

# fastlane

A time saver

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## App releases

Chicken Follkers - 2 player duel  
Published

Manage your app's APKs, review release history and roll-out your app to production, alpha or beta. Learn more

## Production

[MANAGE PRODUCTION](#)

## Release: 1.4.1

21 Nov 23:22: Full roll-out

 Supported devices: 12463   Unsupported devices: 2158   Excluded devices: 0   [Manage devices](#) 1 APK version code: 6

## Beta

[MANAGE BETA](#)

Add APKs to beta to make your app available for open or closed beta testing.

## Alpha

[MANAGE ALPHA](#)

Superseded by production ⓘ

## Country availability

Production countries   Beta countries   Alpha countries

137

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No Beta release

No Alpha release



## Translation Service

Increase your app's global reach. Purchase translations for your app, Store Listing and AdWords campaigns in 3 easy steps. [Learn more](#)

Name

 DropCharge

### App Store distribution options:

**Include bitcode for iOS content**

Allows the App Store to build your app to take advantage of hardware, software or compiler changes.

**Strip Swift symbols**

Reduce app size by stripping symbols from Swift standard libraries.

**Upload your app's symbols to receive symbolicated reports from Apple**

Crash logs and other diagnostic information from your customers will be symbolicated and viewable within Xcode.



Cancel

Previous

Next

Archive Information



**DropCharge**

Jan 28, 2018 at 5:55 PM

**Upload to App Store...**

Validate...

Export...

details

Version 1.0 (1)

Identifier com.raywenderlich.DropCh...

Type iOS App Archive

Download dSYMs...

description

No Description

## APP STORE INFORMATION

## App Information

## Pricing and Availability

## iOS APP

● 1.0 Prepare for Submiss...

## + VERSION OR PLATFORM

## App Information

This information is used for all platforms of this app. Any changes will be released with your next app version.

Save

## Localizable Information

English (U.S.) ▾

## Name ?

Adventure App

## Privacy Policy URL ?

http://example.com (optional)

## General Information

## Bundle ID ?

[Register a new bundle ID.](#)

Adventure - com.Adventure.App

## Primary Language ?

English (U.S.)

Your Bundle ID com.Adventure.App

## Category ?

Primary

## SKU ?

Adventure123

Secondary (optional)

## Apple ID ?

1000683661

License Agreement [Edit](#)

[Apple's Standard License Agreement](#)

## Rating ?

No Rating

# CONTINUOUS DELIVERY?



# Fastlane to the rescue

App automation done right

The easiest way to build and release mobile apps.  
*fastlane* handles tedious tasks so you don't have to.

