

How to build iOS app with Premium Mobile Code

This article will guide you to build your iOS app with **Premium Mobile Code**.

The article contains the following parts:

- [Prerequisite](#)
- [Set up Tools and Environment](#)
- [Set up Mobile Code](#)
- [Configure your iOS app](#)



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In this article, we assume that you already got the following knowledge:

- How to use XCode to set up and build an Android app
- How to create necessary iOS certifications to build an iOS app
- How to configure a Firebase project for push notification on an iOS app.

Now, let's start.

Prerequisite



- Developers must have an Apple iOS developer <https://developer.apple.com/account>
- Machine runs MacOS

Set up Tools and Environment

Following tools / softwares need to be installed on your MacOS machine:

- Install XCode 10+
 - In particular, for Mobile Code 1.4 or newer:
 - MacOS >= 10.14.4
 - XCode >= 10.2.0
- Homebrew <https://brew.sh/> (for Mobile code 1.3 only)
- CocoaPods <https://cocoapods.org/>
- Nodejs

Install XCode

Visit <https://developer.apple.com/download/> and download stable XCode.

Install Homebrew



Update

If you are using Mobile code version 1.4 or newer, you no longer need to install Homebrew. This step can be bypassed.

Open Terminal and run the following commands:

```
# Checking brew is already
which brew

# if not, run this command to install
/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"
```

Install Cocoapods

Open Terminal and run the following commands:

```
# Checking Cocoapods is already
which pod

#if not installed, run below command to install
sudo gem install cocoapods
```

Install Nodejs & dependencies



Update

If you are using Mobile code version 1.4 or newer, you no longer need to install Nodejs & Dependencies. This step can be bypassed.

- Download and install latest Nodejs version from <https://nodejs.org/>
- Open Terminal and run the following command:

```
# support eslint
npm install -g @babel/core@^7 @babel/cli@^7 eslint eslint-plugin-jest babel-eslint eslint-config-airbnb eslint-config-google eslint-plugin-flow-vars \
eslint-plugin-import eslint-plugin-jsx-a11y eslint-plugin-node eslint-plugin-promise eslint-plugin-react \
eslint-plugin-standard eslint-plugin-mocha eslint-plugin-jasmine babel-plugin-react-intl babel-plugin-transform-remove-console \
yarn react-native-cli create-react-native-app
```

Setup source code

- Go to Client Area and [download](#) the Premium Mobile Code (in Zip format).
- Extract Zip file to *MobileProject* folder (We just use the folder name *MobileProject* for example. You can use another folder name but should update all following commands and paths accordingly)
- Run the following command to install necessary dependencies on the project

```
#install dependencies. For the mobile code version 1.3 only.
cd MobileProject/
yarn install
```

```
# install dependencies
cd MobileProject/ios/
pod install
```

Configure your iOS app

Configure Push Notification with Firebase

- Visit <https://console.firebase.google.com/>, create a project (You can use one Firebase project for both iOS and Android apps)
- Download *GoogleService-Info.plist* and overwrite the default file at *MobileProject/ios/GoogleService-Info.plist*

