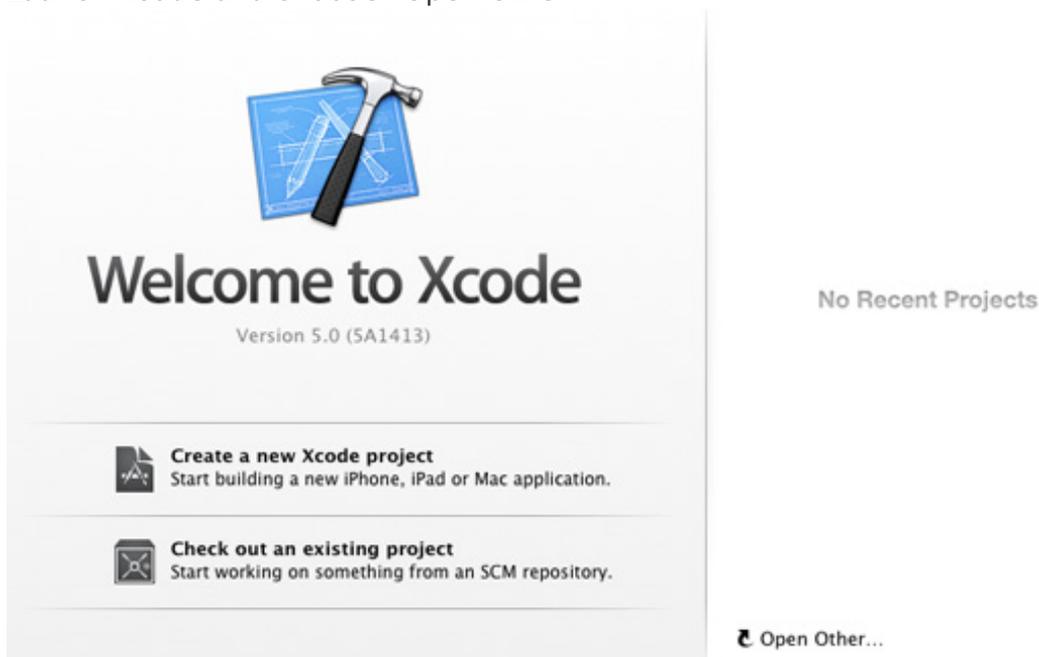# WPMU DEV iOS Application Guide

## Requirements

1. Mac OS X 10.8
2. Xcode 5.0
3. Apple Developer account (for testing on real devices, and app store distribution)

## Getting Started

1. First, download the project, and unzip the archive. It will contain a folder for this App's project and source files.
2. Launch Xcode and choose "Open Other…"