<https://fastlane.tools/>



# fastlane

deliver

pem

produce

precheck

snapshot

sigh

gym

Pilot

frameit

cert

scan

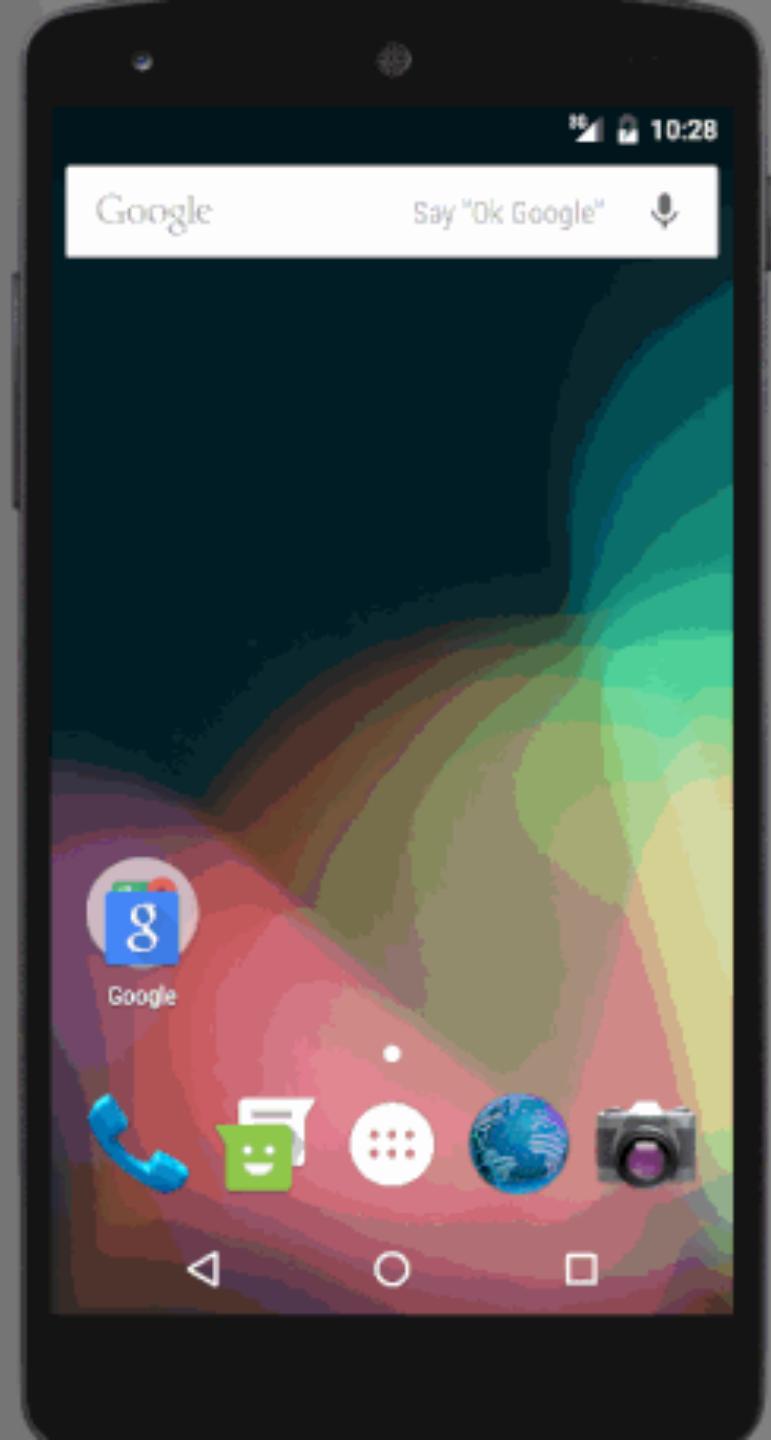
match

TASK #1



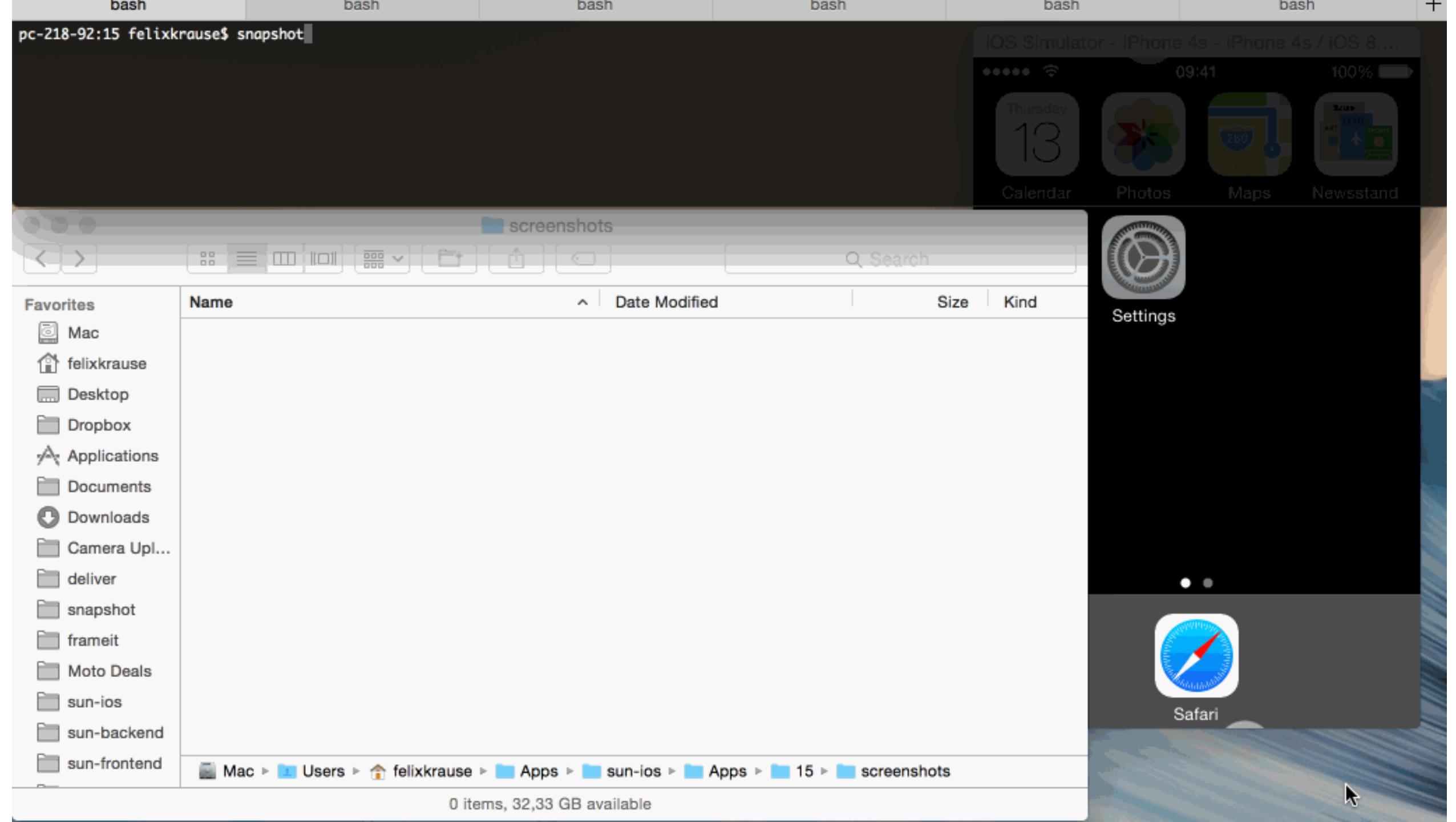
# Screengrab

```
...
public void testTakeScreenshot() {
    Screengrab.screenshot("before_button_click");
    onView(withId(R.id.fab)).perform(click());
}
...
```



