Developing on iOS 5 Devices

Stanford University

Running apps on a Device

- Apple has strict security regarding who can distribute apps
- Each app that is compiled to run on a device must be "code-signed"

2 Things You Need

- Two prerequisites to run an app on a device:
 - 1) Obtain **Developer Certificate** to "sign" the app
 - 2) Obtain **Provisioning Profile** which identifies your certificate, device, and app on that device

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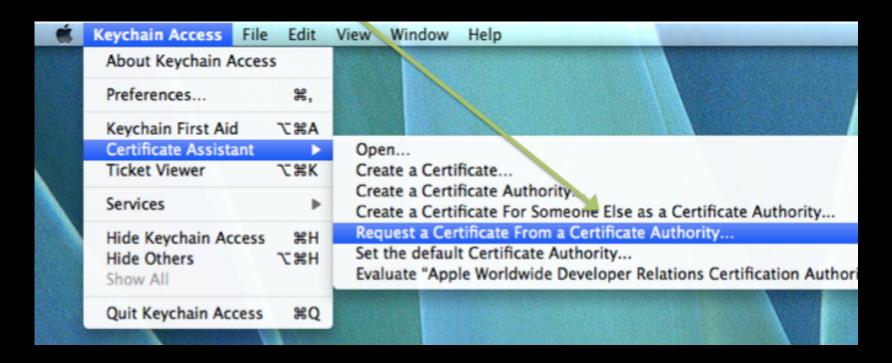
1st Thing - Developer Certificate

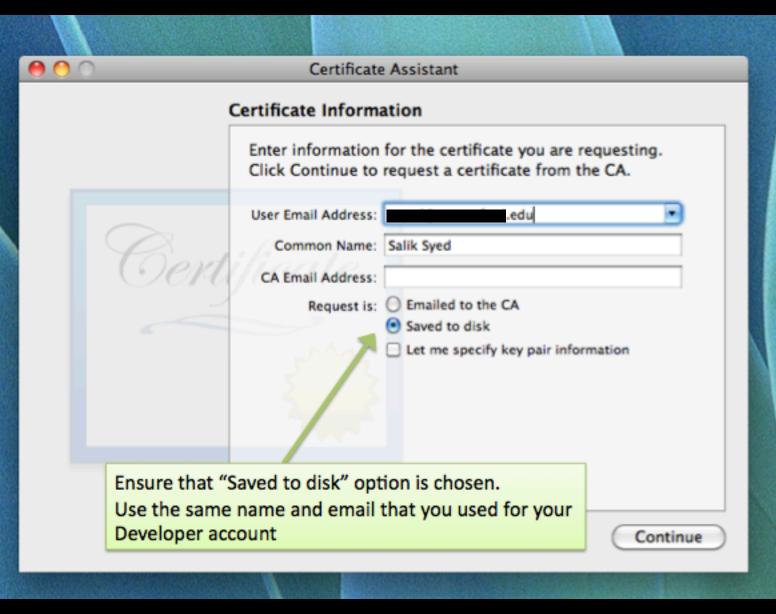
Three steps

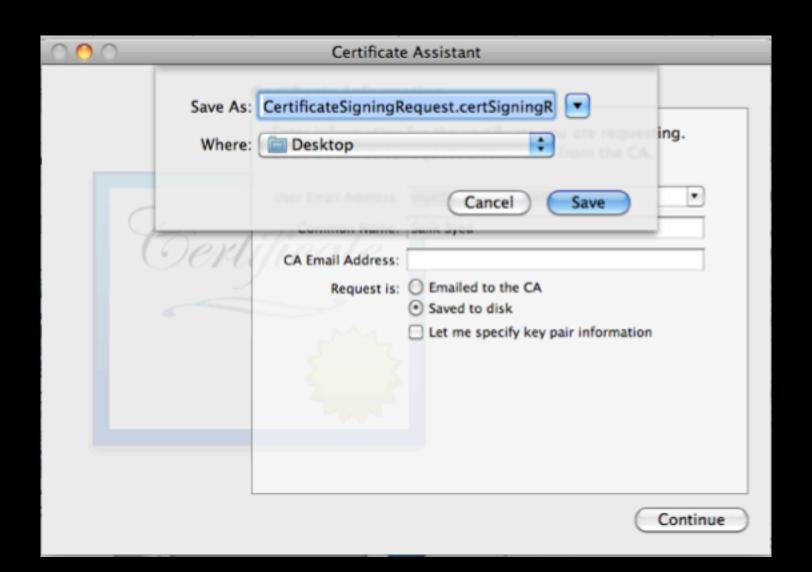
- 1) Create a "certificate request"
- 2) Submit it (to Apple) via developer.apple.com
- 3) Download/Install certificate on your machine

