# Using PhoneGap/Cordova with Xcode

Step 1: Install PhoneGap/Cordova

1. Download the latest version of PhoneGap from phonegap.com
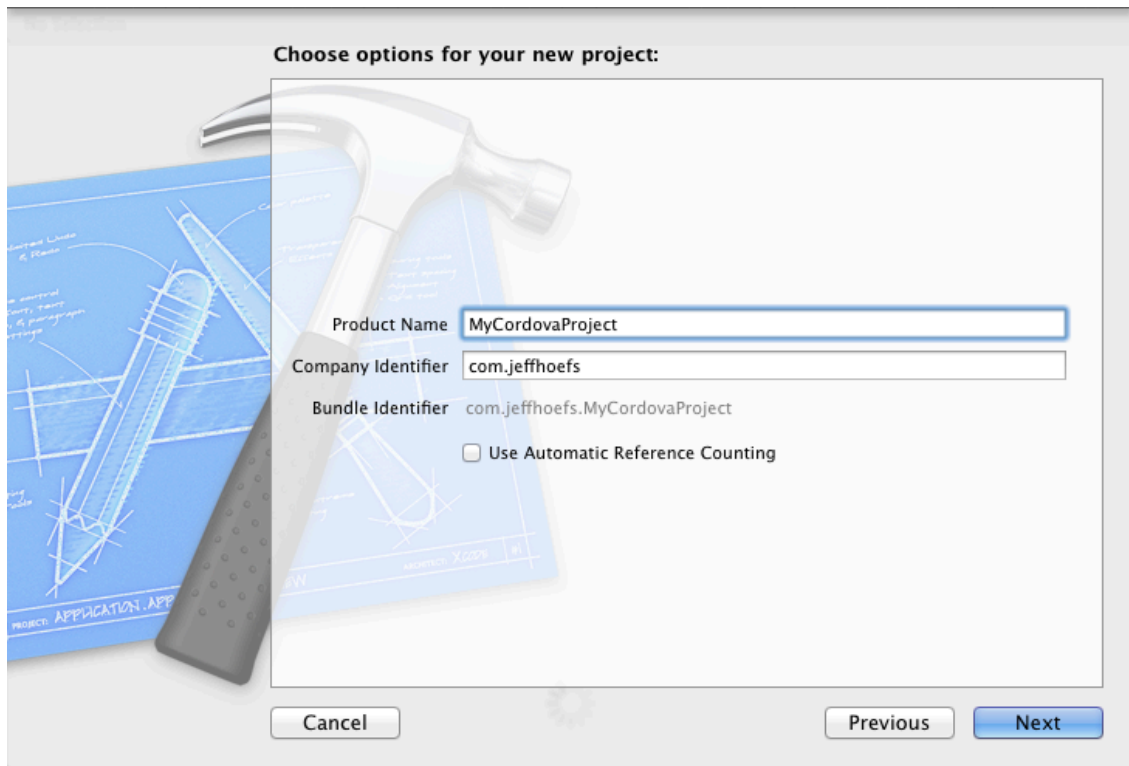2. Unzip the file, Navigate to the iOS directory (lib/ios/) and run the installer (Cordova-1.5.0.dmg).

