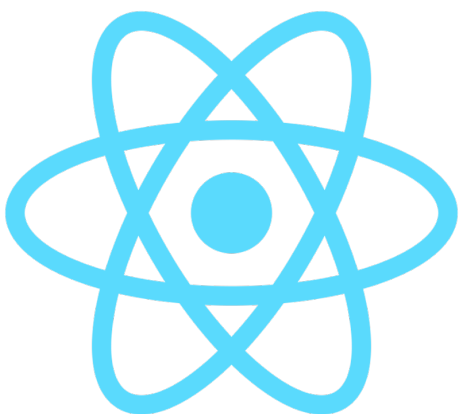


Native Components in Swift

Ray Deck

@ray_deck

github.com/rhdeck/rnboston



Swift is nice

Reusable
components are
nicer

Building **without GUI**
is nicest



Xcode 9

Allows Swift in
static libraries
as of beta 4!



react-native-swift

yarn global add react-native-swift



Getting Started

1. `rns i myproject ./myproject`
2. `code myproject`
3. `open myproject/ios/*xcode*`

Better Development

1. `rns m tester myproject`
2. `code tester`
3. `open tester/ios/*xcode*`

Applying to an App

From within your app project...

1. `yarn add mymodule`
(note peer dependency warning!)
2. `yarn add react-native-swift`
3. `react-native link`

Why This Works

Xcode 9

Allows Swift in
static libraries
as of beta 4!



But...

The app needs to
include the
Core Swift library



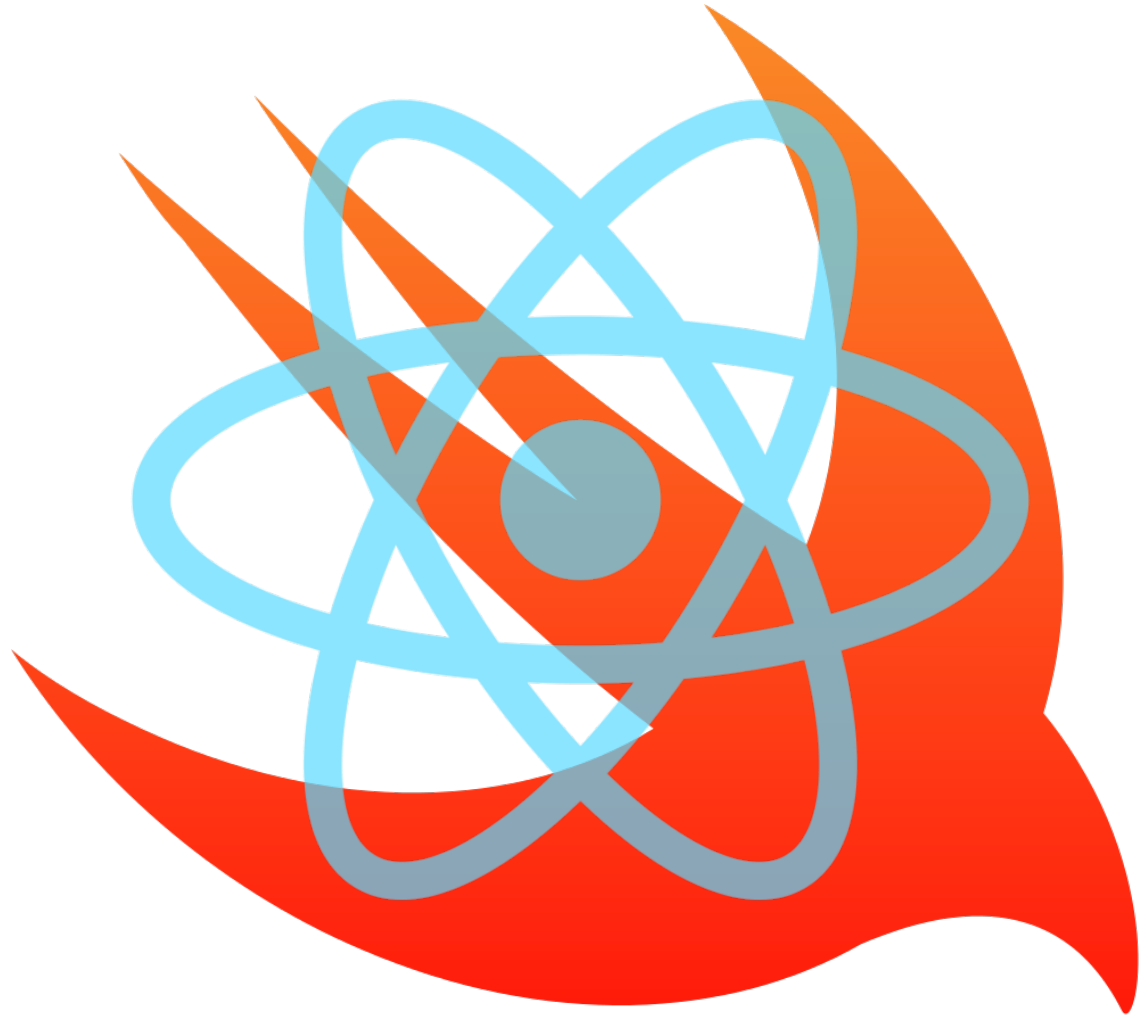
So...

react-native-swift
adds a hook to
react-native link



Which...

Adds a blank swift
file to the targets of
the app



So what's next?



github.com/rhdeck/react-native-coreml

Thank You!

`github/rhdeck/rnboston`