# snapshot

```
...
button.tap()
snapshot("1LandingScreen")
...
```



de-DE

iPhone 4



iPhone 5



iPhone 6



iPhone 6 Plus



en-US

iPhone 4



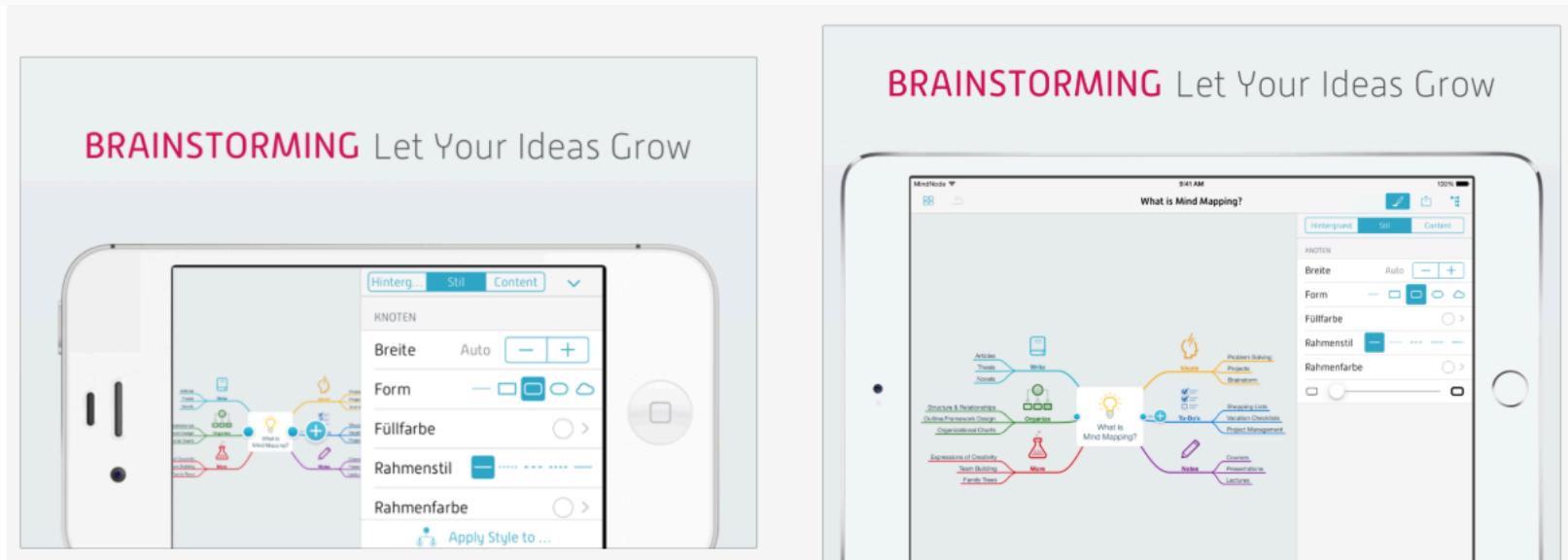
iPhone 5





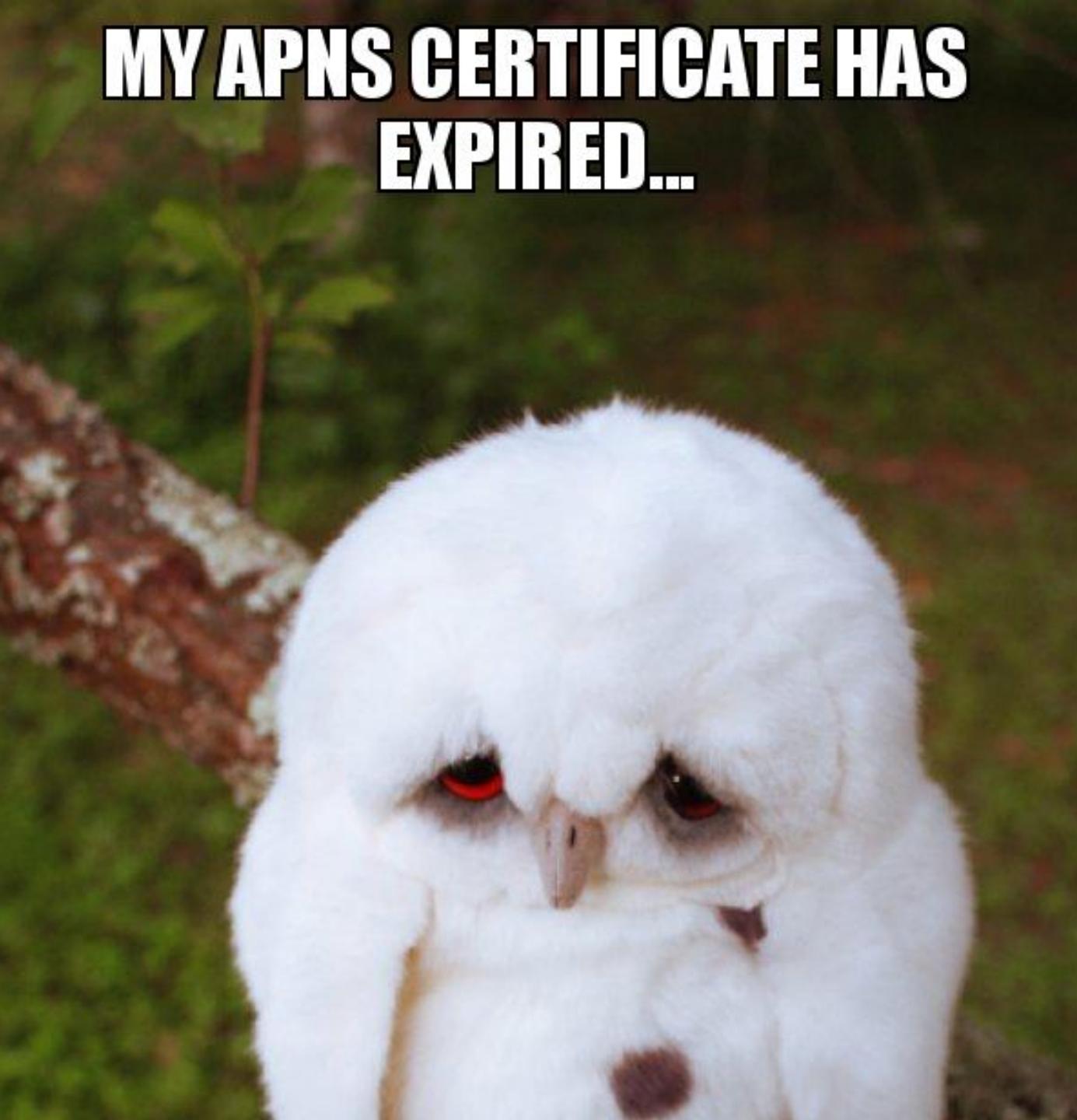
## Easily put your screenshots into the right device frames

*frameit* allows you to put a gorgeous device frame around your iOS and macOS screenshots just by running one simple command. Use *frameit* to prepare perfect screenshots for the App Store, your website, QA or emails.



TASK #2

**MY APNS CERTIFICATE HAS  
EXPIRED...**





## **Automatically generate and renew your push notification profiles**

Tired of manually creating and maintaining your push notification profiles for your iOS apps? Tired of generating a *pem* file for your server?

*pem* does all that for you, just by simply running *pem*.

```
pc-218-92:tmp felixkrause$
```

A screenshot of a Mac OS X desktop environment. At the top, there is a dark status bar with the text "pc-218-92:tmp felixkrause\$". Below it is a standard Mac OS X window titled "tmp". The window has a toolbar with various icons for file operations like copy, paste, and search. On the left, there is a sidebar titled "Favorites" containing links to "Mac", "felixkrause", and "Desktop". The main area of the window shows a file list with one item:

Name	Date Modified	Size	Kind
CertificateSigningRequest.certSigningRequest	Yesterday 22:13	960 bytes	Certifi...cument

