

Intro to RubyMotion for iOS - Preparation

REQUIREMENTS

Mac Computer

You will need a Mac (MacBook, iMac, Mac Mini, Mac Pro). Both RubyMotion & Apple iOS (iPhone/iPad) development require macOS to work.

Your Mac will need macOS Sierra installed (due to license limitations in RubyMotion Starter, you must use the most recent version of Xcode, which requires Sierra).

Ruby Programming Language

Your Ruby can be the macOS natively installed Ruby 2.0.x, or one you have independently installed like 2.4.

Software Installs

These are the software applications you will need to install:

1. **Xcode**
2. **RubyMotion Starter**

More detailed instructions about installing these can be found below.

Gems

Do whatever you normally do to segregate these gems in a gemset (rbenv/rvm/etc). If you don't know what that means, never mind, you're good ;-).

Open up Terminal.app and type:

```
gem install bundler
gem install bubble-wrap
gem install motion-support
gem install redpotion
```

If you run into problems installing any of the software or gems, please join our Slack discussion group for more

detailed assistance.

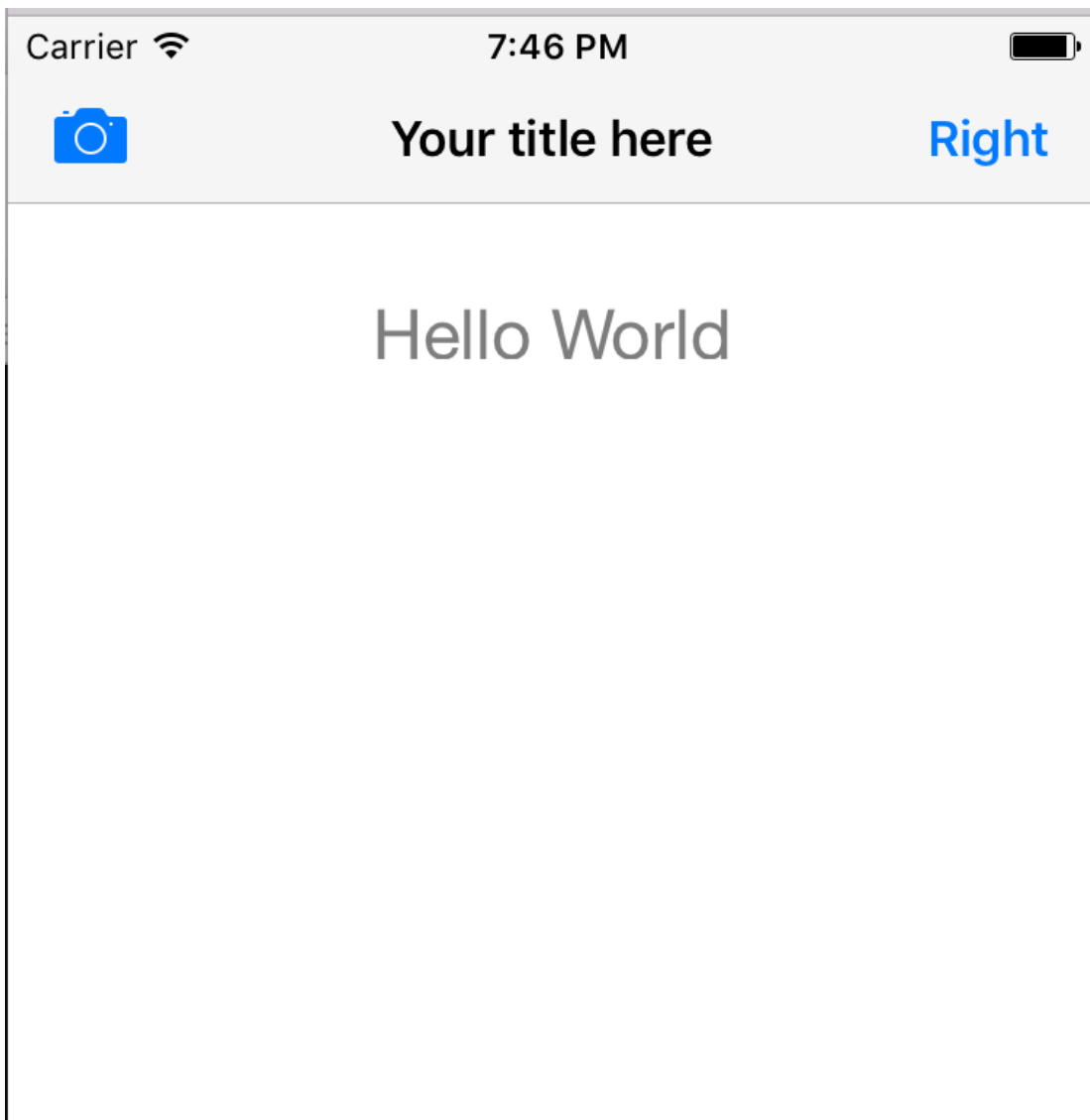
[Link to Join Slack](#)