3. Navigate to where you unzipped the download, and select the app folder. Then click "open"

## Building the Application

1. You should see "WordPress" in the left sidebar. This is called the "Project Navigator" If it's not showing for you, you can press cmd+1, or use the "View" menu and choose "Navigators -> Show Project Navigator"
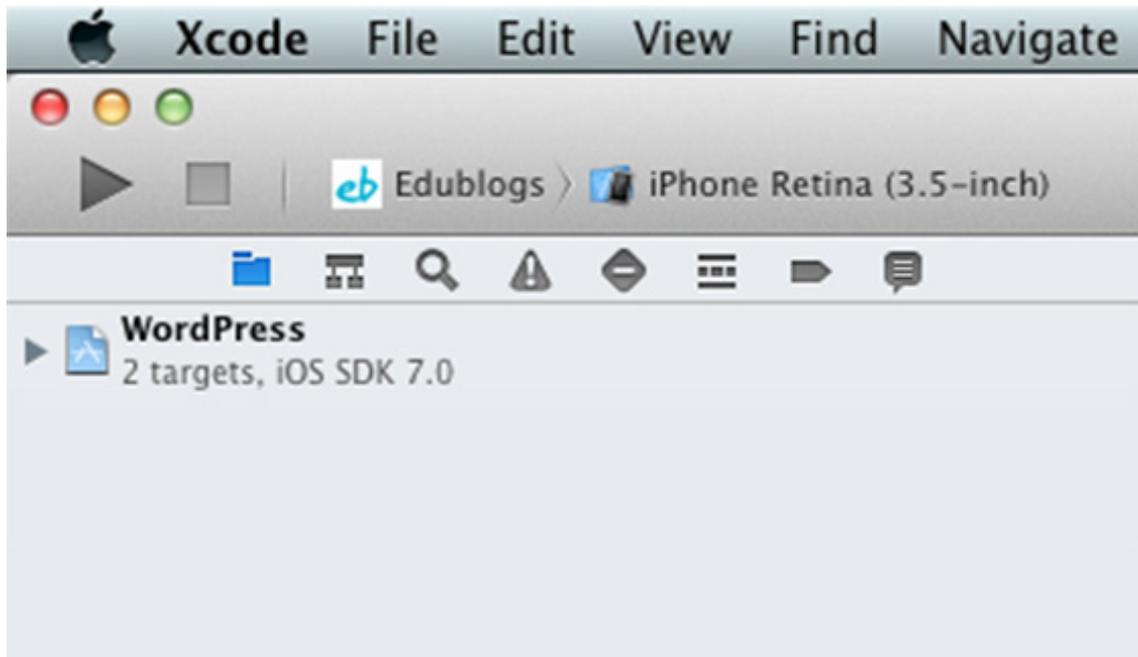
2. Click "WordPress" from the left sidebar to reveal the Project Settings.
3. Change the "Bundle Identifier" By convention, this should be your domain written out backwards. For example: org.edublogs - You can also use a subdomain like this: com.yourcompany.project
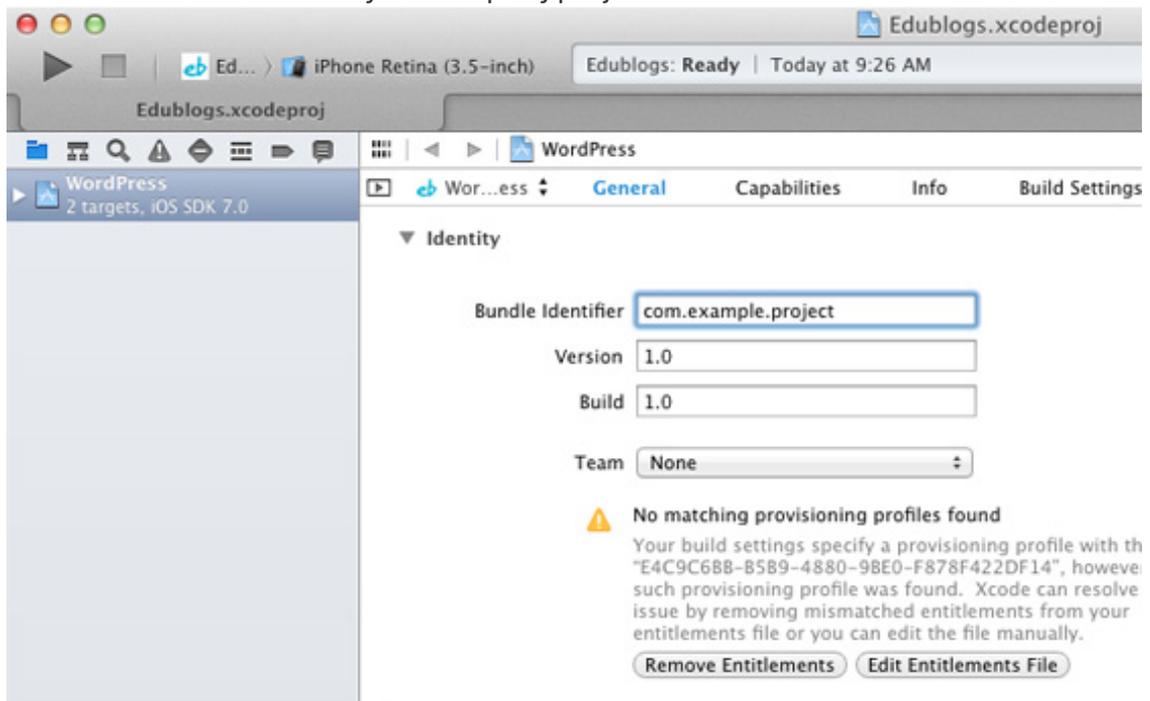