Step 2: Create a new Xcode Project

1. Open Xcode
2. From the **File** menu, select **New** and then **Project**
3. Select Cordova-based Application from the templates and click Next.
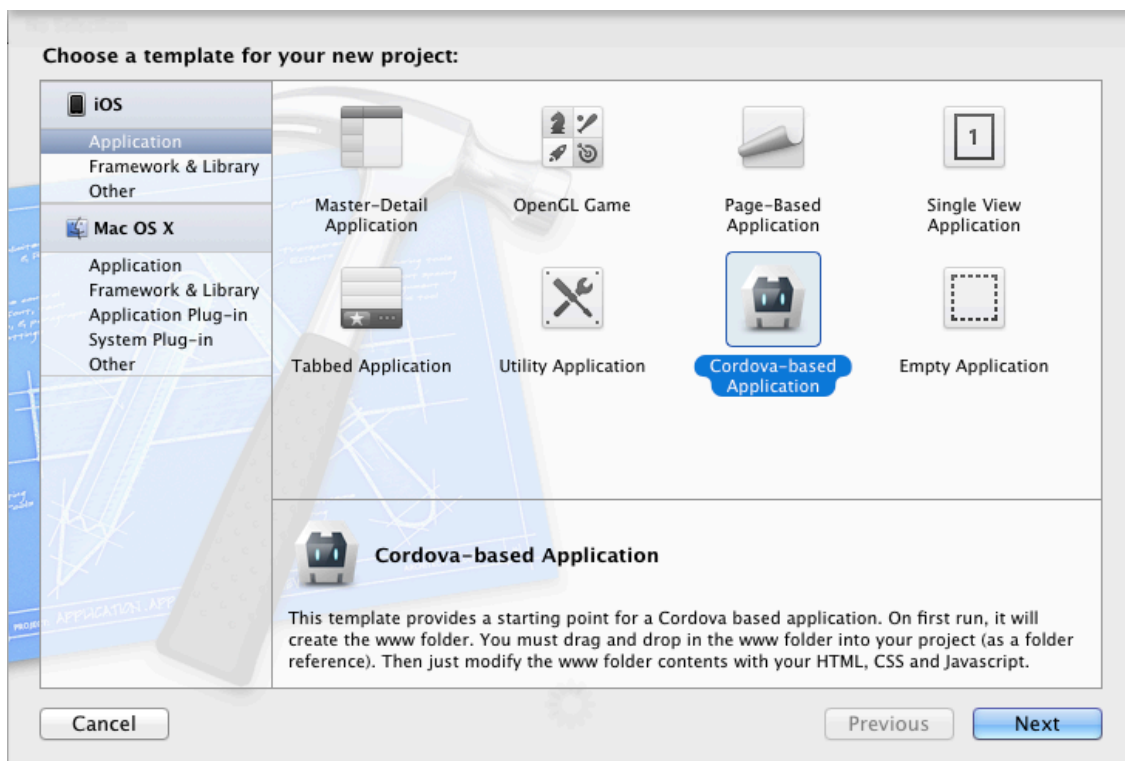
4. Enter a Product Name: You cannot have any spaces, dashes or underscores in the Product Name. The Company Identifier should be created automatically. Also, **do not** check Use Automatic Reference Counting if this option is available.

