**Building with PhoneGap Build**

1. If you don’t already have one, create an account on [http://build.phonegap.com](http://build.phonegap.com/).
2. Click the “new app” button to create a new application on PhoneGap Build.
3. Either point to a GitHub repository where you push your code for this workshop, or zip up your phonegap-workshop directory and upload it to PhoneGap Build.
4. Click the **Ready to build** button.

The iOS button will immediately turn red because the iOS build requires that you upload your Apple Developer certificate and an application provisioning profile. You can find more information [here](https://developer.apple.com/programs/ios/) if you haven’t already signed up for the Apple Developer Program. If you don’t have an iOS device, or if you are not ready to upload your developer certificate, you can skip step 5 and keep running the application in the browser or a non iOS device.

1. To upload your Apple developer certificate and your application provisioning profile:
   * Click the red iOS button.
   * Select “add a key” in the “No key selected” dropdown.
   * Provide a title for your developer certificate/provisioning profile combination (for example: EmployeeDirectory), select your developer certificate and provisioning profile, enter your developer certificate password, and click “submit key”.
   * Go back to the list of apps. Click the iOS button for your application again. Select your newly added key in the iOS dropdown. The iOS build will start automatically.
2. When the build process completes, use a QR Code reader app to install the Employee Directory application on your device.

To fine tune your build preferences:

1. In the phonegap-workshop directory, create a file namedconfig.xml file defined as follows (make the necessary adjustments for id, author, etc.):

|  |  |
| --- | --- |
| 1  2  3  4  5  6  7  8  9  10  11  12  13  14  15  16  17  18  19  20  21  22  23  24  25  26 | <?xml version="1.0" encoding="UTF-8"?>  <widget xmlns       = "<http://www.w3.org/ns/widgets>"          xmlns:gap   = "<http://phonegap.com/ns/1.0>"          id          = "org.coenraets.employeedirectory"          versionCode = "10"          version     = "1.1.0">        <name>Employee Directory</name>        <description>          A simple employee directory application      </description>        <author href="[http://coenraets.org](http://coenraets.org/)" email="ccoenraets@gmail.com">          Christophe Coenraets      </author>        <feature name="<http://api.phonegap.com/1.0/camera>"/>      <feature name="<http://api.phonegap.com/1.0/contacts>"/>      <feature name="<http://api.phonegap.com/1.0/file>"/>      <feature name="<http://api.phonegap.com/1.0/geolocation>"/>      <feature name="<http://api.phonegap.com/1.0/media>"/>      <feature name="<http://api.phonegap.com/1.0/network>"/>      <feature name="<http://api.phonegap.com/1.0/notification>"/>    </widget> |

1. If you used the GitHub approach, sync with GitHub and click the **Update Code** button in PhoneGap Build.  
   If you used the zip file approach, zip up your phonegap-workshop directory and upload the new version to PhoneGap Build

There are many other parameters you can specify in config.xml to configure the build process.