## TASK #3

! Found 1 unsymbolicated crash from missing dSYMs in 1 version in the last 24 hours >

FILTER 0 ISSUES BY Status Device & OS Crash Insights ⚡

Keys, notes, users... ?

 Firebase

Project Overview 

DEMO PROJECT ▾ Crashlytics BETA iOS mobotechnology.com.firebaseio.crashlytics ▾ Go to docs  

SEE HOW

⚠ Upload missing dSYMs to see crashes from 1 versions.  
Versions affected: 1.0 (1)

Filter Versions + Crashes only Last 7 days Jan 11, 2018 – Jan 17, 2018

Crash-free statistics Event trends

## iOS HISTORY

## All Builds

App Store Versions

Ratings and Reviews

## iOS Builds &lt; 1.4 (19)

Test Information Testers Build Details

## General Information

App Name

Hello World

Binary State

Validated

Bundle Short Version String

1.4

Upload Date

Dec 11, 2015 at 11:19 PM

Build SDK

13B137

Bundle Version String

19

Original File Name

hello-world.ipa

Build Platform

13B137

Bundle ID

com.jsp.HelloWorld

Compressed File Size

6.62 MB | [App Store File Sizes](#)

On Demand Resources

No

Includes Symbols

Yes | [Download dSYM](#)

```
lane :refresh_dsyms do
  download_dsyms                      # Download dSYM files from iTC
  upload_symbols_to_crashlytics         # Upload them to Crashlytics
  clean_build_artifacts                 # Delete the local dSYM files
end
```

## TASK #4





## Failed to code sign “Build I Need Right Now”

No valid signing identities (i.e. certificate and private key pair) were found.