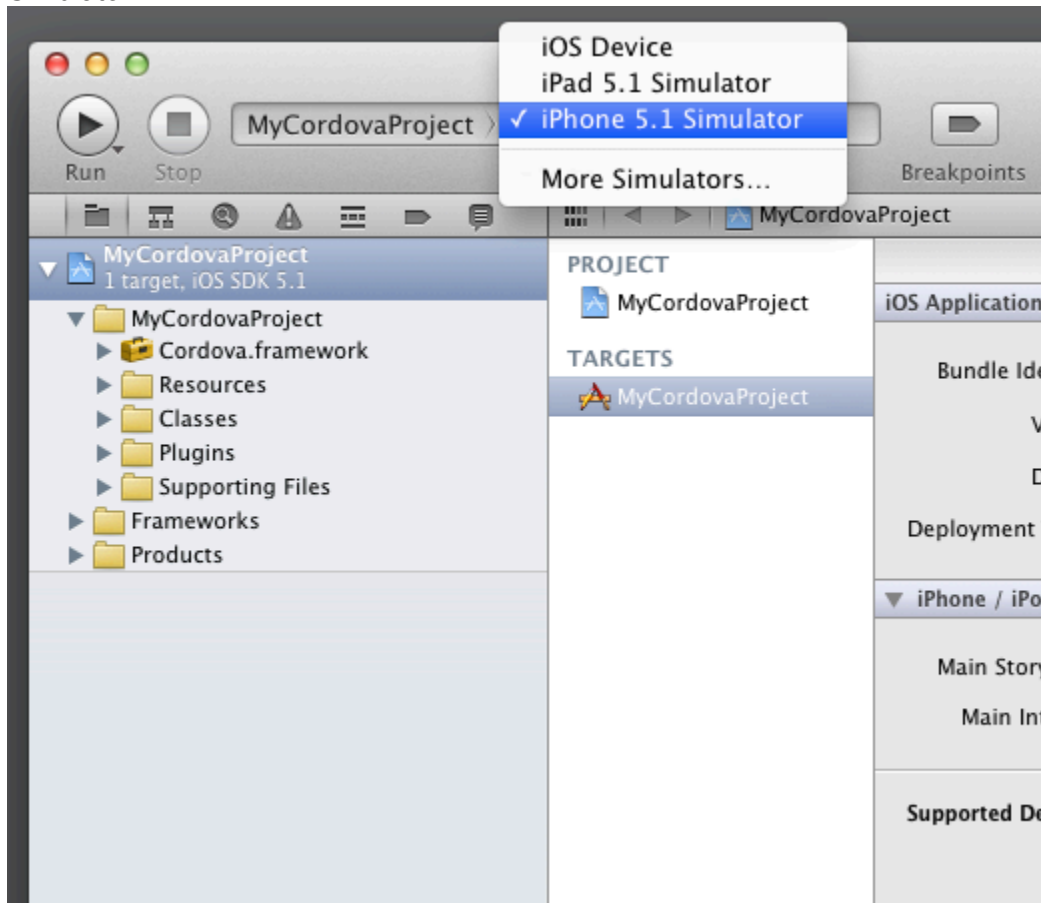**Choose options for your new project:**

Product Name   MyCordovaProject

Company Identifier   com.jeffhoefs

Bundle Identifier   com.jeffhoefs.MyCordovaProject

☐ Use Automatic Reference Counting

Cancel   Previous   Next

5. Click next and choose a location to save your project.

Step 3: Setting up the project

1. From the Menu at the top left, select iPhone Simulator

2. Click the Run button in the upper left corner.
3. The iPhone Simulator will open and after a few seconds you will see the following

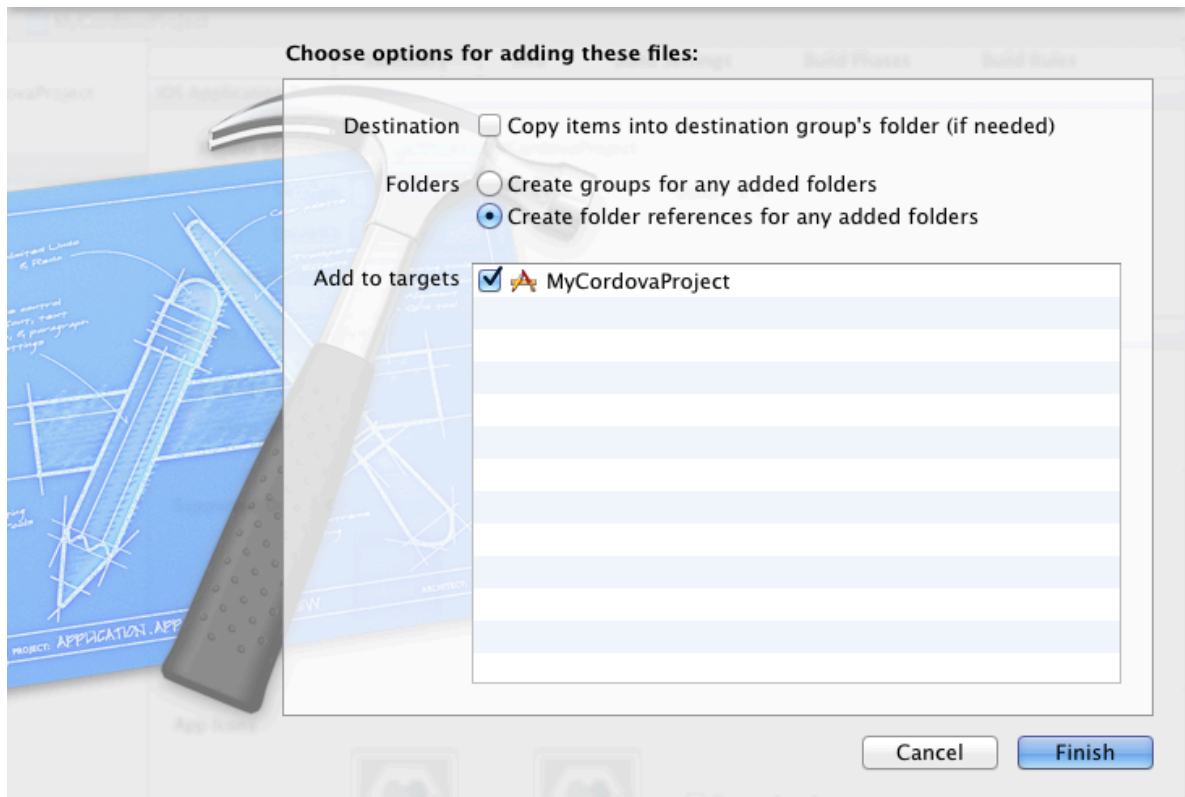ERROR: Start Page at 'www/index.html' was not found.