1) Create a Certificate Request

- Open "Keychain Access" Application
- Select the following from the menu bar:

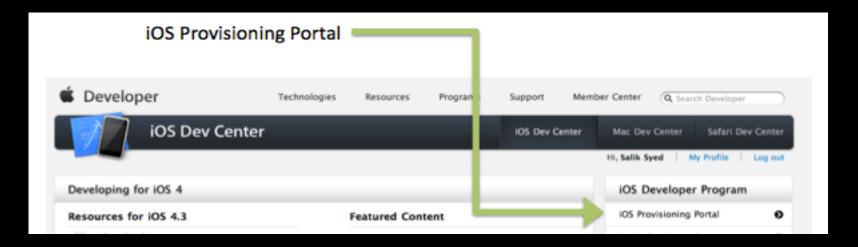


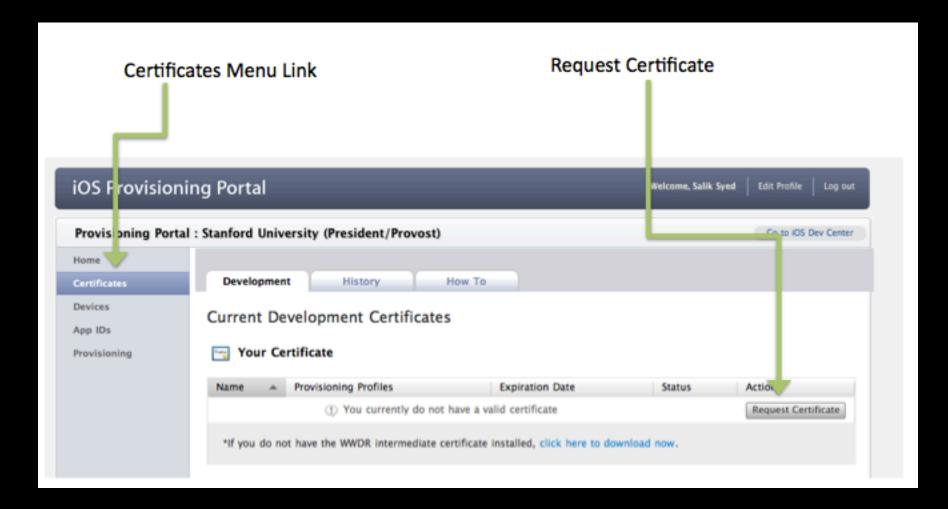


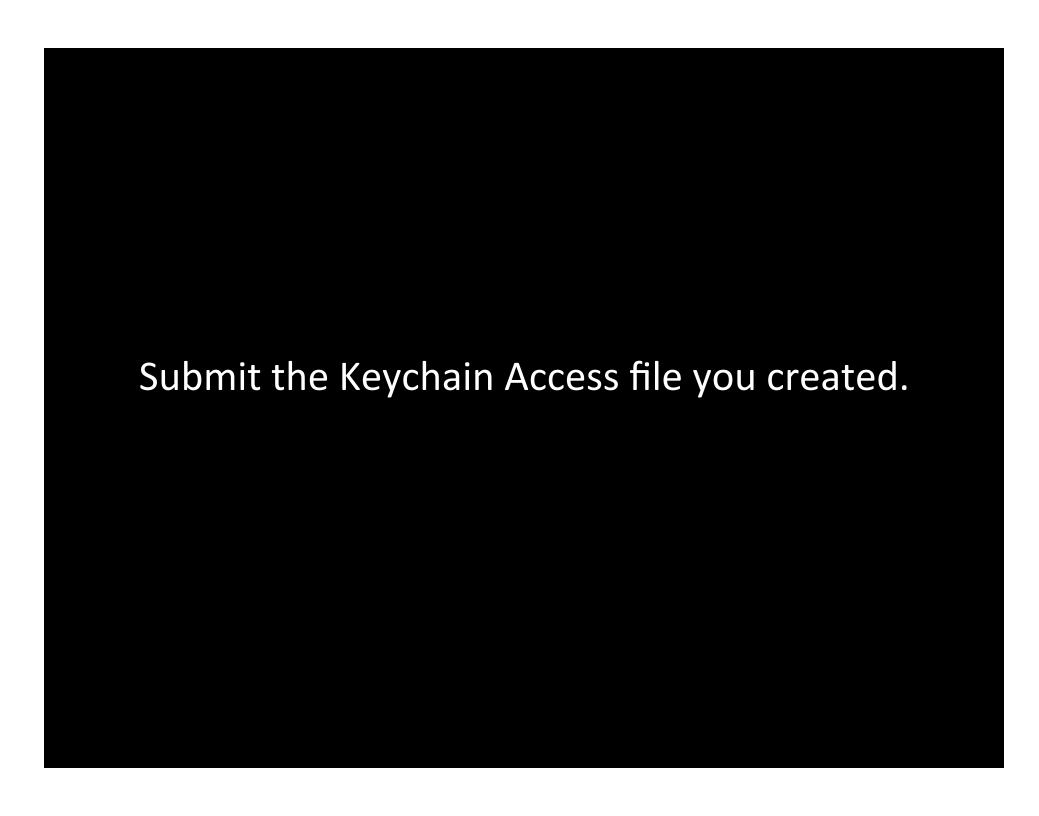


2) Submit it via developer.apple.com