Xcode can attempt to fix this issue. This will reset your code signing and provisioning settings to recommended values and resolve issues with signing identities and provisioning profiles.



Cancel

Fix Issue

When deploying an app to the App Store, a beta testing service or even installing it on a single device, most development teams have separate code signing identities for every member. This results in dozens of profiles including a lot of duplicates.



Update provisioning  
profiles across machines

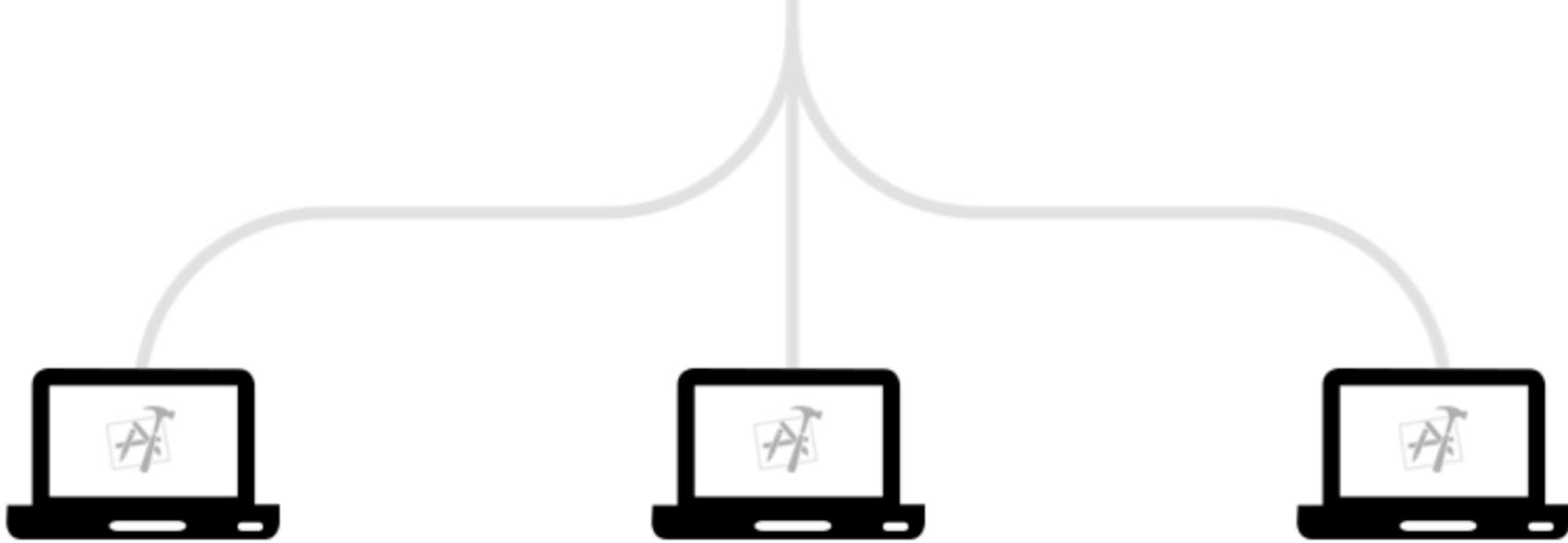
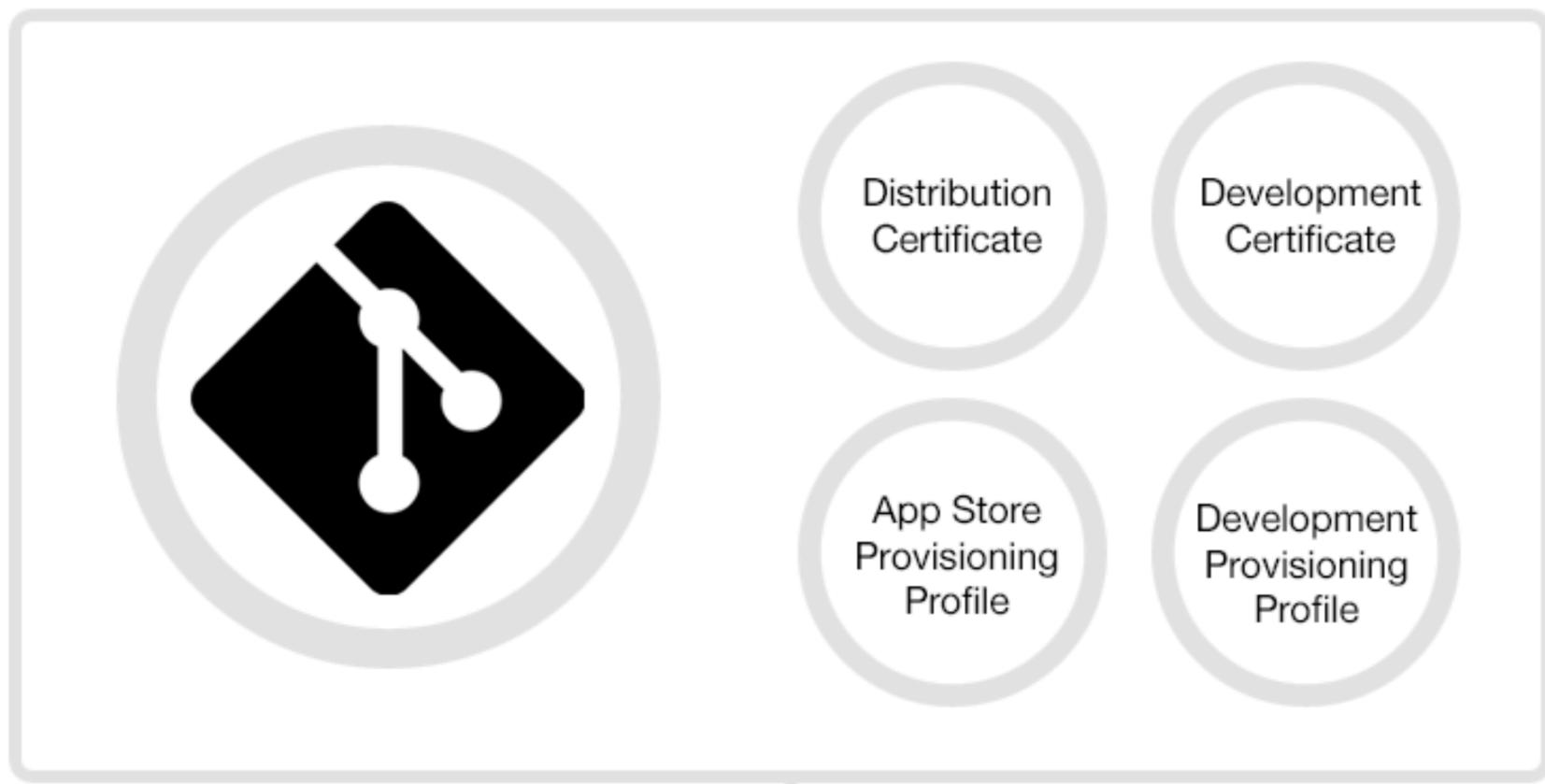


