

# MAFS iOS Build Guide (For Mac Users)

This guide walks you through building and deploying the MAFS iOS app using a Mac.

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## Prerequisites

- **macOS** (latest recommended)
  - **Xcode** installed from the Mac App Store
  - **Apple Developer Account** (required for TestFlight/App Store)
  - **Node.js** (v18+) and npm
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## Step 1: Clone the Repository

```
git clone <REPO_URL>
cd mafs
```

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## Step 2: Install Dependencies

```
npm install
```

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## Step 3: Sync Capacitor iOS Project

This ensures the iOS native project is up-to-date with the latest web code and plugins:

```
npx cap sync ios
```

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## Step 4: Open in Xcode

```
npx cap open ios
```

This will open the `ios/App/App.xcworkspace` file in Xcode.

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## Step 5: Configure Signing & Capabilities

1. In Xcode, select the **App** target in the left sidebar
2. Go to the **Signing & Capabilities** tab
3. Check "**Automatically manage signing**"
4. Select your **Team** (your Apple Developer account)
5. Ensure **Bundle Identifier** is: `com.mafs.app`

⚠️ If you get a signing error, you may need to create an App ID in your [Apple Developer Portal](#).

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## Step 6: Add App Icons

### Generate Icons

1. Use your 1024x1024 PNG logo (no transparency, no alpha channel)
2. Go to [Applcon.co](https://applcon.co) or [MakeApplcon](https://makeapplcon.com)
3. Upload your logo and download the iOS icon set

### Add to Xcode

1. In Xcode, open **App** → **Assets.xcassets** → **Applcon**
  2. Drag all the generated icon sizes into the appropriate slots
  3. Or: Delete the existing `AppIcon.appiconset` folder and drag in the downloaded one
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## Step 7: Configure Splash Screen

### Option A: LaunchScreen Storyboard (Recommended)


1. In Xcode, open **App** → **App** → **LaunchScreen.storyboard**
2. Add your logo as an `UIImageView` centered on the screen
3. Set the background color to match your app ( `#000000` for black)

### Option B: Static LaunchImage


1. In **Assets.xcassets**, create a new **Image Set** called `LaunchImage`
  2. Add your splash screen images for different device sizes
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## Step 8: Test on Simulator or Device

### Simulator

1. In Xcode, select a simulator from the device dropdown (e.g., "iPhone 15 Pro")
2. Click the **Play**  button
3. Wait for the build and the app will launch in the simulator

### Physical Device

1. Connect your iPhone via USB
2. Trust the computer on your iPhone if prompted
3. Select your device from the dropdown
4. Click **Play** 

 *First-time device users: Go to **Settings** → **General** → **VPN & Device Management** on the iPhone and trust your developer certificate.*

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## Step 9: Archive for TestFlight

Once you're happy with testing:

1. In Xcode: **Product** → **Archive** (make sure a real device or "Any iOS Device" is selected, NOT a simulator)
2. Wait for the archive to complete
3. The **Organizer** window will open automatically
4. Select your archive and click **Distribute App**
5. Choose **App Store Connect** → **Upload**

- 6. Follow the prompts (select your team, accept defaults)
- 7. Wait for upload to complete

### Step 10: TestFlight Distribution

- 1. Go to [App Store Connect](#)
- 2. Select your app (or create it if first time)
- 3. Go to **TestFlight** tab
- 4. Your uploaded build will appear after processing (5-30 mins)
- 5. Add **Internal Testers** or create an **External Testing** group
- 6. Testers will receive an email/notification to install via TestFlight app

### Troubleshooting

#### "No signing certificate" error

- Ensure you have a valid Apple Developer membership
- In Xcode: **Xcode** → **Settings** → **Accounts** → Add your Apple ID → Download certificates

#### App shows blank white screen

- Ensure `capacitor.config.ts` has the correct server URL
- Check that `https://mafs-indol.vercel.app` is accessible

#### Haptics not working in simulator

- Haptic feedback only works on physical devices, this is expected

### Quick Reference: Key Files

File	Purpose
<code>capacitor.config.ts</code>	Capacitor configuration (app ID, server URL)
<code>ios/App/App/Info.plist</code>	iOS app metadata
<code>ios/App/App/Assets.xcassets</code>	App icons and images
<code>ios/App/App/LaunchScreen.storyboard</code>	Splash screen layout

### App Configuration Summary

Setting	Value
<b>App Name</b>	MAFS
<b>Bundle ID</b>	com.mafs.app
<b>Server URL</b>	<a href="https://mafs-indol.vercel.app">https://mafs-indol.vercel.app</a>
<b>Min iOS Version</b>	13.0

## Need Help?

- [Capacitor iOS Docs](#)
- [Apple Developer Docs](#)
- [App Store Connect Help](#)

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*Last updated: January 2026*