IOS Real Device Automation :

/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"

brew install libimobiledevice

brew install ios-deploy

Three new Capabilities are needed to run the Tests on real Device :

d.setCapability("xcodeOrgId","xxxxxxxx");

d.setCapability("xcodeSigningId","iPhone Developer");

d.setCapability("udid","xxxxxxxx");

d.setCapability("updateWDABundleId","xxxxxxx");

How to get the xcodeOrgId?

It is TeamID generated by Apple. You can find your Team ID using your developer account. Sign in to developer.apple.com/account, and click Membership in the sidebar.

Your Team ID appears in the Membership Information section under the team name

How to get udid?

https://www.wikihow.com/Obtain-the-Identifier-Number-(UDID)-for-an-iPhone,-iPod-or-iPad

What is updateWDABundleId?

Often, we need provisioning profile from Apple to run the apps on Real Devices. And this Provisioning Profile generates Bundle ID

And we need to Sign the App to run on the device using Bundle id.

Connect your Device.

How to Create Provisioning Profile to run APpium Tests?

From Xcode -

Verify Untrusted Developer

Run Build for WebDriverAgent and App under Test with this Provisional Profile.

Provision profile:

1. First create a provision profile for WebDriverAgentRunner – this will give bundleid
2. Build WebDriverAgentRunner project
3. Fix the errors faced
4. Build the app using xcode on the iphone
5. Pass .app files path in desired capabilities