### No code signing identities found

No valid signing identities (i.e. certificate and private key pair) were found.

[Fix Issue](#)

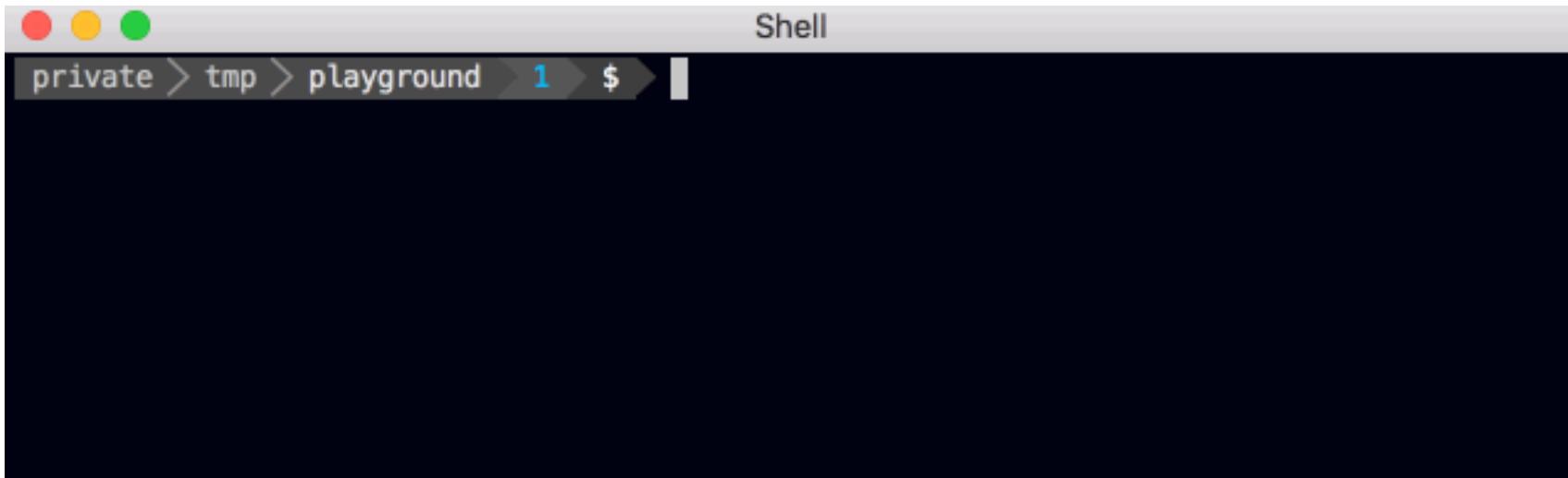
iOS Distribution	<span>!</span> Expired

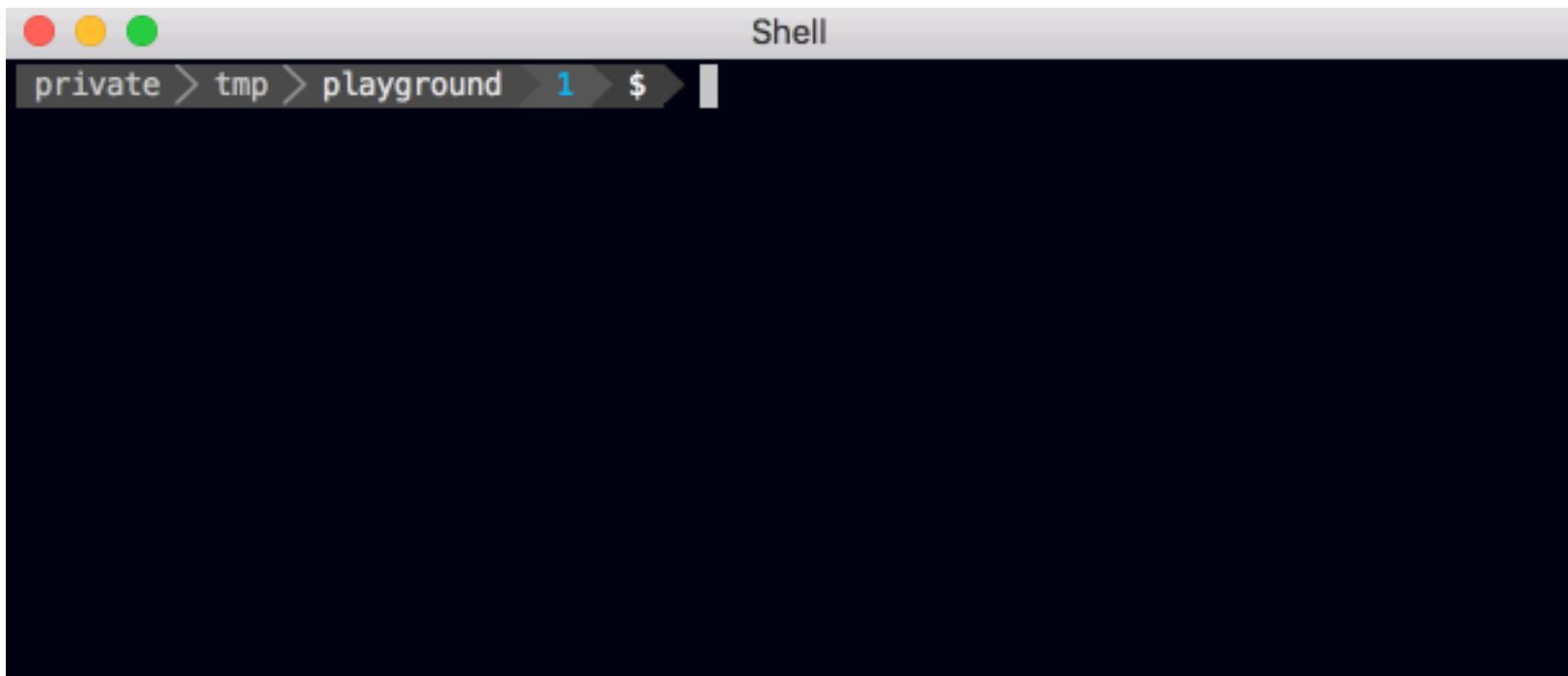




**Easily sync your certificates and profiles across your team using git**

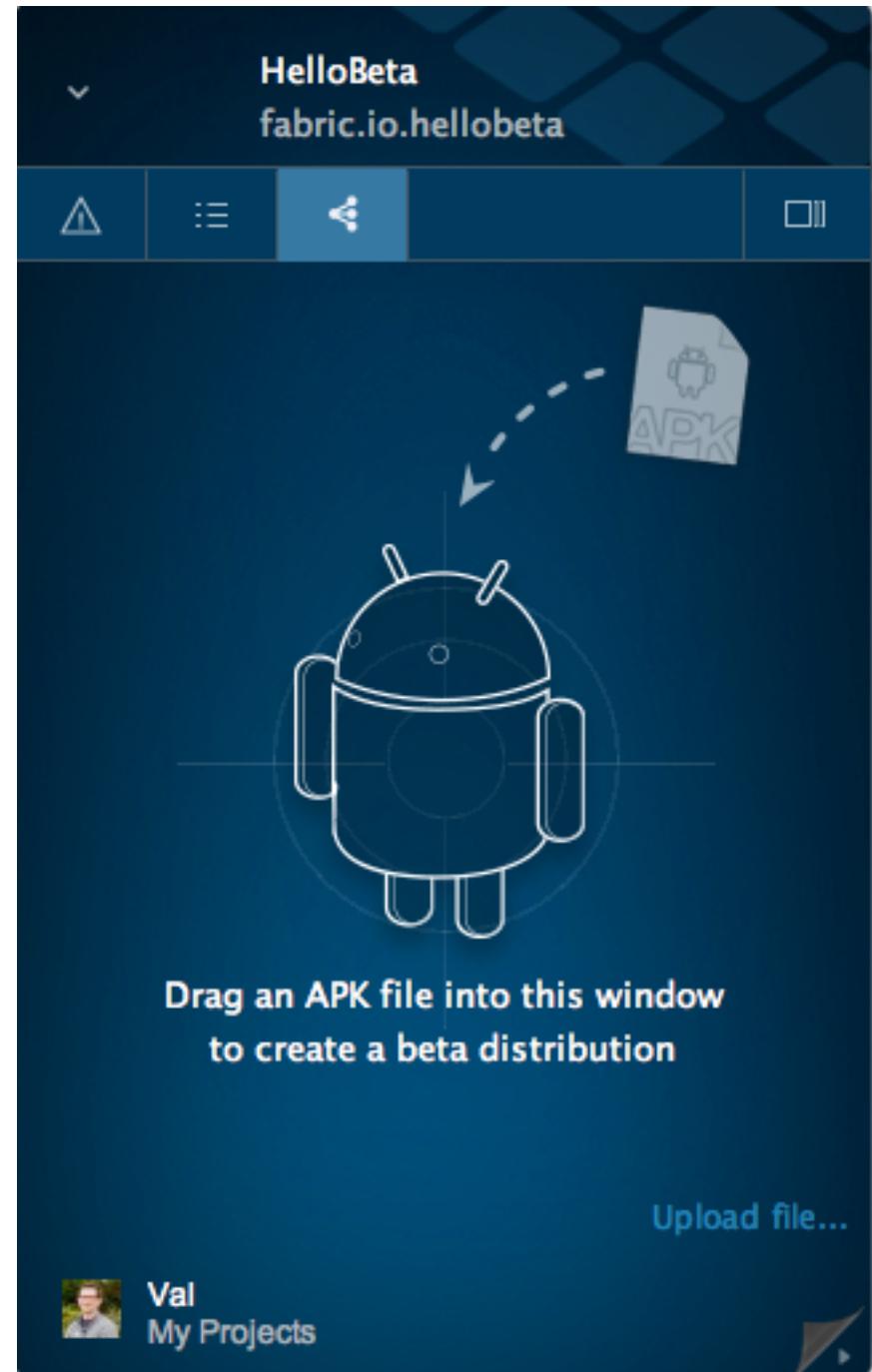
A new approach to iOS code signing: Share one code signing identity across your development team to simplify your codesigning setup and prevent code signing issues.





TASK #5







TestFlight Beta Testing

## iTunes Connect My Apps ▾

DropCharge - ra

App Store Features TestFlight Activity

BUILDS

iOS

TESTERS & GROUPS

Add iTunes Connect Users ?

Add External Testers ?

APP INFORMATION

Test Information

About TestFlight Data ?

## iOS Builds

The following builds are available to test. [Learn more about build status and metrics.](#)

### Version 1.0

Build	iTunes Connect Users ?	External Testers ?
2	● Ready to Test Expires in 89 days	● Ready to Submit Expires in 89 days

