Automating iOS Builds Using Jenkins

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1. Import the code to repository (Git/SVN).
2. Export your Signing Certificates and Provisioning Profiles to iOS Node/ Jenkins Server
3. Login to your Jenkins account
4. Create New Item
5. Enter Desired Project Name
6. Select Freestyle Project -> OK
7. #Optional (If Jenkins Server Machine is not OS X based system)
   1. “Check” “Restrict where this project can be run” option
   2. Enter the node/machine name at “Label Expression” row e.g STPL\_iMac
8. Under Source code management -> Select Desired Repo (Example instructions are for Git Based Repo)
9. Enter SSH Path in Repository URL, eg. git@192.168.126.99:GrpName/iOS.git
10. Select Add->Jenkins in “Credentials” Row.
11. Select “SSH Username with private key” in “Kind” Row
12. Enter your Git username in “Username” row
13. Select “Enter Directly” in “Private Key” row
14. Enter the private key that was earlier generated  
    Steps:-
    1. Open Terminal
    2. cd ~/.ssh
    3. cat id\_rsa
    4. Copy the key and enter it to the “Key” text box row
15. Enter the passphrase for the private key (Passphrase was set when the key was generated earlier using ssh-keygen command)
16. Select Add
17. Select your newly created credential from the drop down in the “Credentials” row (Now the red error message should be resolved).
18. Under Build Section, “Add Build Step”
19. Select XCode from drop down list
20. Under General Build Settings Enter the project’s target name at “Target” row e.g. sampleproject
21. Click on Settings Under “General Build Settings”
22. Enter the configuration name at “Configuration” row, e.g. “Release”
23. Check “Pack application and build .ipa?” option
24. Enter pattern format under “.ipa filename pattern” option e.g. ${BUILD\_DATE}
25. Enter Output Directory e.g. “sampleApplicationIPAs”
26. Click On “Save”
27. Click “Build Now”
28. TADA!! Build is generated.