4. Update your Version number and Build number. These must contain decimal values only. As this is your first version and build, you can set them both to 1.0
5. A Team is also required. You will need to setup a provisioning profile by following these instructions This does require an Apple Developer account.
6. From the Settings pane, click the "Info" tab, and change the "Bundle Name" This is the actual name of your Application.
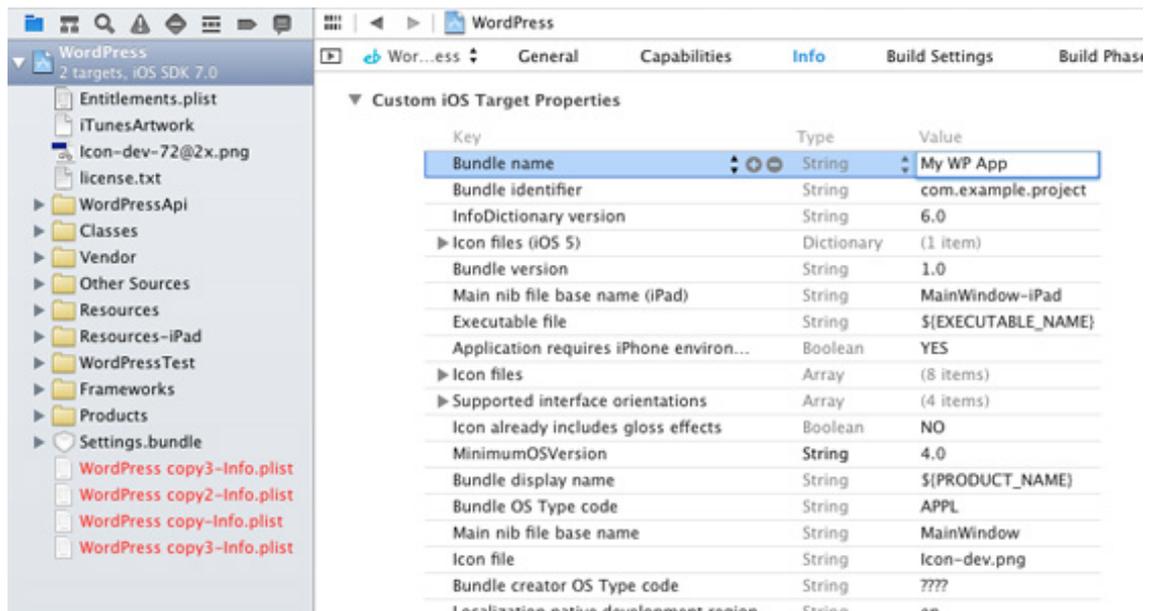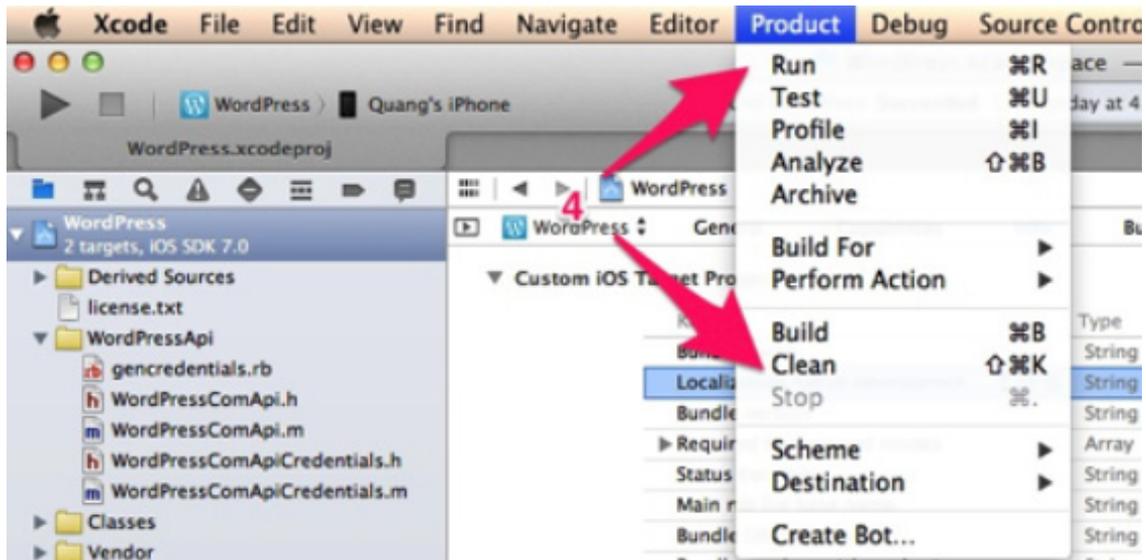
# Testing your Application

