iOS Env

- Install Xcode latest
- Run some external dependencies

brew install libimobiledevice --HEAD # install from HEAD to get important updates

brew install ideviceinstaller # only works for ios 9. for ios 10, see below

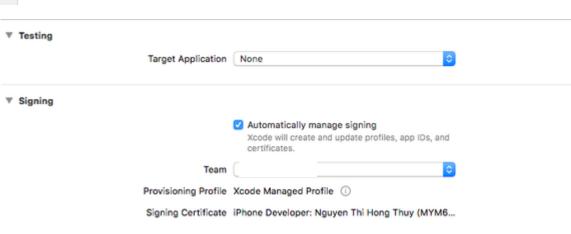
ideviceinstaller doesn't work with iOS 10 yet. So we need to install ios-deploy

For real devices we can use xcpretty to make Xcode output more reasonable. This can be installed by

https://www.npmjs.com/package/appium-xcuitest-driver

- Open Simulator or get the connection with real device
- In each device, if you want to run WebDriverAgent
 - move to /usr/local/lib/node_modules/appium/node_modules/appium-xcuitest-driver
 - edit config choose Lib and Runner to build it





• Inspector Appium

```
"deviceName": "iPhone X",

"sessionOverride": true,

"platformName": "iOS",

"app": "/

"automationName": "XCUITest",

"noReset": true,

" platformVersion": "12.1",

"udid": "I
```

• set up local.properties