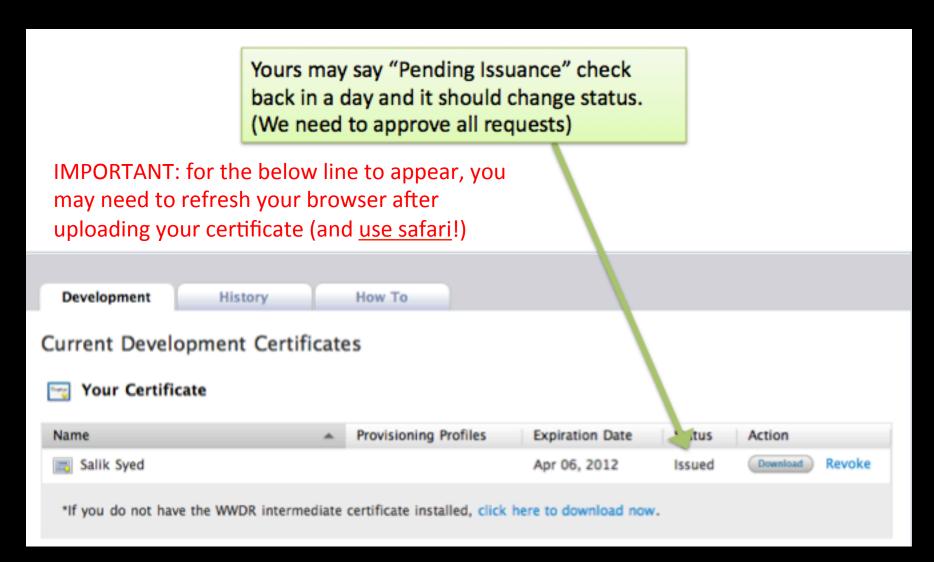
- http://developer.apple.com <u>Use Safari</u>
- Click "iOS Dev Center"
- Login using the developer account you made
- Click iOS Provisioning Profile on right menu







If using the University Program...