1. From the Run panel, click the device name to change what platform is selected.
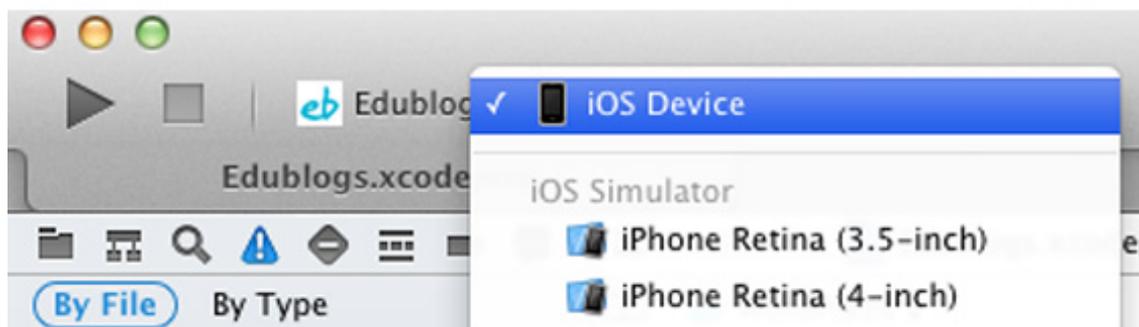




2. To add your own device, connect it to your computer. Then go to "Window -> Organzer" On the devices tab, you can add your new device for development.
3. Use the Product menu to "Clean", then Run the project

