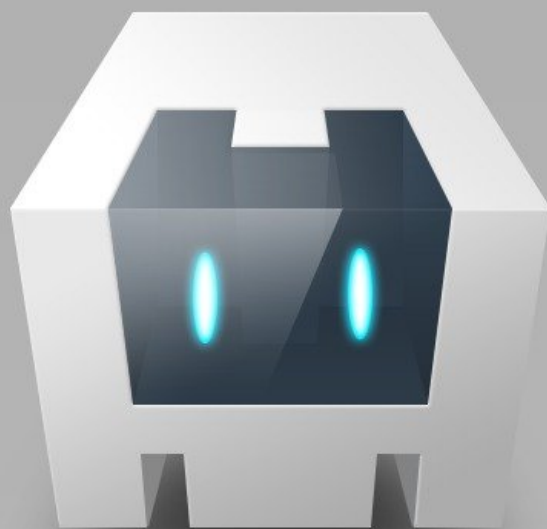


Yellotab Support

Installing PhoneGap apps on OSX

Step by step how to install PhoneGap

Written By: Foinix



INTRODUCTION

Vad sker i detta steg

- Installera node
- Installera PhoneGap
- Installera Xcode
- Skapa en PhoneGap app
- Installera plugin
- Öppna projekt i Xcode
- Fira



TOOLS:

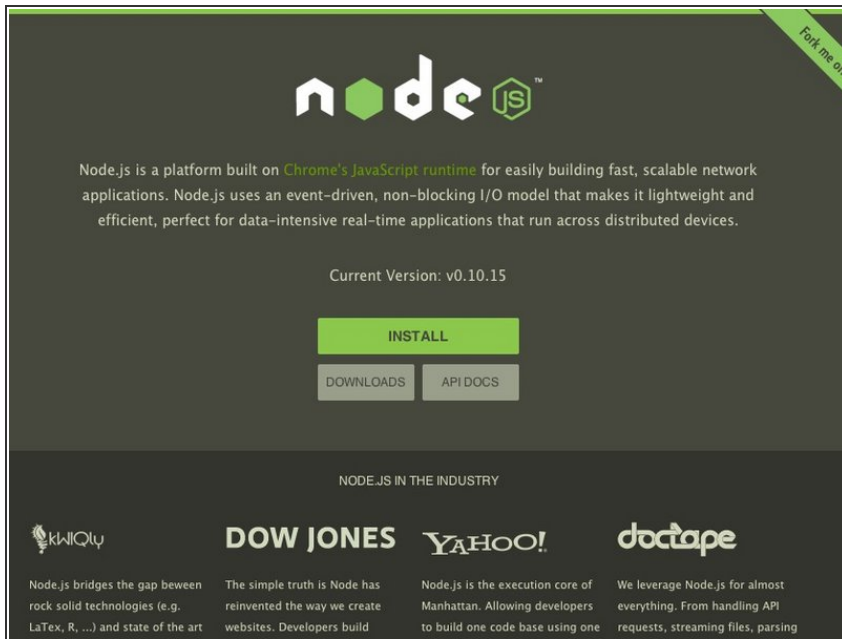
- [Apple utvecklingsdator](#) (1)



PARTS:

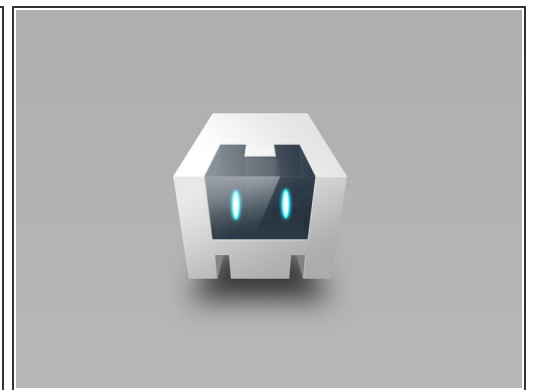
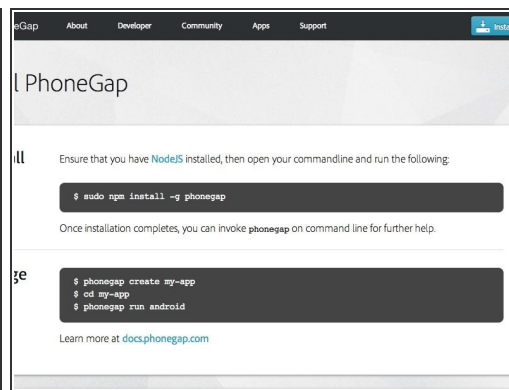
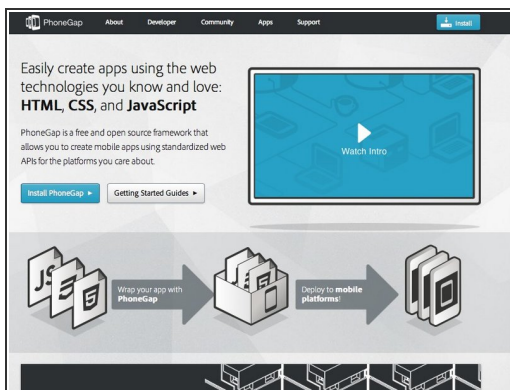
- [Node javascript runtime](#) (1)
- [PhoneGap](#) (1)
- [Xcode 4.6](#) (1)

Step 1 — Install node.js



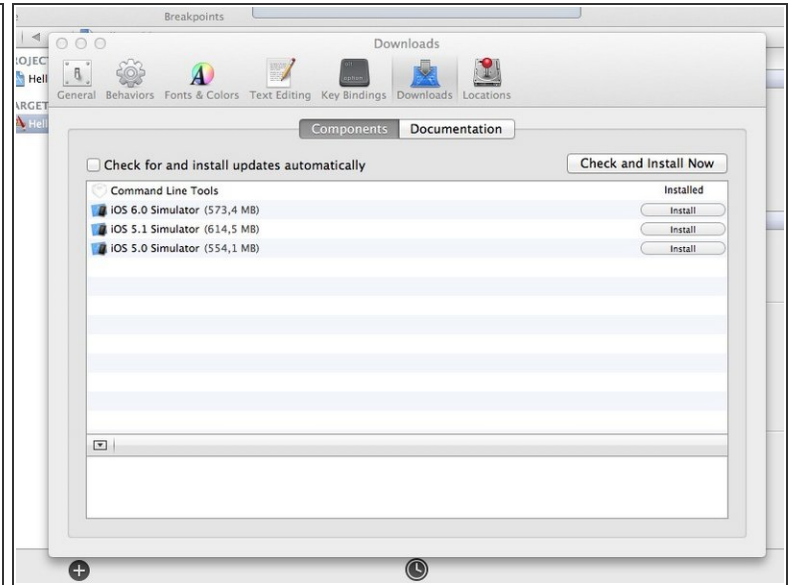
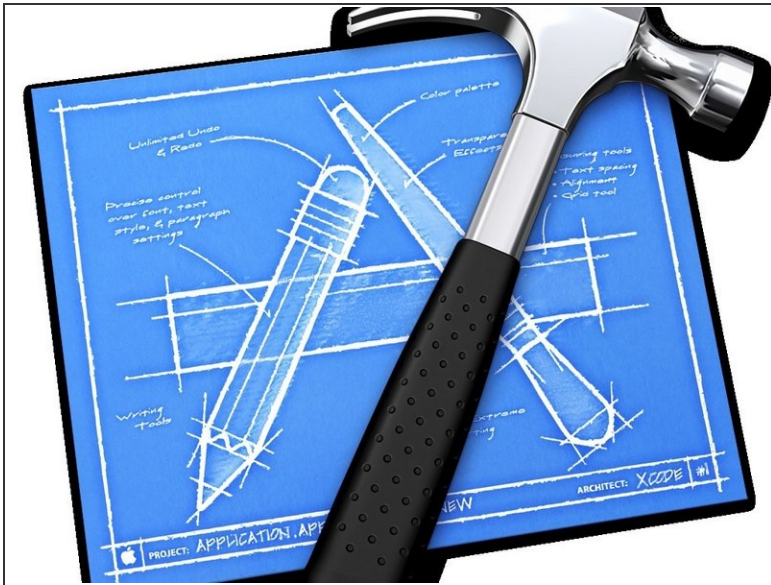
- Gp to nodejs.org, download and install