screen:

4. You need to copy the **www** folder from the project directory into the Xcode project.

5. Open the project folder and position it so that both the www directory and the list of files in the Xcode project are visible and drag the **www** folder onto the Project in Xcode. Release the mouse button when a white outline forms around the Project title.
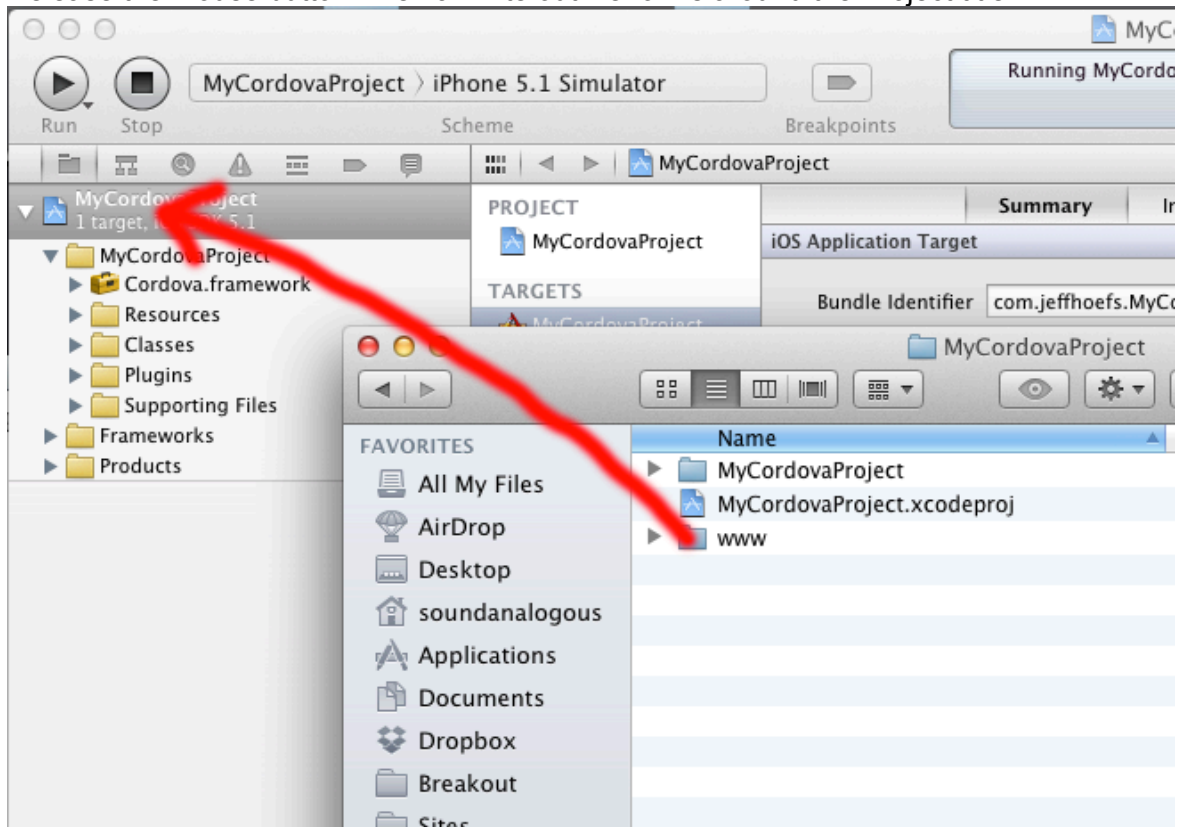
6. If the last step was successful, you will see the following screen. **Change the checkbox and radio buttons in your screen to match those in this screen exactly!**

Choose options for adding these files:

Destination ☐ Copy items into destination group's folder (if needed)

Folders ◯ Create groups for any added folders
⦿ Create folder references for any added folders