4. This will run the app on the target device. Here's an iOS Simulator preview:
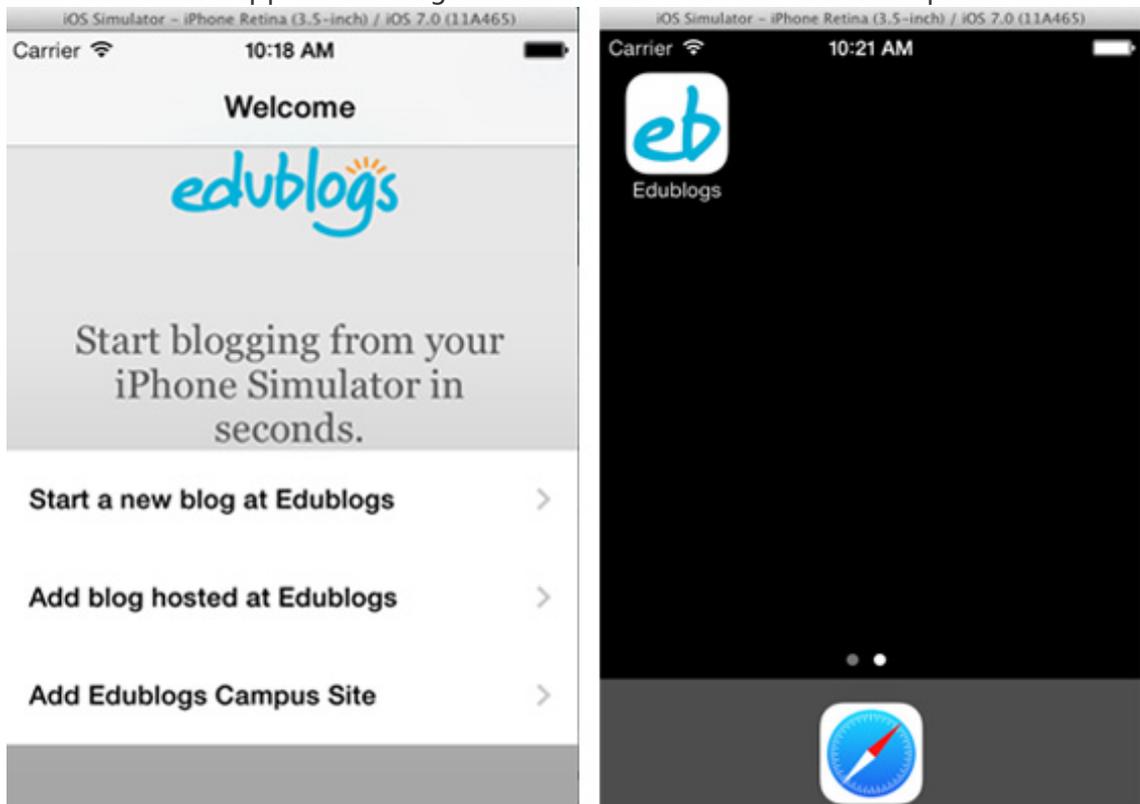


# Customizing the Application

1. You can update the App icon, and images by simply replacing files in the "Resources" and "Resources-iPad" folders. Keep in mind that you will need to keep the file types and names of the originals. For images, it is very important that they remain the same dimensions.
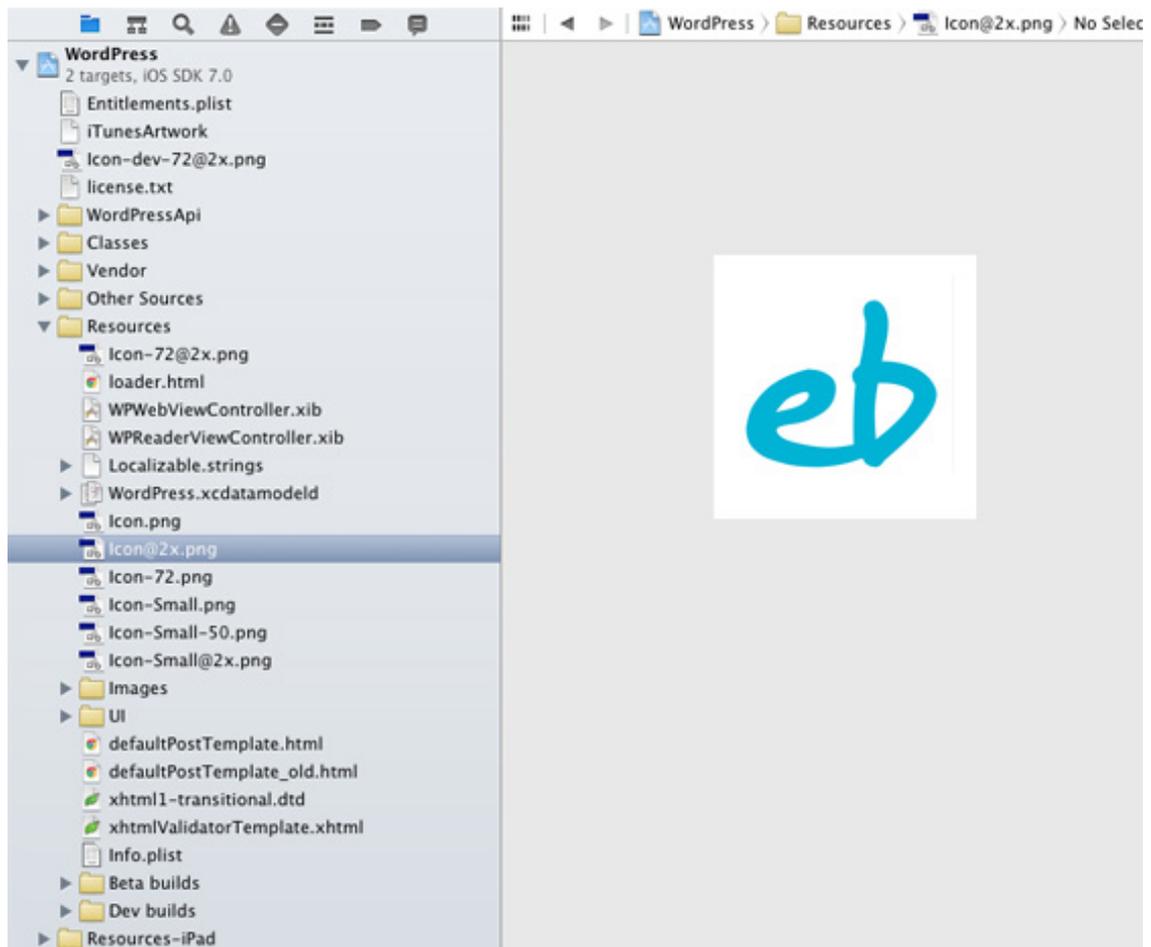
2. After customizing your resources, you should use the process above to test your application again. When you are satisfied with your changes, you can move on to App Distribution

