iphone Development Setup Instructions

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Requirements

- Apple Mac Computer (Desktop or laptop) with recent snow leopard builds

- Apple Developer Registered Profile (create an account at http://developer.apple.com if you do not already have one)

- Apple iphone SDK (can be downloaded from: http://developer.apple.com/devcenter/ios/ under Xcode and iOS SDK 4.1)
Apple Developer Registration

· Go to http://developer.apple.com create an account if you do not already have one

· Mail the e-mail account you used to register yourself to me

· You will be invited through e-mail to be a part of the iphone developer team. Confirm acceptance.
Apple Developer Site Access

- Next time you log in to apple developer site, next it will look similar to:

- Select iPhone Developer Program Portal
If you are using your own iPhone, get the device ID through Xcode's organizer.

Mail the Device ID to us.
Next you have to generate a certificate signing request.
· Launch the Keychain access on your computer, it is located here:
• Then go to the Keychain Access / Certificate Assistant / Request a Certificate from a Certificate Authority menu item.
Make sure you click on the 'saved to disk' bubble, so that you don’t have to enter a CA Email Address
· Fill out the rest of the information, hit continue, and save the certificate somewhere on your computer that you will remember. Then, it’s back to the provisioning assistant.
Download the provisioning profile when prompted. And then double click on it.
Double clicking on your profile should open up Xcode and add it to your device, if it doesn’t open xcode, drag the provision to xcode.

If it doesn’t add it to your device, it’s possible you mistyped your device’s UDID. This can be fixed after you’ve finished going through this tutorial by going back to your program portal, going to the ‘devices’ tab, and changing the id in there, and then re-downloading your profile in the distribution tab.
• Download your certificate in an easy to remember location
Porting to actual iphone device

- Consider the following sample application (open it up in Xcode)

- Click on the arrow next to ‘Targets’, and then double-click on the target name (in this case ‘iPhone oF’).
· Click on Build in the window that opens.

· In this window, click on the configurations and select all configurations
· Then go down to where the Code Signing Identity line is. Across from Any iPhone OS Device, click on where it says iPhone Developer: (developer name)

· Select ‘iPhone Developer’ from the automatic profile selectors. This should make the current automatic selection be your profile.
· Close that window, and click the triangle next to the data folder. Double click on the info.plist file.

· Replace the bundle identifier with: 'com.pervasivehealth.mobileapps'
· Close and save the plist file, and hit Compile.
· If you are on snow leopard with the new sdk and we haven’t updated the examples yet you may need to change your base SDK to 4.0 so that it’s not missing. This can be done in the target settings. Also, you will have to click on where it says ‘device – 2.2 | debug’ in the screenshot above, and change that to Device – 4.0 | Debug or any of the newer device settings detected on your phone
· If everything works properly, Xcode will ask to codesign from your keychain. Hit ‘Always Allow’.