Step 2 — Installera phonegap



- Gå till PhoneGap.com and Välj **install**
- Enter command in terminal for installing **sudo npm install -g phonegap**
- Phonegap installerasvänta

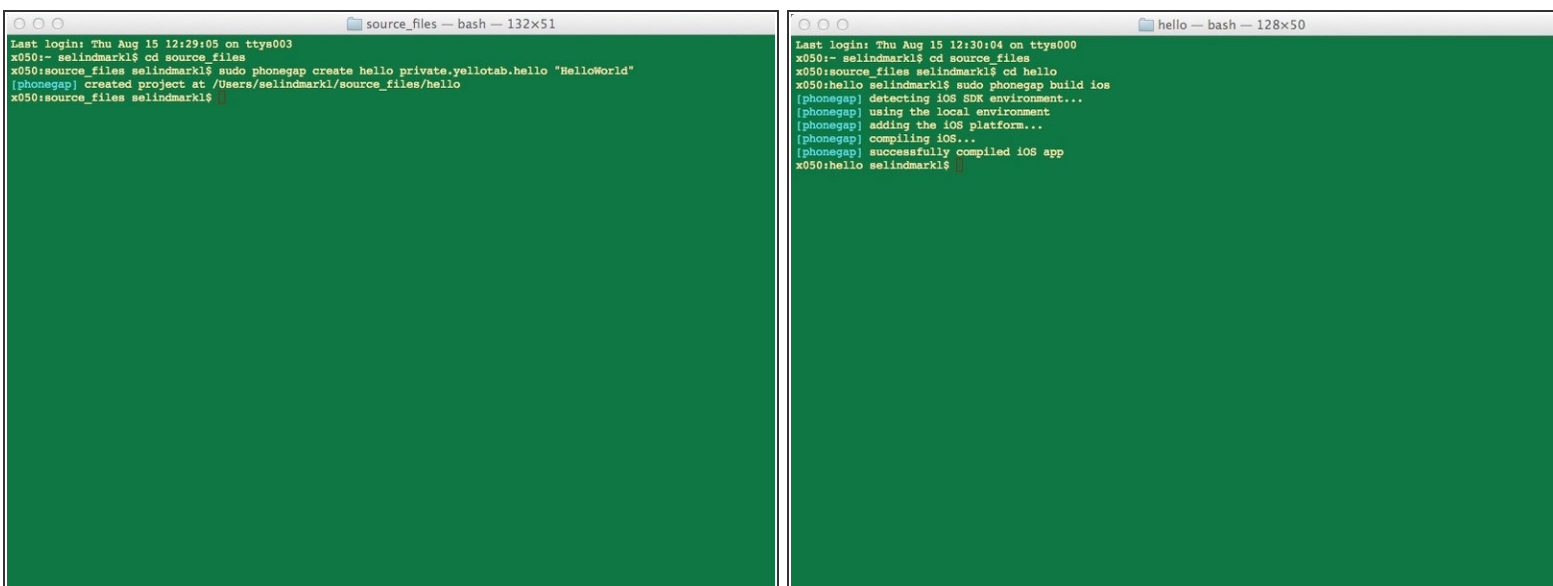
Step 3 — Installera xcode for MacOS



- You can download Xcode here [Xcode](#)
- Efter installation av Xcode, installera **Command Line Tools** under "preferences"

⚠ Skapa en katalog för källfiler, t.ex. `/Users/selindmarkl/source_files`

Step 4 — Skapa en app



The image shows two terminal windows side-by-side. The left window, titled 'source_files — bash — 132x51', shows the user navigating to the 'source_files' directory and running 'sudo phonegap create hello private.yellotab.hello "HelloWorld"'. The right window, titled 'hello — bash — 128x50', shows the user navigating to the 'hello' directory and running 'sudo phonegap build ios'. Both windows show the output of the PhoneGap CLI, including project creation and iOS build progress.

