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## Expo App Deployment Tutorial

- 1. Read through https://docs.expo.io/versions/latest/distribution/building-standalone-apps/
- 2. For Android:
  - a. BEFORE BUILDING: One thing that is not mentioned in those docs is that the if the app does not request any special permissions for its user, then the android item on app.json

```
},
"android": {
   "package": "ca.matexdrillingfluids.matexapp",
   "versionCode": 2,
   "permissions": []
},
```

should look like this:

- b. Besides that, just follow instructions on the docs and it should be fine.
- c. Remember: after the build is done, if you have chosen to let expo handle the credentials process for Google Play Store, then you must run (on the same command line, right after build process): **expo fetch:android:keystore**. Backup and store the information displayed since you will need it for any future updates.
- 3. For iOS:
  - a. Initial Notes:
    - i. First of all, make sure the following software is up-do-date on a macOS:
      - 1. Operational System version
      - 2. Xcode (Appstore)
      - 3. Transporter (Appstore)
    - ii. The building command maybe used from a Windows computer, but the upload must be done from a macOS.
  - b. Building instructions:
    - i. Follow the instructions of the docs.
    - ii. When I was building my code I got an error stating that "... You must provide a company name to use on the App Store. ...". In that scenario, just change the build command to be:

```
expo build:ios --company-name "YOUR COMPANY NAME"
```

- iii. When build is done, go to step c.
- c. Uploading instructions:
  - i. This step must be done through a macOS.
  - ii. Download the .ipa file from expo cloud and store it.
  - iii. Open Transporter app, click add, and add your .ipa file
  - iv. Click deliver and wait the upload to finish.

With all steps above done, both Android and iOS apps are ready to be publish, next steps are: configure the store listing and submit for Google and/or Apple review.