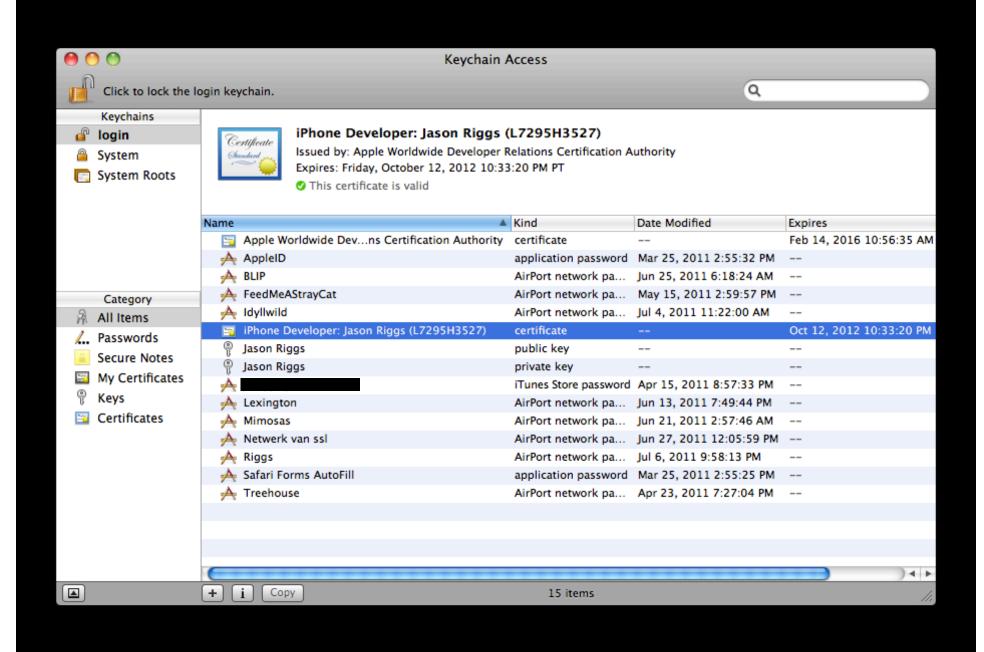


Also download the WWDR intermediate certificate

*If you do not have the WWDR intermediate certificate installed, click here to download now.

3) Install certificate on your machine

- Once your certificate has changed status to "Issued", you can click download
- First double click the WWDR certificate to install that – it will open Keychain Access
- Once you have saved your certificate, double click it – it will bring up Keychain Access



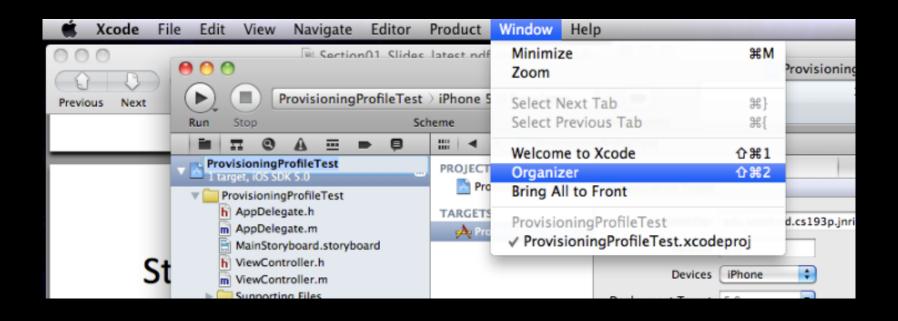
2 Things You Need

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2nd Thing – Provisioning Profile