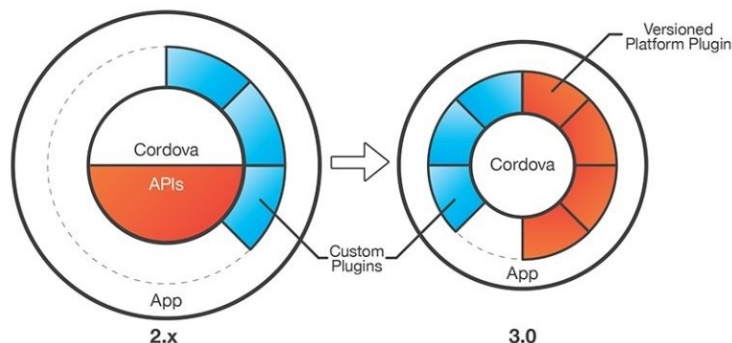
```
Last login: Thu Aug 15 12:29:05 on ttys003
x050:- selindmarki$ cd source_files
x050:source_files selindmarki$ sudo phonegap create hello private.yellotab.hello "HelloWorld"
[phonegap] created project at /Users/selindmarki/source_files/hello
x050:source_files selindmarki$

Last login: Thu Aug 15 12:30:04 on ttys000
x050:- selindmarki$ cd source_files
x050:source_files selindmarki$ cd hello
x050:hello selindmarki$ sudo phonegap build ios
[phonegap] detecting iOS SDK environment...
[phonegap] using the local environment
[phonegap] adding the iOS platform...
[phonegap] compiling iOS...
[phonegap] successfully compiled iOS app
x050:hello selindmarki$
```

- Gå till katalog för Xcode källfiler
- Skapa en app (en ny katalog skapas) **\$ phonegap create hello com.example.hello HelloWorld**
- Gå till nya katalogen
- Bygg en applikation för IOS **\$ sudo phonegap build ios**

Step 5 — Installera plugin

- New APIs - Welcome to two new APIs – InAppBrowser (formerly known as the ChildBrowser plugin) and Globalization API.



With the PhoneGap CLI, users will be able to directly install PhoneGap from the Node Package Manager (NPM). You no longer need to download a ZIP file every time PhoneGap has a new release. This is all part of our effort to improve user workflow and make the process lightning fast.

Add Features

When you build and view a new project, the default application that appears doesn't do very much. You can modify the app in many ways to take advantage of standard web technologies, but for the app to communicate closely with various device-level features, you need to add plugins that provide access to core PhoneGap APIs.

A *plugin* is a bit of add-on code that provides an interface to native components. You can design your own plugin interface, for example when designing a hybrid app that mixes a PhoneGap WebView with native components. (See [Embedding WebViews](#) and [Plugin Development Guide](#) for details.) More commonly, you would add a plugin to enable one of PhoneGap's basic device-level features detailed in the [API Reference](#).

The `phonegap local plugin add` command requires you to specify the repository for the plugin code. Here are examples of features you might add:

- Basic device information ([Device API](#)):

```
$ phonegap local plugin add https://git-wip-us.apache.org/repos/asf/cordova-plugin-device.git
```

