

Pipeline How To

Write the know-how of compiling Xcode projects and exporting IPA packages using Jenkins's Pipeline function.

1. Import developer profile.

```
importDeveloperProfile(importIntoExistingKeychain: false,
    profileId: 'XXXXXXXX-XXXX-XXXX-XXXX-XXXXXXXXXXXXXX')
```

2. Build the project and output the archive.

```
xcodeBuild(
    xcodeSchema: "${PROJECT_SCHEMA}",
    ipaOutputDirectory: 'Release',
    ipaExportMethod: 'app-store',
    generateArchive: true,
    buildIpa: true,
    ipaName: "${BUILD_TARGET}",
    bundleID: 'com.example.TargetApp',
    developmentTeamName: "${DEVELOPMENT_TEAM_NAME}",
    cleanBeforeBuild: true,
    configuration: 'Release',
    cfBundleShortVersionStringValue: '1.0.0',
    cfBundleVersionValue: '1'
)
```

3. Export the IPA file from the archive.

```
exportIpa(
    archiveDir: "${WORKSPACE}/${repositoryName}/build/Release-iphones",
    xcodeSchema: "${PROJECT_SCHEMA}",
    developmentTeamName: "${DEVELOPMENT_TEAM}",
    configuration: "AdHoc",
    infoPlistPath: "${INFO_PLIST}",
    manualSigning: true,
    provisioningProfiles: [
        [provisioningProfileAppId: "${BUNDLE_ID}", provisioningProfileUUID: 'TestApp_AdHoc_Profile.
mobileprovision']
        [provisioningProfileAppId: "${BUNDLE_ID}.watchkitapp", provisioningProfileUUID:
'TestApp_AdHoc_Profile.mobileprovision'],
        [provisioningProfileAppId: "${BUNDLE_ID}.watchkitapp.watchkitextension",
provisioningProfileUUID: 'TestApp_AdHoc_Profile.mobileprovision']
    ],
    ipaExportMethod: "ad-hoc",
    ipaName: "${BUILD_TARGET}",
    ipaOutputDirectory: "AdHoc"
)
```

4. Upload the exported IPA file.



When using "XCode's" Automatically manage signing ", various ways are required, so please note the points to be noted separately.

- [Build History Manager Plugin](#)
- [Matrix Configuration Parameter Plugin](#)

- [Windows Azure Storage Plugin](#)
- [Benchmark Plugin](#)
- [CloudShell Sandbox Plugin](#)