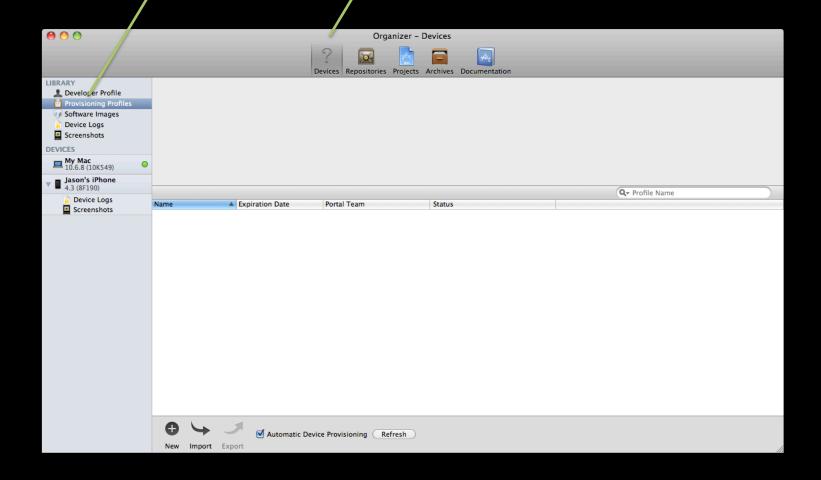
- 1) Open XCode's Organizer
- 2) Download it from iOS Provisioning Portal
- 3) Place it within XCode's organizer

Xcode's Organizer



1) Click on "Devices" tab

2)Click on the Provisioning Profiles Tab

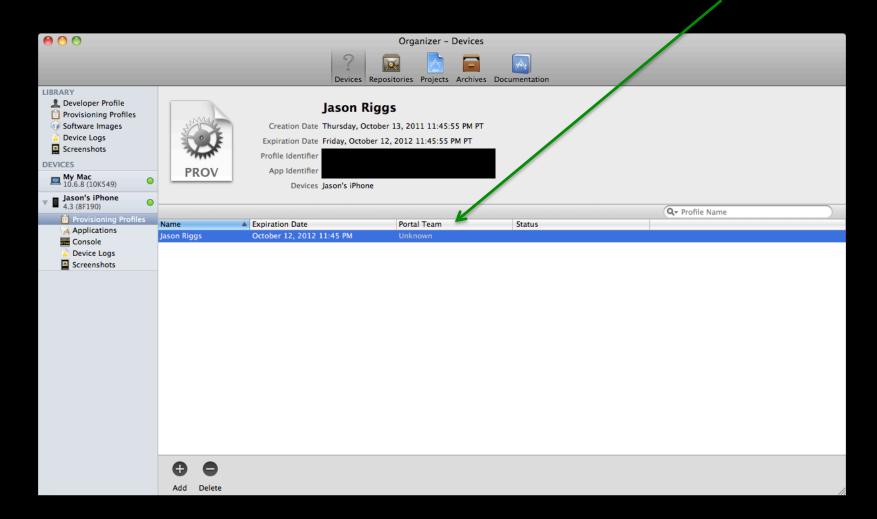


Download Provisioning Profile

- 1) Click iOS Dev Center on developer.apple.com
- 2) Go to iOS Provisioning Portal (right menu)
- 3) Click "Provisioning" (left menu)
- 4) Download the CS193p Fall 2011 Profile

(NOTE: You must have submitted your UDID to us via the staff e-mail, and we must have approved it. Otherwise it won't work.)

Problem if you don't see this



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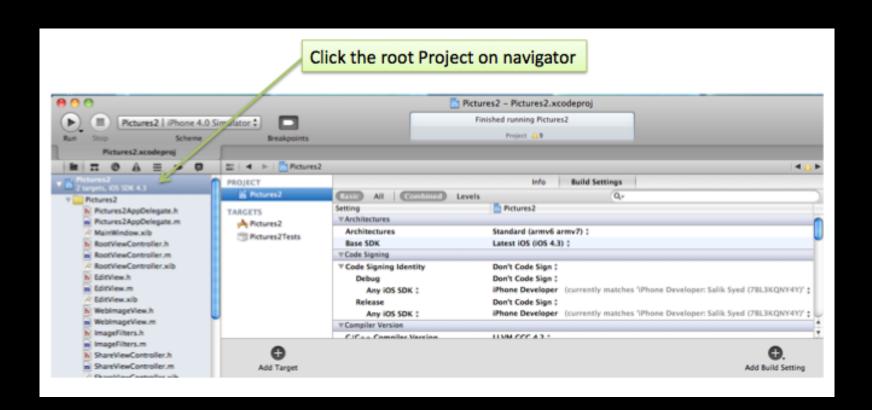
Running an App on your Device

