

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

▼ Packaging

Setting

|  WebDriverAgentRunner

Info.plist File

WebDriverAgentRunner/Info.plist

Product Bundle Identifier

com.axonvibe.WebDriverAgentRunner

Product Name

WebDriverAgentRunner

▼ Testing

Target Application

▼ Signing

☒ Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.

Team

Provisioning Profile Xcode Managed Profile ⓘ

Signing Certificate iPhone Developer: Nguyen Thi Hong Thuy (MYM6...

- Inspector Appium

```
{
  "deviceName": "iPhone X",
  "sessionOverride": true,
  "platformName": "iOS",
  "app": "",
  "automationName": "XCUITest",
  "noReset": true,
  "platformVersion": "12.1",
  "udid": "{ ..... }"
}
```

- set up local.properties

```
appium.app=§           i.app
appium.platformName=iOS
appium.automationName=XCUITest
appium.udid=BC38E269-D2D2-4B96-BD71-9B322E5205B8
appium.deviceName=iPhone X
appium.platformVersion=12.1
wdaPort = 8100
appium.realDevice= false
```