

# Installation Setup

1. Drop project onto computer. I put the project on my desktop. Whenever an installation will happen with the command line, go to the project first before installing.

Example: When installing Watchman:

```
cd desktop
cd Uplift
brew install watchman
```

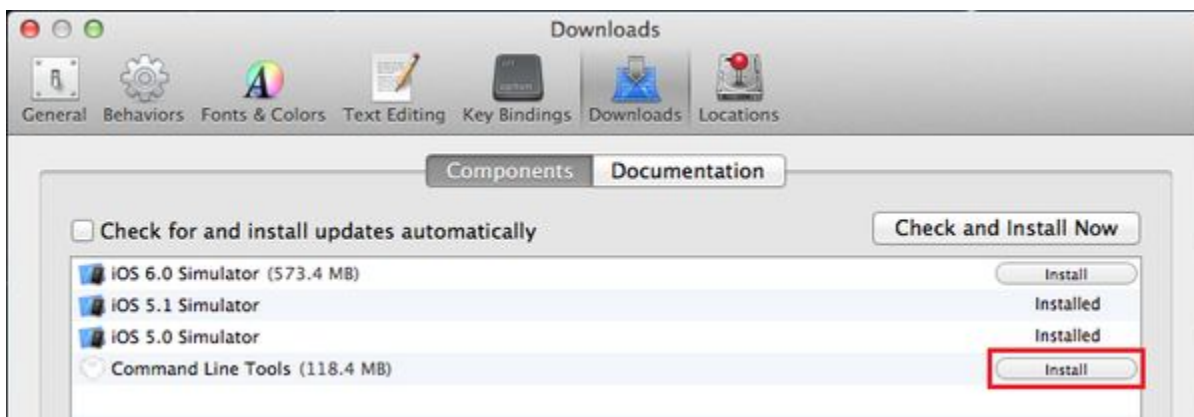
2. Download XCode from the App Store.
3. Install npm and Node.js
  - a. When you install Node.js through <https://nodejs.org/en/>, you automatically install npm as well.
4. Install Homebrew through command line.
  - a. `/usr/bin/ruby -e "$(curl -fsSL https://raw.githubusercontent.com/Homebrew/install/master/install)"`
5. Install Watchman through command line.
  - a. `brew install watchman`
6. Install React Native through command line.
  - a. `sudo npm install -g react-native-cli`
7. Install the following through the command line:
  - a. `npm install --save react-navigation`
  - b. `npm install react-native-ionicons`  
`react-native link react-native-ionicons`
  - c. `npm install --save react-native-keyboard-spacer`
  - d. `npm install --save react-native-push-notification`  
`react-native link react-native-push-notification`
  - e. `npm install moment --save`
8. Setting up push notifications
  - a. Visual tutorial: <https://facebook.github.io/react-native/docs/pushnotificationios> (explains better than I could through steps)
9. Settings in XCode
  - a. Start XCode
  - b. Choose preferences
  - c. In the General window, choose Locations
  - d. On the **Location** window, check that the **Command Line Tools** option shows the Xcode version (with which the Command Line Tools were installed). This means that the Xcode Command Line Tools are already installed and you do not need to install them.

## If the Xcode Command Line Tools are not installed:

In this case the **Command Line Tools** option does not show the Xcode version. You can install the Xcode command-line tools in either of two ways:

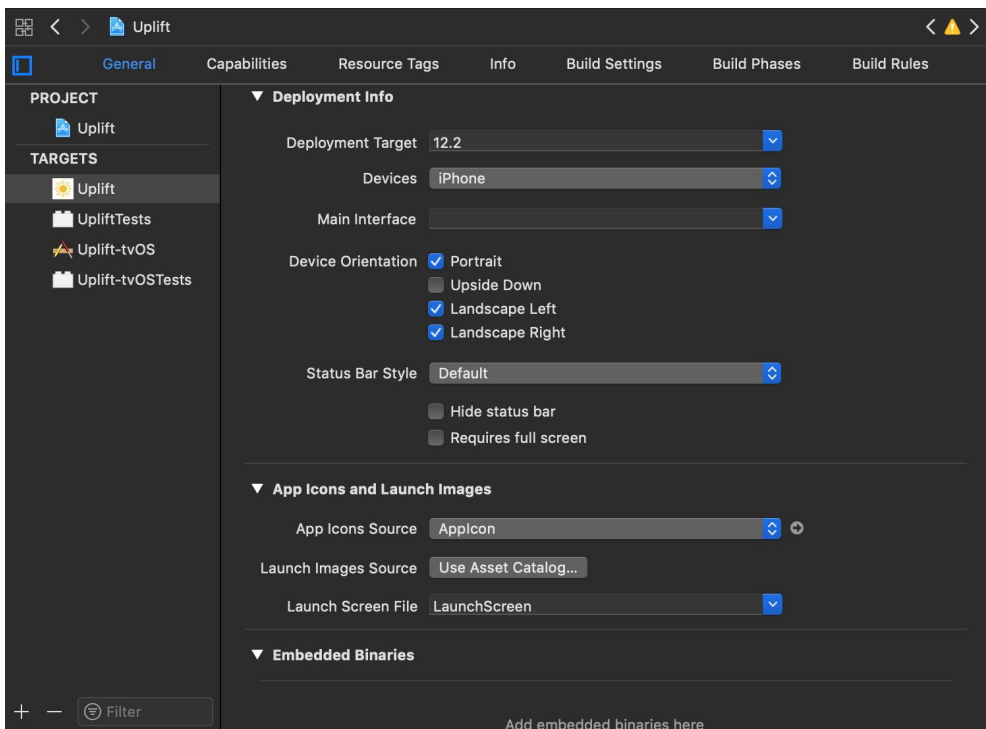
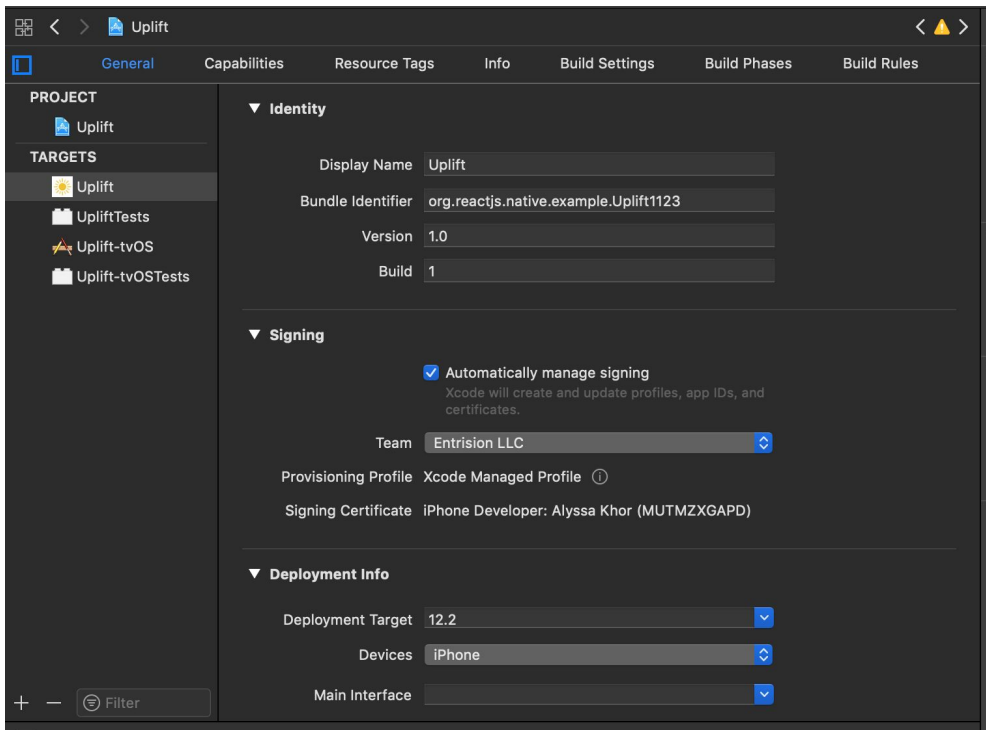
## To install the necessary Xcode tools using Xcode on the Mac:

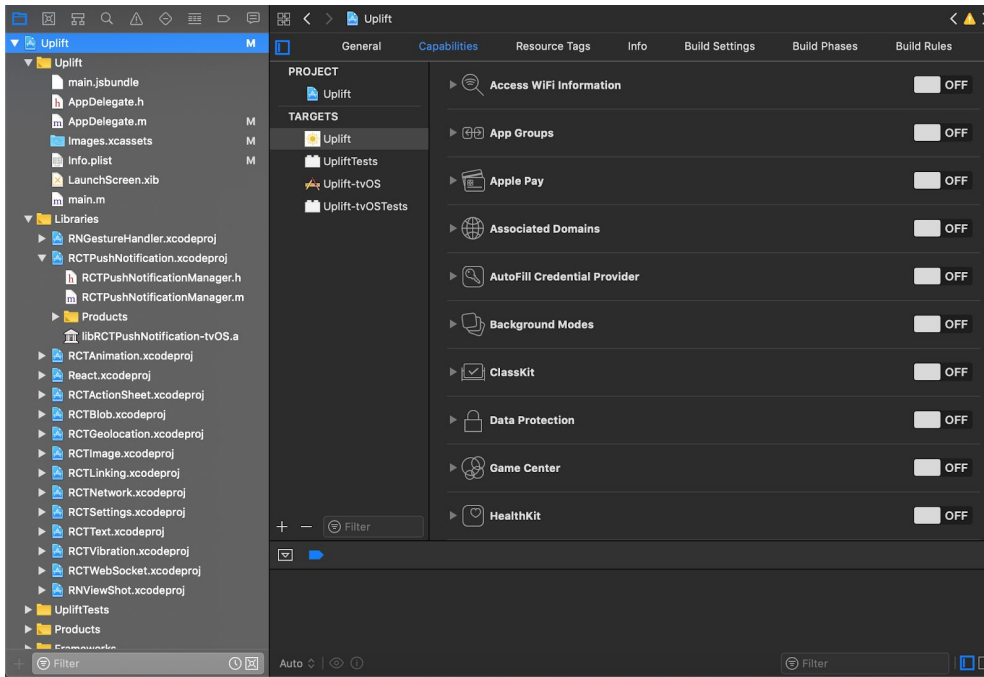
1. Start Xcode on the Mac.
2. Choose **Preferences** from the **Xcode** menu.
3. In the General panel, click **Downloads**.
4. On the Downloads window, choose the **Components** tab.
5. Click the **Install** button next to **Command Line Tools**.



6. You are asked for your Apple Developer login during the install process.

The following settings will be different for everybody, but here are pictures of my settings. The capabilities selected were PushNotifications and Background Modes.





Now hopefully everything is successfully installed. I chose to edit my .js files in Sublime Text which can be downloaded here: <https://www.sublimetext.com>.

To run the project, open it in XCode.

Plug in your device and choose that device next to the Play button on the upper left hand corner.

Press play.

Once that is built, shake the device and choose “Enable Hot Reloading”.

Shake the device again and choose “Enable JS Debug Remotely”.

Anytime anything is saved in Sublime, it will reload on the device.

\*I apologize in advance if something doesn't work. It was a lot of installs throughout the whole process and there's a good chance I may not have documented every install.\*