Configure configuration.json under *MobileProject/ios* folder

Default file configuration.json will be as below:

```
{
  "appName": "YourAppName",
  "bundleId": "com.yourcompany.phpfoxmobile",
  "shareExtensionId": "com.yourcompany.phpfoxmobile.ShareExtension",
  "groupId": "group.com.yourcompany.phpfoxmobile",
  "serverUrl": "https://yourphpfoxwebsite.com",
  "clientId": "CLIENT_ID",
  "clientSecret": "CLIENT_SECRET",
  "versionName": "1.xx",
  "versionBuildNumber": xx,
  "facebookAppId": "FACEBOOK_APP_ID",
```

```

"googlePlacesClientId": "GOOGLE_PLACES_CLIENT_ID",
"stringKeyCodePush": "",
"react-native-google-mobile-ads": {
  "ios_app_id": "GOOGLE_ADMOB_APP_ID",
  "delay_app_measurement_init": false
},
"developmentTeam": "YOUR_DEVELOPMENT_TEAM",
"pingServerUrl": "",
"codeSignStyle": "Manual",
"codeSignIdentity": "IOS_DISTRIBUTION_CERTIFICATE",
"provisioningProfileSpecifier": "MAIN_PROVISIONING_PROFILE_NAME",
"shareExtensionProvisioningProfileSpecifier": "SHAREEXT_PROVISIONING_PROFILE_NAME",
"targetedDeviceFamily": "1",
"firebaseEnabledAnalytic": true,
"theme": {
  "splashScreenBackgroundColor": "#COLOR",
  "primaryColor": "#COLOR",
  "grayBaseColor": "#111",
  "welcomeText": {
    "fontSize": 24,
    "color": "#FFF",
    "fontWeight": 400
  },
  "welcomeImage": {
    "height": 48,
    "resizeMode": "contain"
  }
},
"enableAssociatedDomains": true,
"associatedDomains": [
  "yourphpfoxwebsite.com",
  "www.yourphpfoxwebsite.com"
],
"enableLiveStream": false,
"enableRocketChat": true,
"enableInAppPurchase": false,
"enableAdmob": false,
"enableAudio": false,
"enableLog": false,
"expose": {
  "NSAppleMusicUsageDescription": "$(APP_DISPLAY_NAME) would like to use your apple music.",
  "NSBluetoothPeripheralUsageDescription": "$(APP_DISPLAY_NAME) would like to use your bluetooth.",
  "NSCalendarsUsageDescription": "$(APP_DISPLAY_NAME) would like to use your calendar.",
  "NSCameraUsageDescription": "$(APP_DISPLAY_NAME) would like to use your camera. Without permission to use your camera, you could not take a photo or take a video while posting a photo or video in the status, profile, photo or video modules.",
  "NSLocationWhenInUseUsageDescription": "$(APP_DISPLAY_NAME) would like to use your location address.",
  "NSMicrophoneUsageDescription": "$(APP_DISPLAY_NAME) would like to your microphone (for videos). Without permission to use your microphone, people could not hear you while watching a video you have taken.",
  "NSMotionUsageDescription": "$(APP_DISPLAY_NAME) would like to use your motion.",
  "NSPhotoLibraryAddUsageDescription": "$(APP_DISPLAY_NAME) would like to save photos to your gallery. Without this permission, you could not save a photo into your local storage.",
  "NSPhotoLibraryUsageDescription": "$(APP_DISPLAY_NAME) would like access to your gallery to upload photos or videos from your local storage while using some functions.",
  "NSSpeechRecognitionUsageDescription": "$(APP_DISPLAY_NAME) would like to recognize your speech.",
  "NSLocationAlwaysUsageDescription": "$(APP_DISPLAY_NAME) would like to use your location data. Without permission to use your location data, the Check-In feature or location sharing feature may not work.",
  "NSContactsUsageDescription": "$(APP_DISPLAY_NAME) would like to use your contacts data. Without permission to use your contacts data, the Audio/Video call feature may not work.",
  "NSUserTrackingUsageDescription": "This allows the $(APP_DISPLAY_NAME) app to provide you with the most relevant ads and content possible."
}
}

```

Here is our detailed explanation for items in this file

appName

The app name displays on iPhone under app logo, etc: phpFox

bundleId

bundle id you registered in Apple developer site, like *com.yourcompany.phpfoxmobile*

serverUrl

Point to your phpFox website, etc: <https://mobileapi.phpfox.com>

clientId and **ClientSecret**

Visit your phpFox AdminCP, get these two values in your RestFul app. (/admincp/app/?id=phpFox_RESTful_API)

facebookAppId

Visit your phpFox AdminCP, get value in facebook settings (/admincp/setting/edit/?module-id=PHPfox_Facebook)

googlePlacesClientId

Follow the instruction at <https://developers.google.com/places/ios-sdk/start> to get key for ios.

ios_app_id

Follow the instruction at <https://developers.google.com/admob/android/quick-start> to get key for ios.

firebaseEnabledAnalytic

true OR *false*. If *true*, enable Firebase analytic. For further information take a look at [Google Analytics for Firebase](#)

versionName and **versionBuildNumber**

These two values control the versioning of your app in the Apple Store.

- *versionName* should follow the format "MAJOR.MINOR.PATCH" . For further information, please refer to <https://semver.org/>
- *versionBuildNumber* must be an integer number.

developmentTeam

Visit <https://developer.apple.com/account>, access to your development Team and get **Team ID** value from the address bar.

primaryColor

The primary color (in Hex color code, Ex: #2681D5) of your app. This color is applied to links, like button, navigation title, etc.

grayBaseColor

This color code is used for generating appropriate text color.

Run Nodejs

**Update**

If you are using Mobile code version 1.4 or newer, you no longer need to run Nodejs. This step can be bypassed.

- Open Terminal, go to *MobileProject* folder
- Run the following command to start

```
node ./server.js
```

Start your iOS app on a simulator with XCode

- Open XCode, start the iOS project at *ios/Mobile.xcworkspace*
- Start running iOS on Simulator