

Error validating private spec #4422

[New issue](#)

thecritic opened this issue on Oct 21, 2015 · 10 comments



thecritic commented on Oct 21, 2015

I have been using development pods for a good while now, but I actually want to have dependencies between my (private) pods, and as far as I know, creating private pods is the only solution for that (as you cannot specify a local pod in the .podspec file as a dependency...).

So I followed this guide <https://guides.cocoapods.org/making/private-cocoapods.html>, created the specs repo and added one of my development pods. Worked like a charm. Now, here is the thing: When I try to add another dev repo, upon linting

```
pod repo push my-specs [MY_PRIVATE_REPO].podspec --verbose --
sources='git@bitbucket.org:
[Bitbucket_Username]/specs.git,https://github.com/CocoaPods/Specs' --allow-warnings
```

it gives me the following errors:

Summary:

```
- NOTE | [iOS] xcodebuild: : error: Not enough arguments provided; where is the input
document to operate on?
```

Excerpt of --verbose validation output:

```
CompileStoryboard [MY_PRIVATE_REPO]/Pod/Classes/Browser.storyboard
  cd /var/folders/06/8yhn6qhn73ggckqptybrtbjm0000gn/T/CocoaPods/Lint/Pods
  export
  PATH="/Applications/Xcode.app/Contents/Developer/Platforms/iPhoneSimulator.platform/Develo
  sdk/android-ndk-r9d:/usr/local/Cellar/ant/1.9.5/libexec/bin:/Users/thecritic/android-
  sdks/tools:/Users/thecritic/android-sdks/platform-tools:/Users/thecritic/android-
  sdks:/Users/thecritic/Downloads/cocos2d-x-
  3.6/templates:/Users/thecritic/Downloads/cocos2d-x-3.6/tools/cocos2d-
  console/bin:/usr/local/php5/bin:/usr/local/bin:/usr/bin:/bin:/usr/sbin:/sbin"
  export
  XCODE_DEVELOPER_USR_PATH=/Applications/Xcode.app/Contents/Developer/usr/bin/..
  /Applications/Xcode.app/Contents/Developer/usr/bin/ibtool --errors --warnings --
  notices --module [MY_PRIVATE_REPO] --output-partial-info-plist
  /var/folders/06/8yhn6qhn73ggckqptybrtbjm0000gn/T/CocoaPods/Lint/build/Pods.build/Release-
  iphonesimulator/[MY_PRIVATE_REPO].build/Browser-SBPartialInfo.plist --auto-activate-
  custom-fonts --target-device iphone --target-device ipad --minimum-deployment-target 8.0
  --output-format human-readable-text --compilation-directory
  /var/folders/06/8yhn6qhn73ggckqptybrtbjm0000gn/T/CocoaPods/Lint/Pods/[MY_PRIVATE_REPO]/Pod,

/* com.apple.ibtool.errors */
: error: Not enough arguments provided; where is the input document to operate on?

** BUILD FAILED **
```

The following build commands failed:

```
CompileStoryboard [MY_PRIVATE_REPO]/Pod/Classes/Browser.storyboard
```

Assignees

No one assigned

Labels

None yet

Projects

None yet

Milestone

No milestone

Notifications

2 participants



segiddins commented on Oct 21, 2015

Owner

We'll need an example pod that reproduced the issue



thecritic commented on Oct 21, 2015

@segiddins Well unfortunately the thing is, I cannot disclose much of the code from that pod.



segiddins commented on Oct 21, 2015

Owner

That's fine, if you can boil it down to a new pod that also demonstrates it. If not, there's really nothing that we can do.



thecritic commented on Oct 21, 2015

@segiddins I created a fresh pod and added a storyboard file, nothing more... still getting the same error. here is the pod: <https://bitbucket.org/melkhaia/testpod>



segiddins commented on Oct 21, 2015

Owner

Thanks!



segiddins commented on Oct 21, 2015

Owner

Ah so the issue here is that the storyboard needs to be a resource, not a source file.



1



thecritic commented on Oct 21, 2015

@segiddins First of all I want to thank you for your support! So I basically add storyboards/nib files into the Assets folder for example and specify a glob in the specfile like this: `spec.resources = ["Pod/Assets/*.storyboard"]` ? How come my other development pod does not complain ?



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segiddins commented on Oct 21, 2015

Owner

No clue



thecritic commented on Oct 21, 2015

Okay this seems to work, thanks!



thecritic closed this on Oct 21, 2015



segiddins commented on Oct 21, 2015

Owner