Running an App on your Device

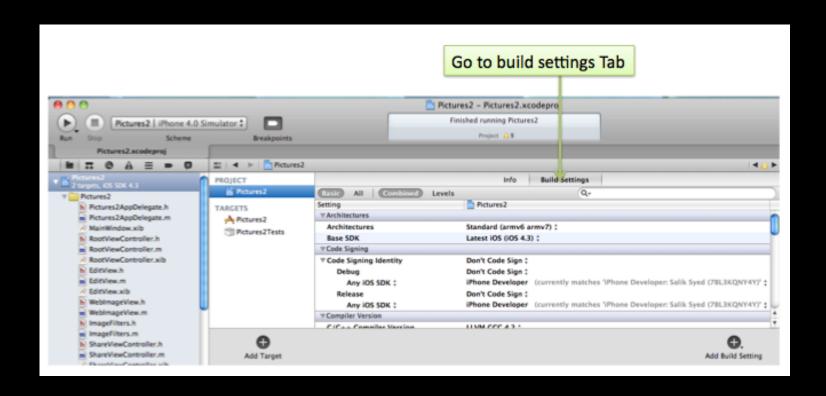
- 1) Set build settings to code sign App
- 2) Edit the **.plist** file of your App
- 3) Run it on your device

(NOTE: Steps 1-2 cause the app to be "code-signed." XCode may handle these steps for you automatically in version 4.2 with iOS 5, but we're including the steps here for double-checking. If you can't automatically do step 3, ensure that steps 1 and 2 are working first.)

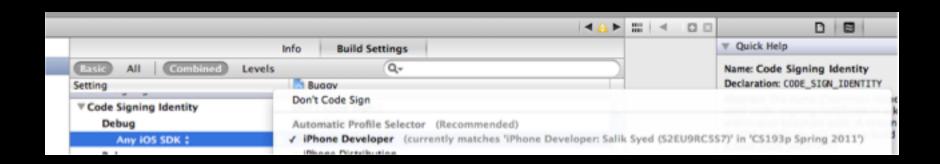
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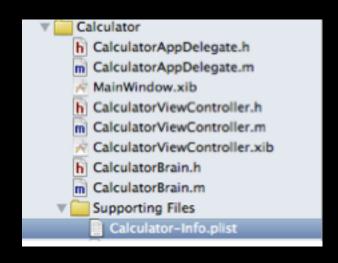


1) Set build settings to code sign App



2) Edit the .plist file of your App

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2) Edit the **.plist** file of your App

 Edit Bundle Identifier to be your provisioning profile (XCode 4.2 should have filled this for you automatically)

Localization native development region	String	en
Bundle display name	String	\${PRODUCT_NAME}
Executable file	String	\${EXECUTABLE_NAME}
▶ Icon files	Array	(0 items)
Bundle identifier 🗘 🔾 🔾	String 🙏	edu.stanford.cs193p.jnriggs.\${PRODUCT_NAME:rfc1034identifier}
InfoDictionary version	String	6.0
Bundle name	String	\${PRODUCT_NAME}
Bundle OS Type code	String	APPL
Bundle versions string, short	String	1.0
Bundle creator OS Type code	String	????
Bundle version	String	1.0
Application requires iPhone environmer	Boolean	YES
Main storyboard file base name	String	MainStoryboard
ightharpoonup Supported interface orientations $ ightharpoonup$ $ ightharpoonup$	Array	(3 items)

3) Run it on your device

 You may have to go to the Organizer window of XCode, select your phone on the left menu, and click "Use for Development"

You know your device is ready if...



3) Run it on your device

 Select your device from the drop down-menu next to the Run and Stop buttons



That's it!