# Application Distribution

To aid with this process, you can refer to Apple's App Distribution Guide. This guide will give a step by step overview of what's needed, but the App Distribution guide can provide additional details, and offers links to supplement this. We will be doing the following: 1. Creating an app record in the iTunes Store 2. Creating a Distribution Provisioning Profile. 3. Preparing and uploading a binary of our app from Xcode

## Setting up your app in the iTunes store

1. Login to iTunes Connect with you Apple Developer ID.
2. Go to "Manage your apps" then click "Add new App"
3. Enter a name, SKU number, and Bundle ID. Remember this is the same bundle ID you used earlier! By convention this would be your domain reversed.

4. The next step will allow you to setup pricing. Either set a price, or choose "free" then click "continue"
5. Fill out the form requesting the details to be used when showing the app in the app store.

Rating

For each content description, choose the level of frequency that best describes your app based on App Rating Detail.

Apps must not contain any obscene, pornographic, offensive or defamatory content or materials of any kind (text, graphics, images, photographs, etc.), or other content or materials that in Apple's reasonable judgment may be found objectionable.

| Apple Content Descriptions | None | Infrequent/Mild | Frequent/Intense |
|---|:---:|:---:|:---:|
| Cartoon or Fantasy Violence | ◉ | ○ | ○ |
| Realistic Violence | ◉ | ○ | ○ |
| Sexual Content or Nudity | ◉ | ○ | ○ |
| Profanity or Crude Humor | ◉ | ○ | ○ |
| Alcohol, Tobacco, or Drug Use or References | ◉ | ○ | ○ |
| Mature/Suggestive Themes | ◉ | ○ | ○ |
| Simulated Gambling | ◉ | ○ | ○ |
| Horror/Fear Themes | ◉ | ○ | ○ |
| Prolonged Graphic or Sadistic Realistic Violence | ◉ | ○ | ○ |
| Graphic Sexual Content and Nudity | ◉ | ○ | ○ |

4+
App Rating

EULA

If you want to provide your own End User License Agreement (EULA), click here. If you provide a EULA, it must meet these minimum terms. If you do not provide a EULA, the standard EULA will apply to your app.

Uploads

Large App Icon ⑦

Choose File

3.5-Inch Retina Display Screenshots ⑦

Choose File

You will need to upload screenshots for each type of iOS device. Pay attention to the required dimensions.

6. When finished, you should see an overview page. Your App status will be "Prepare for Upload"

7. Click "View Details" then click "Ready to upload Binary"
8. Answer any compliance questions, then you will be returned to your app overview with a status of "Waiting For Upload"

## Creating and installing a Distribution Provisioning Profile

1. Follow the steps Apple provides for Requesting a Signing Identity
2. Visit the Apple Developer member center and visit "Manage your certificates, App IDs, devices, and provisioning profiles." then click "Provisioning Profiles"
3. Click the "+" at the top right to create a new Provisioning Profile. Choose "App Store" and click continue.