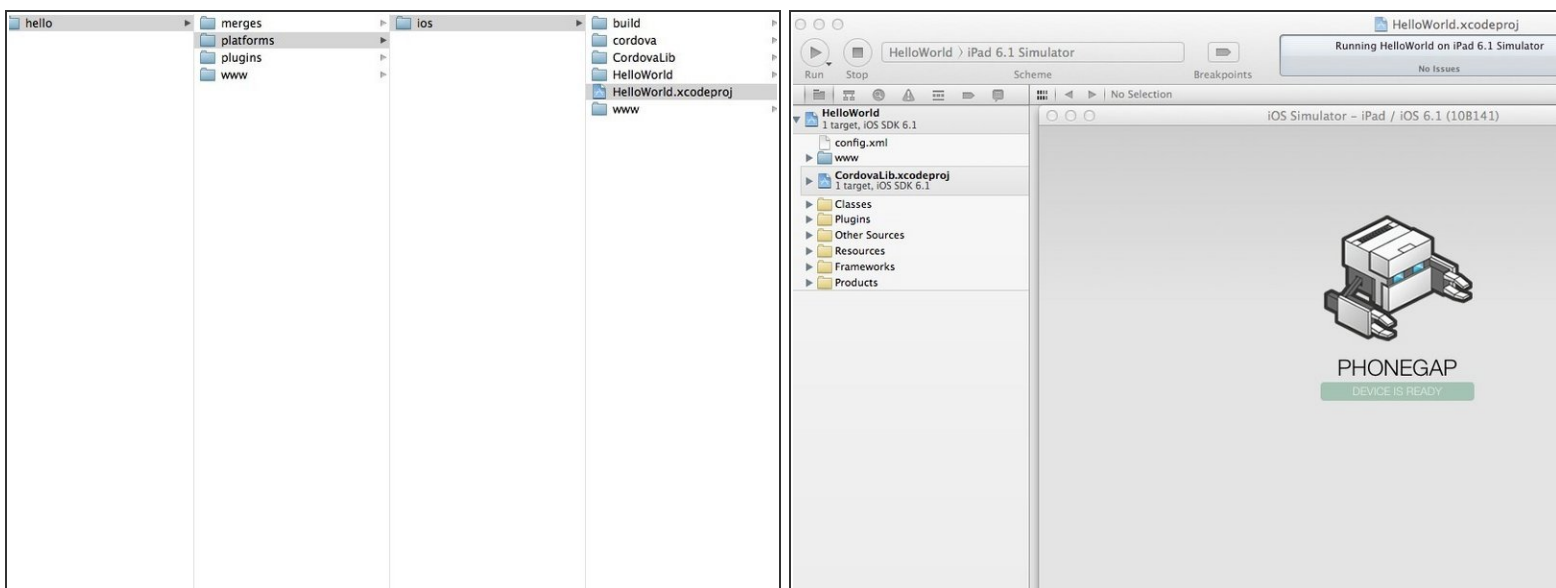
- Network [Connection](#) and Battery [Events](#):

```
$ phonegap local plugin add https://git-wip-us.apache.org/repos/asf/cordova-plugin-network-information.git
$ phonegap local plugin add https://git-wip-us.apache.org/repos/asf/cordova-plugin-battery-status.git
```

- [Accelerometer](#), [Compass](#), and [Geolocation](#):

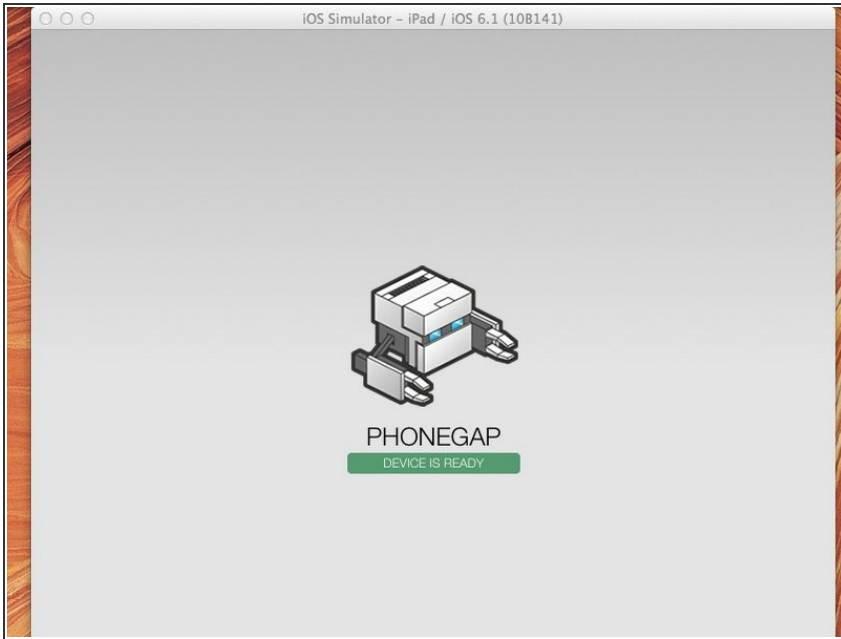
- För varje funktion du behöver får du installera en plugin
- Kör installations script för varje plugin enligt instruktioner på docs.phonegap.com

Step 6 — Öppna projektet i Xcode



- Ett xcode projekt skapas under katalogen plattform/ios/
- Öppna filen HelloWorld.xcodeproj
- Prova att köra projektet i simulatorn
-  Ev. har inte användaren rättigheter till filerna. Ändra i såfall rättigheter till katalogen

Step 7 — Gratulerar!



- Du har installerat din utvecklingsmiljö, och är nu klar att börja skapa fantastiska appar

Vi gör det enkelt att förstå utan att förenkla - Visuell förståelse från YelloTAB Support