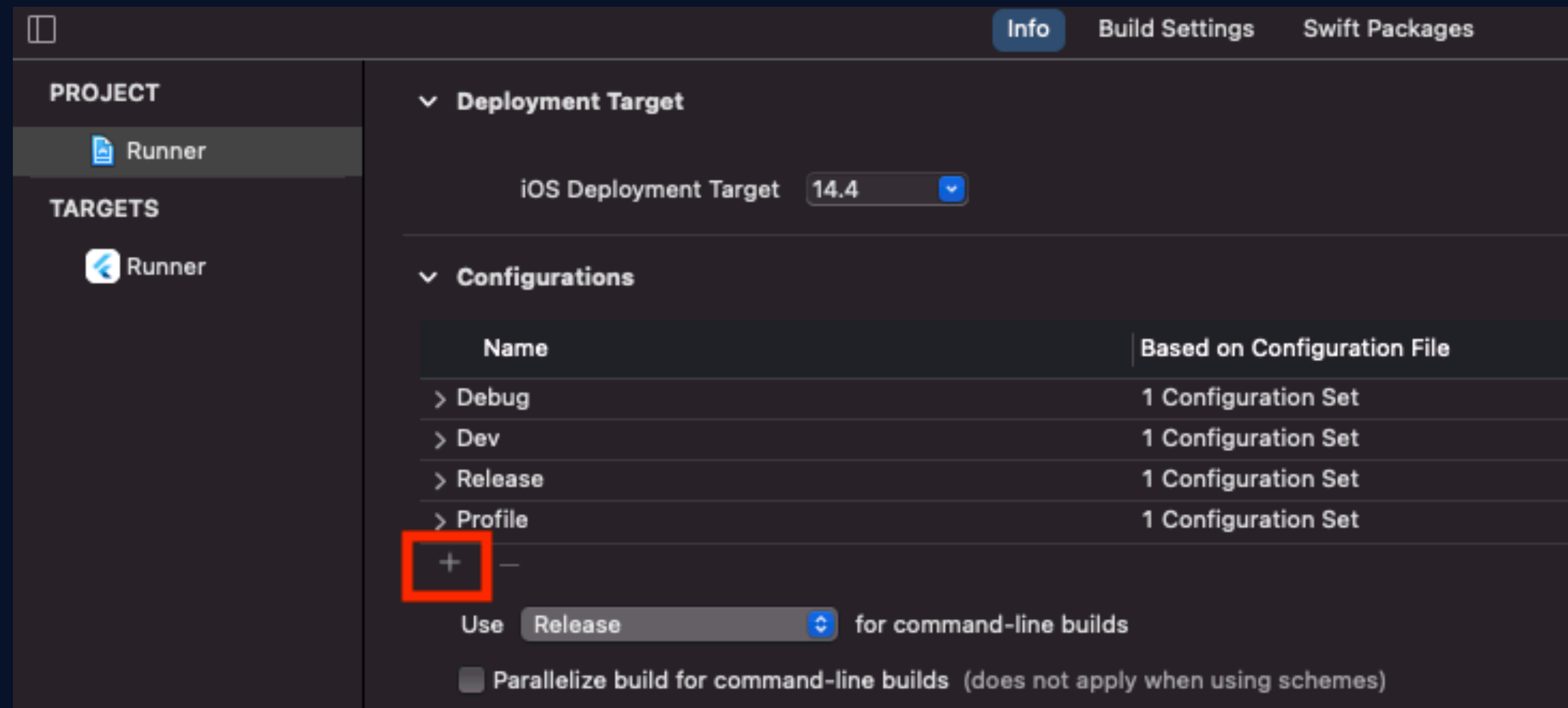
## Download app





# Xcode

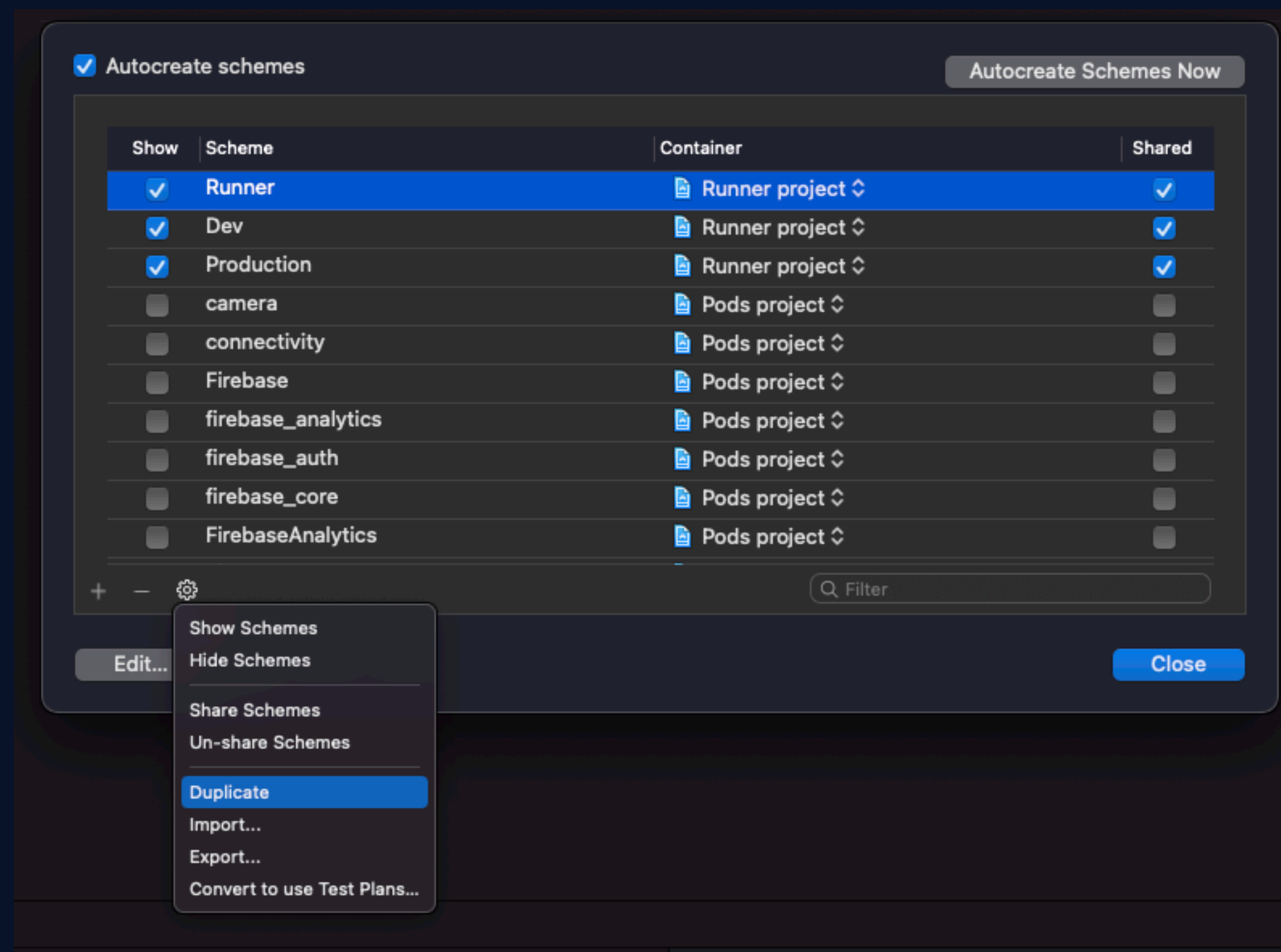
Multiple environments firebase config



# Xcode

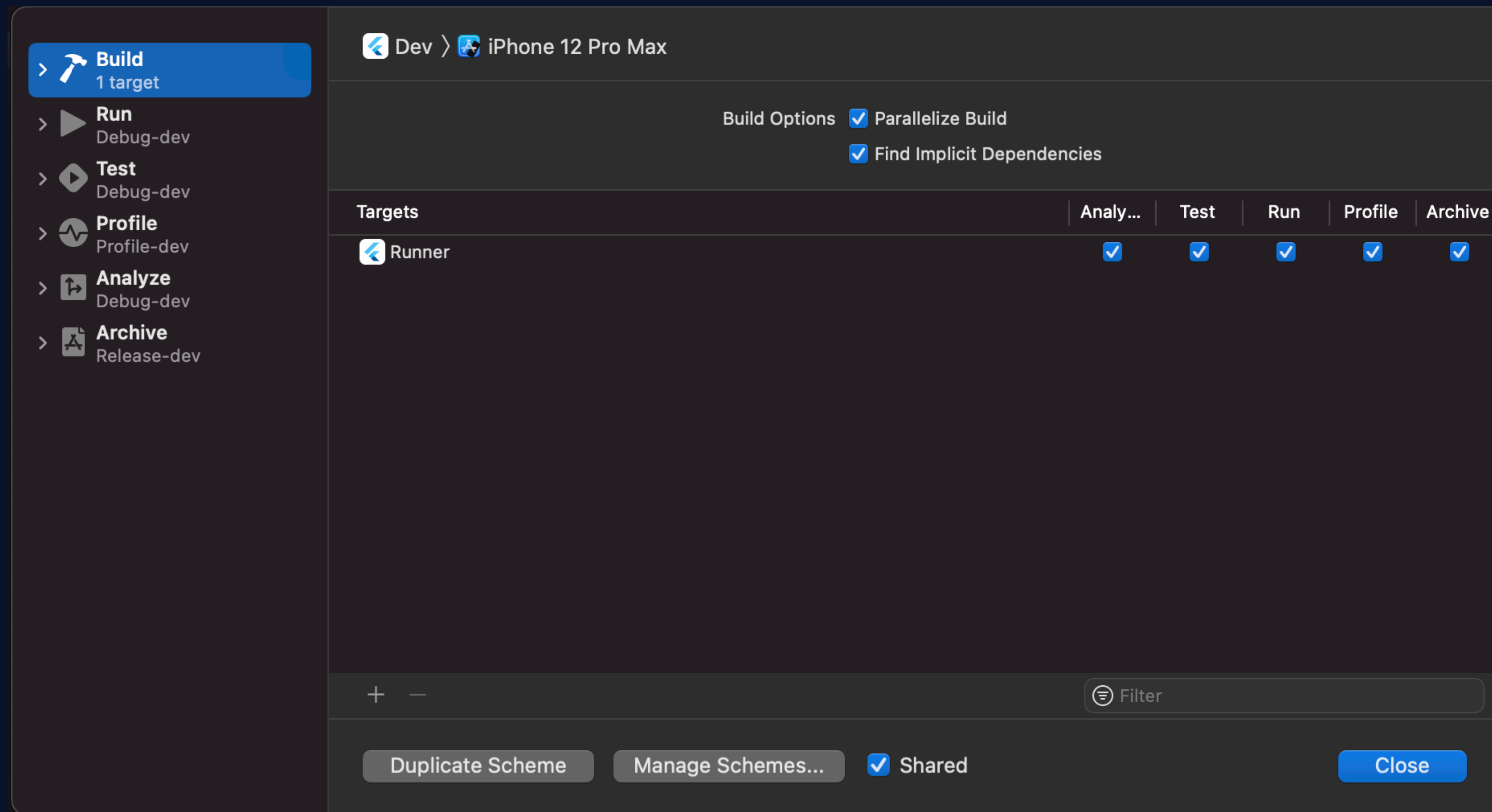
## Multiple environments

Go to Product/Scheme/Manage Schemes. Duplicate the Runner



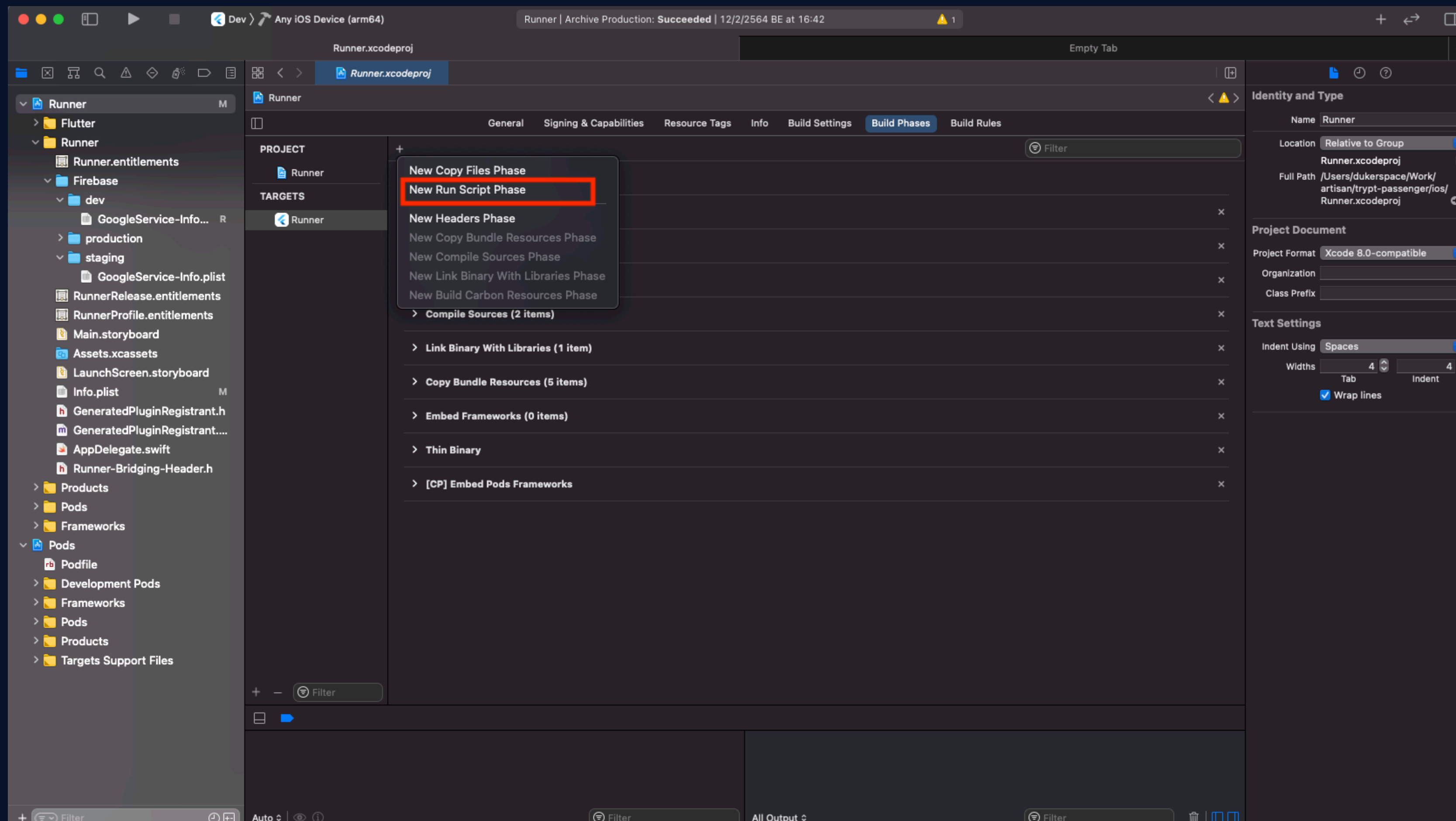
# Xcode

## Config schema



# Xcode

## Multiple environments firebase config



# Xcode

## - Set Firebase Auth build environment

```
environment="default"