4. Select the App ID you used when you created the iTunes Store record.

5. On the next screen, choose the certificate you created when you requested a signing identity
6. Give this profile a name, and click "generate"
7. You will no be able to download your profile. After downloading, double click the file to have it installed as a Provisioning Profile in Xcode
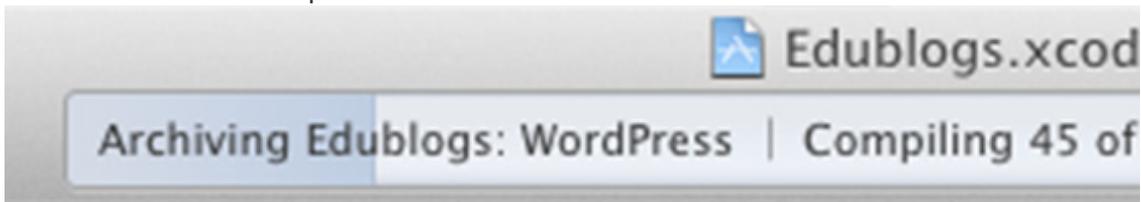
## Preparing a binary and uploading from Xcode

1. Ensure your run target is set to "iOS Device"
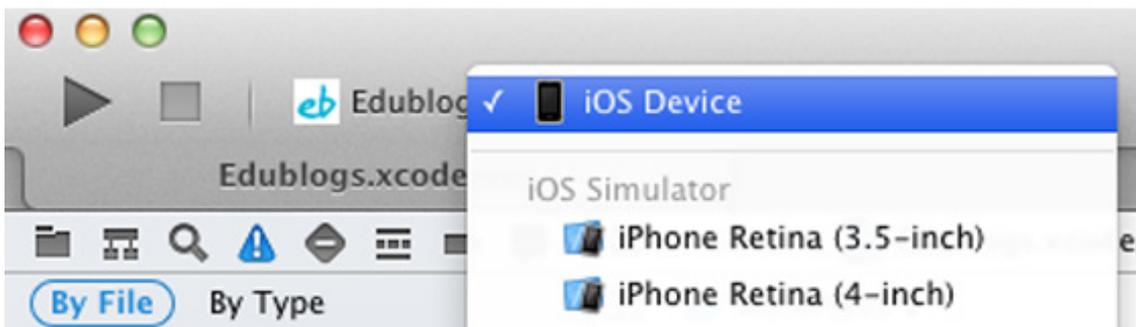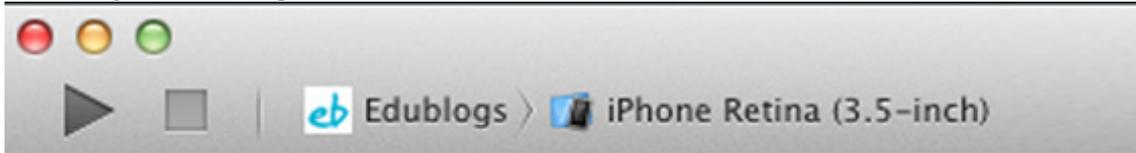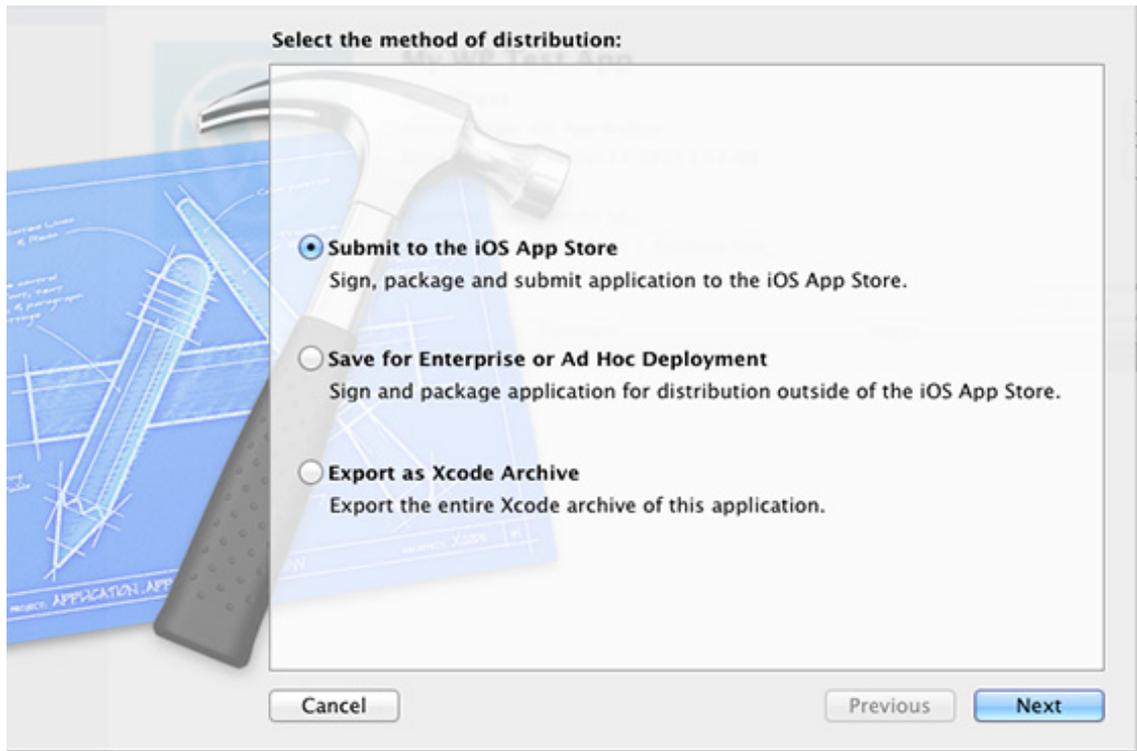