```
18
19
20 platform :ios do
21   desc "Push a new beta build to TestFlight"
22   lane :beta do
23     increment_build_number(xcodeproj: "BDP-LUX.xcodeproj")
24     get_certificates(force:true)          # invokes cert
25     get_provisioning_profile    # invokes sigh
26     update_provisioning_profileSpecifier(
27       newSpecifier: 'org.biennaledeparis.luxembourg AppStore',
28       configuration: 'Release'
29     )
30   gym(
31     skip_profile_detection: true,
32     workspace: "BDP-LUX.xcworkspace",
33     scheme: "BDP-LUX_PROD",
34     configuration: "Release",
35     export_method: 'app-store',
36     export_team_id: 'Q8V78A528SE',
37     codesigning_identity: "iPhone Distribution: Biennale de Paris (Q8V78A528SE)",
38     export_options: {
39       method: "app-store",
40       teamID: "Q8V78A528SE",
41       provisioningProfiles: {
42         "org.biennaledeparis.luxembourg" => "org.biennaledeparis.luxembourg AppStore",
43       },
44       signingStyle: "manual",
45       installerSigningCertificate: "iPhone Distribution: Biennale de Paris (Q8V78A528SE)",
46     }
47   )
48   upload_to_testflight(skip_submission: true)
49 end
50
```

```
26     update_provisioning_profile_specifier(  
27         newSpecifier: 'org.biennaledeparis.luxembourg AppStore',  
28         configuration: 'Release'  
29     )  
30     gym(  
31         skipProfileDetection: true,  
32         workspace: "BDP-LUX.xcworkspace",
```

```
50 desc "Deploy a new Alpha version to the Google Play"
51 lane :alpha do
52   gradle(task: "clean assembleRelease")
53   upload_to_play_store(
54     track: 'beta',
55     json_key: './fastlane/api-7898545465868452132-9894565-e7c465464.json',
56     apk: "./app/build/outputs/apk/release/app-release.apk",
57     skip_upload_metadata: true,
58     skip_upload_images: true,
59     skip_upload_screenshots: true)
60   end
61 end
```

# Thank you

## Sources

- Fastlane Documentation <https://docs.fastlane.tools/>
- CodeSigning Guide <https://codesigning.guide/>
- Automating Your App's Release Process Using Fastlane (Firebase Dev Summit 2017) <https://youtu.be/scfOk5SgrKU>