Test Your Installation

After you get all the required software and gems installed, we test that everything works by building a default generated app with RedPotion. From Terminal.app, type:

```
$ potion create test-app1  
$ cd test-app1  
$ rake
```

This should build a default RedPotion app, start the iOS Simulator, install the app on the simulator, and start the app. Assuming all that worked, you will see something like the screen capture below.



If you run into problems testing your software installation, please join our Slack discussion group for more detailed assistance.

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Detailed Software Installation Instructions

Xcode

Download Xcode (currently 8.3.3) from the App Store.

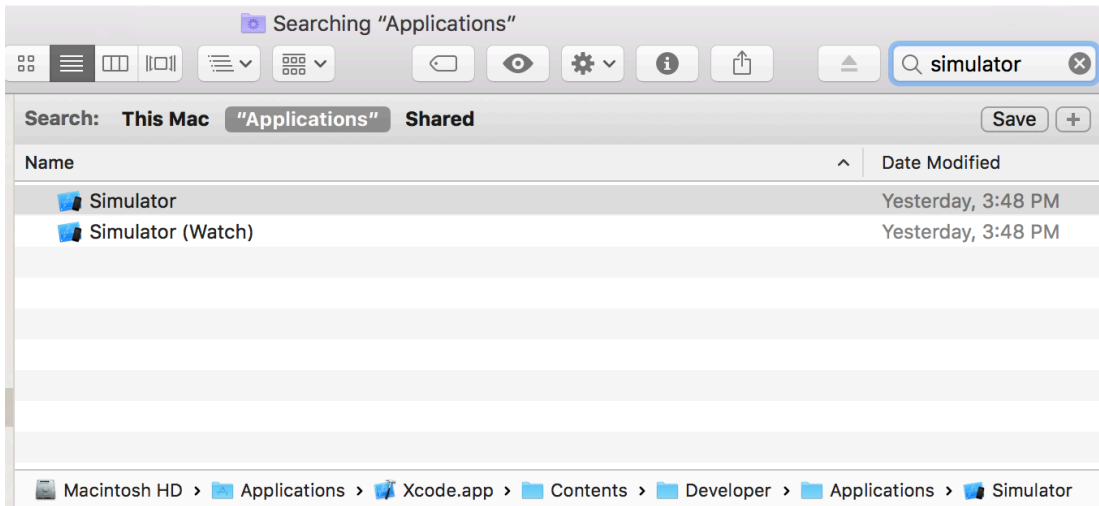
After installation is complete, open it up and make sure it completed whatever extra steps it requires.

At this point, the Xcode commandline tools and the iOS Simulator should be installed.