2. From the Product menu, choose "archive"
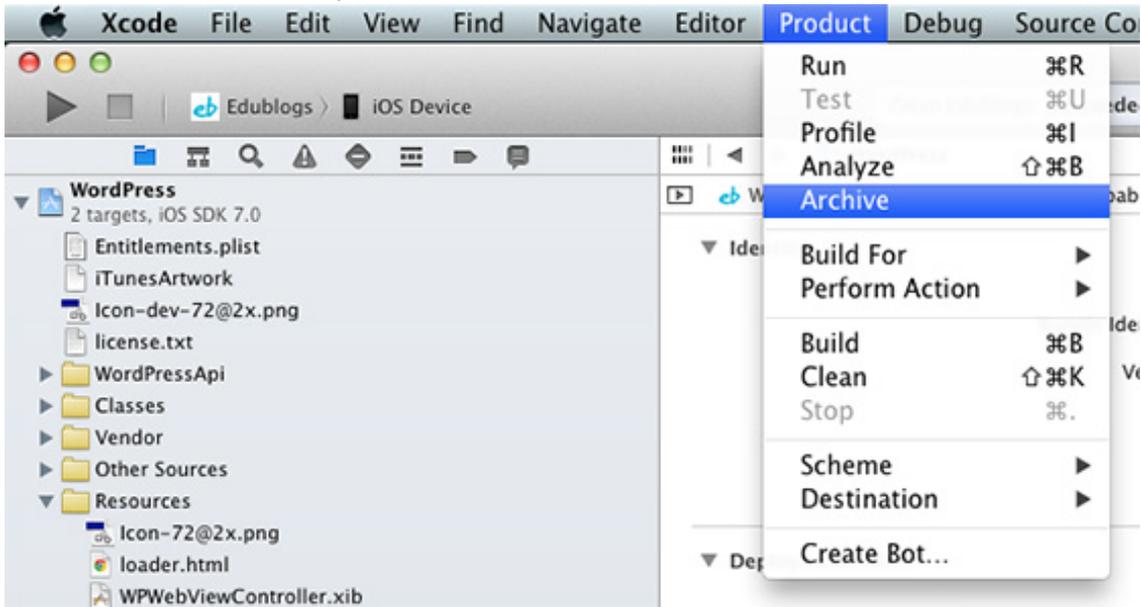


3. Wait while Xcode compiles the source.



4. When the archive is ready. The Organize window will open. Click the "Distrubute" button. Then choose "Submit to the iOS App Store" and click next.

5. When prompted, allow keychain access. Then enter your Apple Developer account login credentials. Then Xcode will find our App that is "waiting for upload"
6. Choose your provisioning profile, and click "Next" Your app will begin uploading to the app store.
7. When it is done uploading, click "finish"
8. If you revisit your app on iTunes Connect, it will have a status of "Upload Received" After this, it will change to "Waiting for review" automatically. Once Apple has review the App, (can take up to 7 days) it will be ready for download in the App store