Add to targets ☑ 🅰 MyCordovaProject
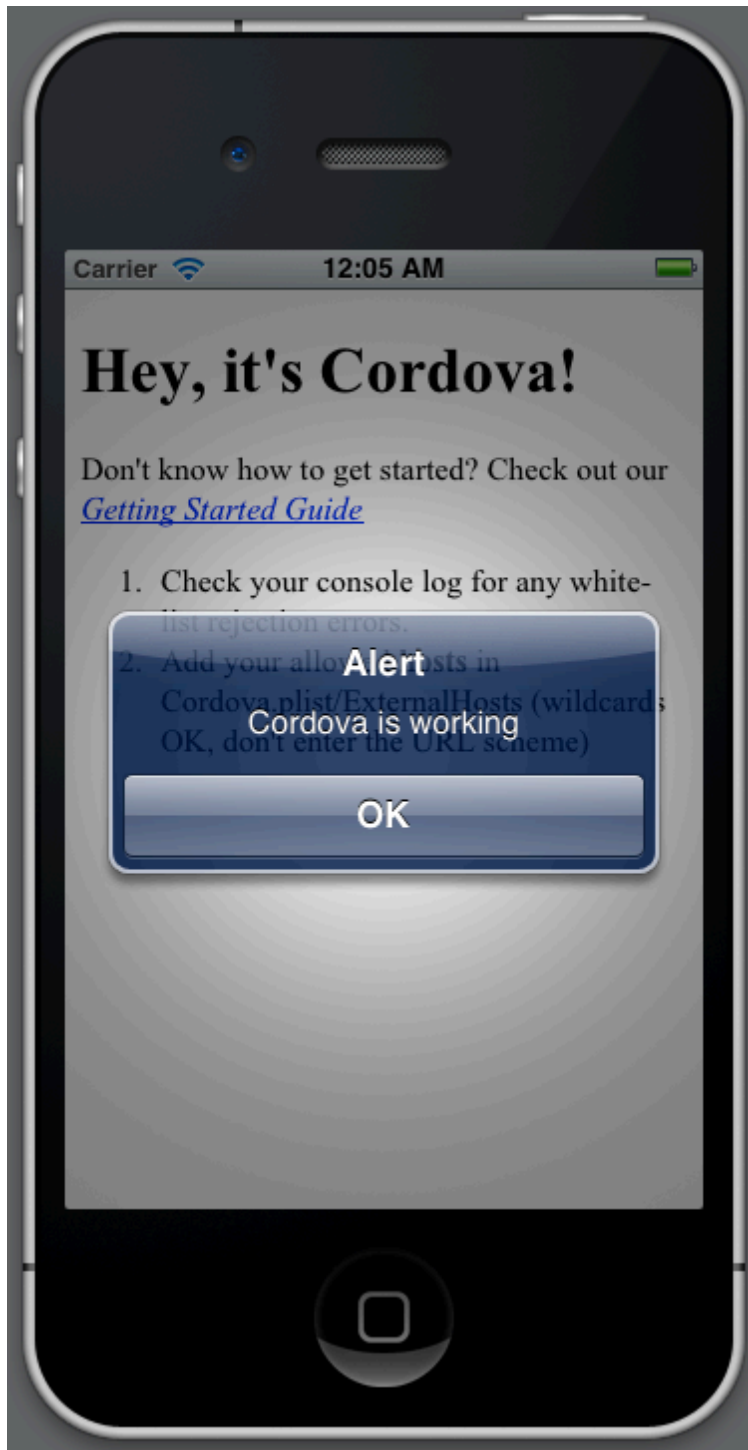
Cancel   **Finish**

7. Click Finish and then Click the Run button in Xcode to launch the app in the simulator. If the previous app is still running you will get a popup. Click Stop once if you ever see the
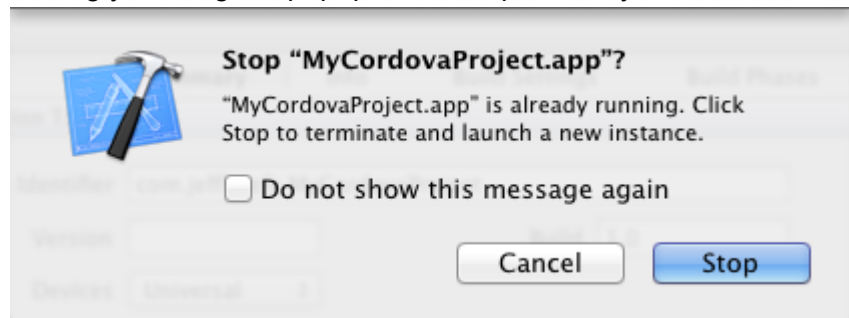
following pop-up:

8. You should now see the following screen in the iPhone Simulator:

Step 4: Setting up your Team Member Developer Account

In order to run the App on your iOS device you will need to set up your Team Member account:

1. Open Xcode and select **Organizer** from the **Window** Menu.

2. Click **Devices** to display the Devices organizer.
3. Plug in your device and select it in the devices

   list.
4. Click Use for Development (if you have set up this device in the past, this option will not be available).
5. Copy your device identifier from the **Identifier** field (long string of letters and numbers) and send it to Frank, requesting that your device be added to the team's list of devices.
6. You will need to wait until Frank adds the device before continuing to step 7...
7. Once your device has been added, Select Provisioning Profiles in the **Library** section of the Organizer.
8. Click the Refresh button in the lower right corner of the Provisioning Profiles
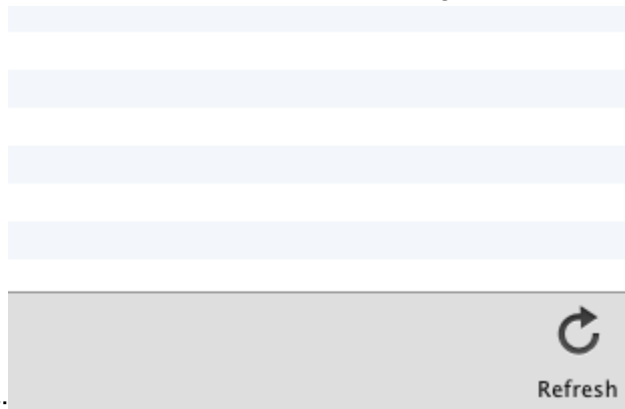
   view:
9. If you don't have a developer certificate, Xcode should offer to request on for you.
   a. Have Xcode request the Developer Certificate for you
   b. Inform Frank that Xcode requested a developer certificate for you

10. Wait for Frank to tell you that your developer certificate has been issued before continuing.
11. When the certificate has been issued, make sure that your device is plugged into your Mac and that it's listed in the devices organizer.
12. Select the Provisioning Profiles in the Library section and click Refresh. You should now see Profiles in the list and Xcode should also install your developer certificate in your keychain (if one does not already exist).
13. You should now be able to run the Cordova app on your iOS device.

Step 5: Running the PhoneGap / Cordova app on your iOS Device

1. Connect your iPhone or iPad to your Mac.
2. Open the Cordova app that you created in Step 2.
3. Select your device from the list of devices and simulators in the upper left corner of the Xcode application:
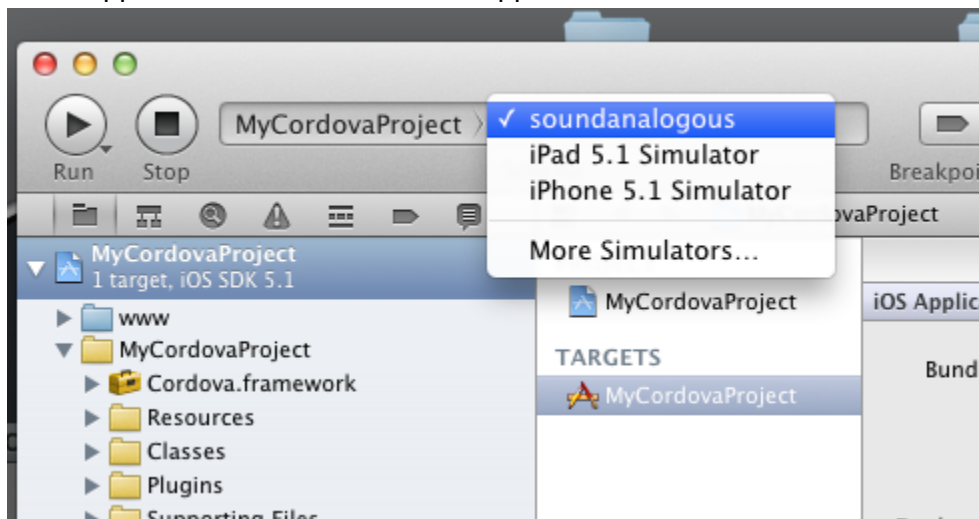
4. Click the Run Button. After a few seconds the App should launch on your device.