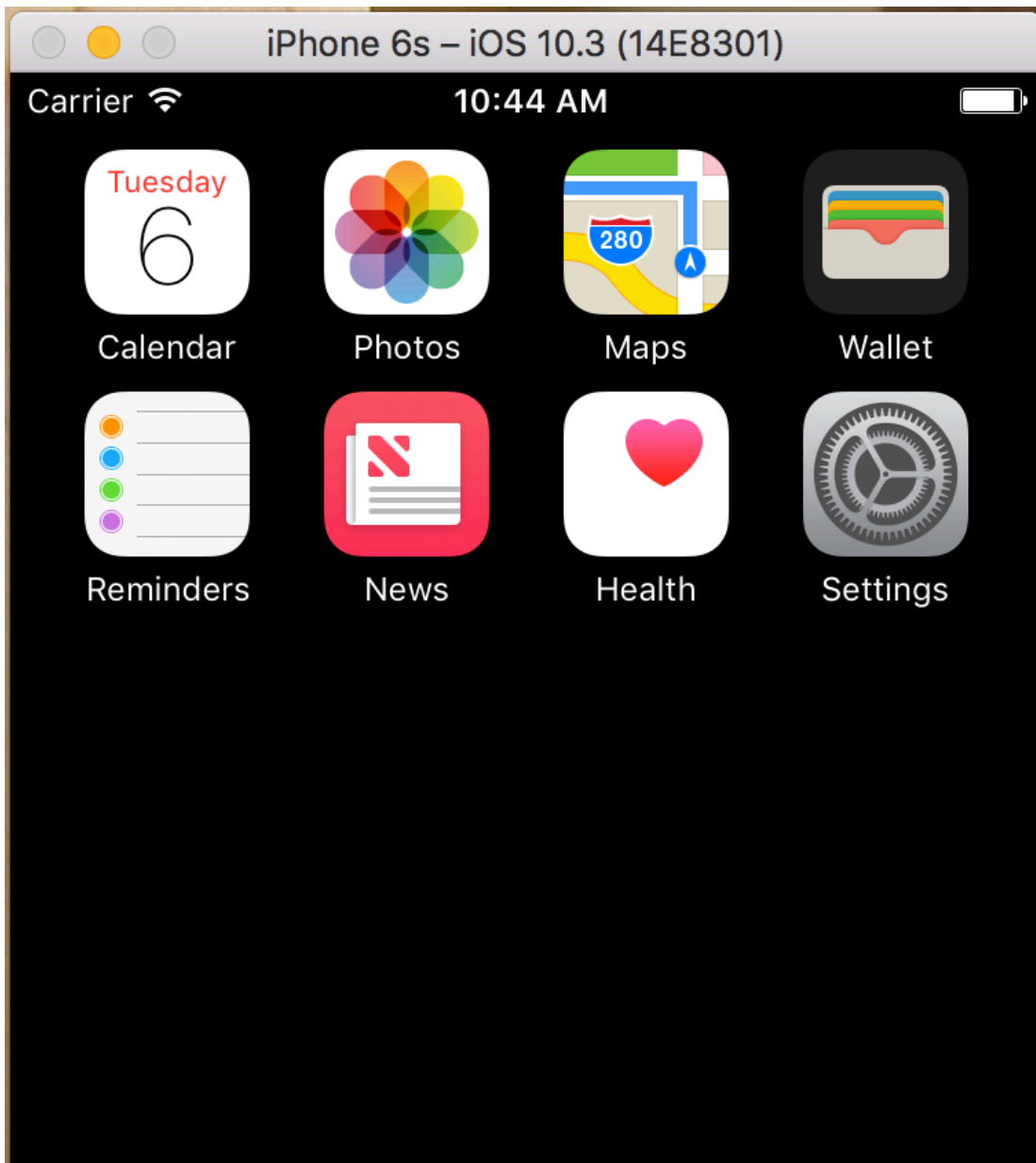
Open Terminal.app and check for the commandline tools:

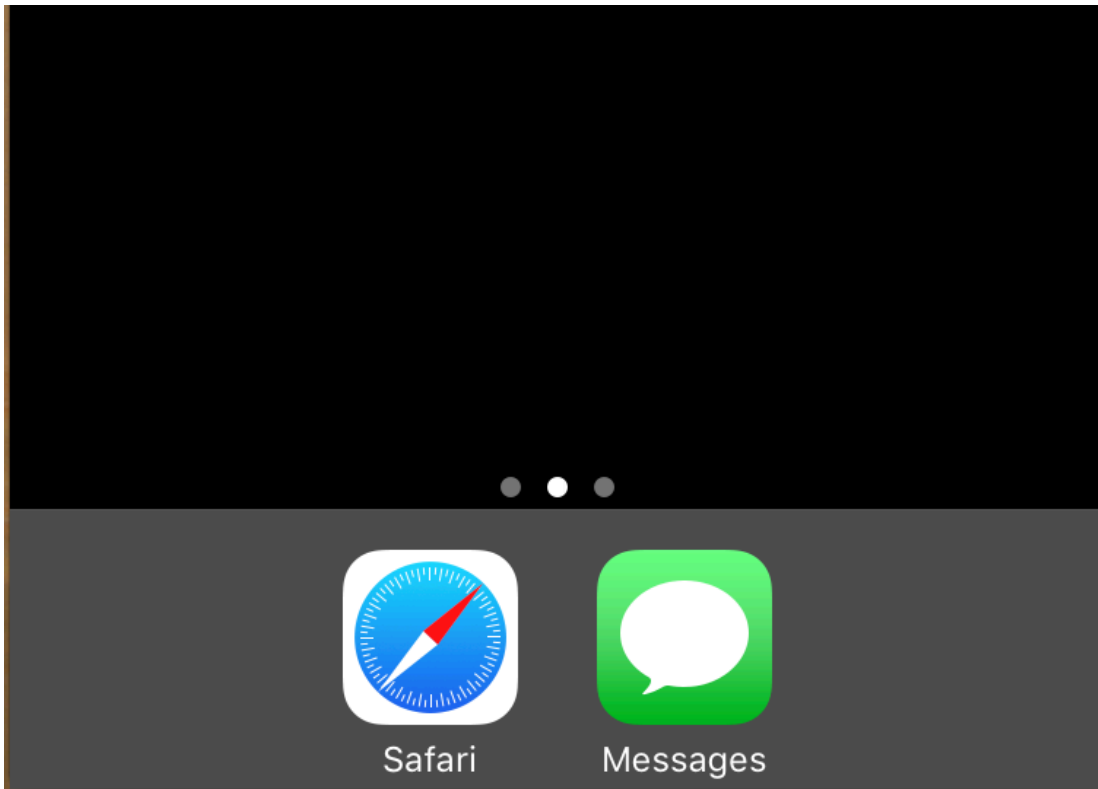
```
$ xcode-select -p  
/Applications/Xcode.app/Contents/Developer
```

Open up Simulator.app. I highly recommend you use Spotlight or Finder to find it, as it is deeply buried in the Xcode.app Contents directory.



You should be able to start the simulator, and see the simulated device start up in a default configuration like:





or

Download from Apple Developer Downloads - You'll need an Apple Developer account to get this <https://developer.apple.com/download/more>

- Note that you need about 15 GB of spare room to accommodate the xip'ed download and un-xiped Xcode.app
- Unzip
 - should be done from Finder. Trust me, you wouldn't want to do it the other way.
 - If you have more than one version of Xcode installed, rename this downloaded Xcode.app to Xcode-x.y.z.app (where x.y.z is the specific version of Xcode involved).
- Install
 - Move the .app to ~/Applications (To avoid interfering with App Store installed Xcode under /Applications, if you have different version)
 - Open up the ~/Applications/Xcode and make sure it completes whatever extra steps it requires.
- Configure
 - From Terminal.app run

```
sudo xcode-select -s ~/Applications/Xcode-x.y.z.app/Contents/Developer
```

To switch back to default App Store installed Xcode, you can run:

```
sudo xcode-select -s /Applications/Xcode.app/Contents/Developer
```

To see which Xcode tools are currently selected, you can run

```
xcode-select -p
```

Open up Simulator.app. I highly recommend you use Spotlight or Finder to find it, as it is deeply buried in the Xcode.app Contents directory.

You should be able to start the simulator, and see the simulated device start up in a default configuration.

At this point, the Xcode commandline tools and the iOS Simulator should be installed and configured for use.

RubyMotion

Download the RubyMotion Starter installer <http://www.rubymotion.com/download/starter/>

- You'll be asked for an email, so they can email your license key
- You need the license key to continue

Install

- Run the installer app
- Have your license key handy

Check for updates

- From Terminal.app run:

```
sudo motion update
```

At this point, RubyMotion should be installed and configured for use.

If you run into problems installing/configuring any of the software, please join our Slack discussion group for more detailed assistance.

[Link to Join Slack](#)