# If CONFIGURATION="Debug-prod", then environment will get set to "prod".
if [[ $CONFIGURATION =~ -([^-]*)$ ]]; then
    environment=${BASH_REMATCH[1]}
fi

# Name and path of the resource we're copying
GOOGLESERVICE_INFO_PLIST=GoogleService-Info.plist
GOOGLESERVICE_INFO_FILE=${PROJECT_DIR}/Config/${environment}/${GOOGLESERVICE_INFO_PLIST}

# Make sure GoogleService-Info.plist exists
echo "Looking for ${GOOGLESERVICE_INFO_PLIST} in ${GOOGLESERVICE_INFO_FILE}"
if [ ! -f $GOOGLESERVICE_INFO_FILE ]
then
    echo "No GoogleService-Info.plist found. Please ensure it's in the proper directory."
    exit 1
fi

PLIST_DESTINATION=${BUILT_PRODUCTS_DIR}/${PRODUCT_NAME}.app
echo "Will copy ${GOOGLESERVICE_INFO_PLIST} to final destination: ${PLIST_DESTINATION}"

# Copy over the prod GoogleService-Info.plist for Release builds
cp "${GOOGLESERVICE_INFO_FILE}" "${PLIST_DESTINATION}"
```

# Link Ref

- <https://medium.com/@matt.goodson.business/separating-build-environment-configurations-in-flutter-with-firebase-doing-it-the-right-way-c72c3ad3621f>
- <https://medium.com/odds-team/distribute-app-%E0%B8%82%E0%B8%AD%E0%B8%87%E0%B9%80%E0%B8%A3%E0%B8%B2%E0%B8%A5%E0%B8%87%E0%B8%AA%E0%B8%B9%E0%B9%88-device-%E0%B8%94%E0%B9%89%E0%B8%A7%E0%B8%A2-firebase-app-distribution-b9c20dc3aed3>
- <https://bloghugocoutinho.wordpress.com/2020/12/28/flutter-using-multiple-firebase-environments-in-ios/>
- <https://medium.com/@vo9312/flutter-series-part-3-ios-flavors-setup-47cbf9274883>



# Kill You Slowly - The Chainsmokers

