

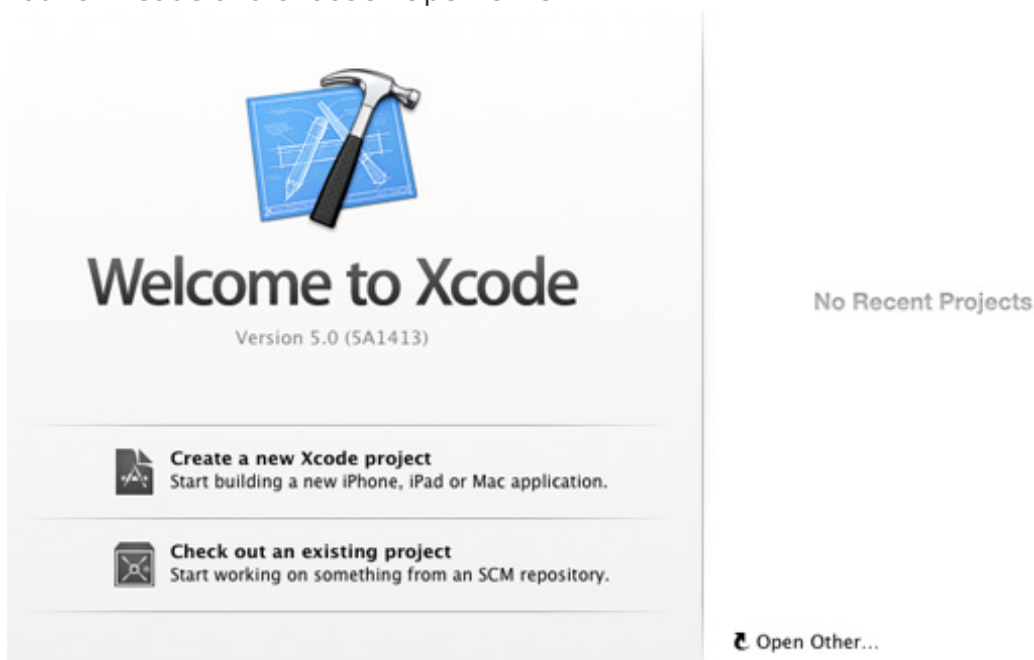
# WPMU DEV iOS Application Guide

## Requirements

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

## Getting Started

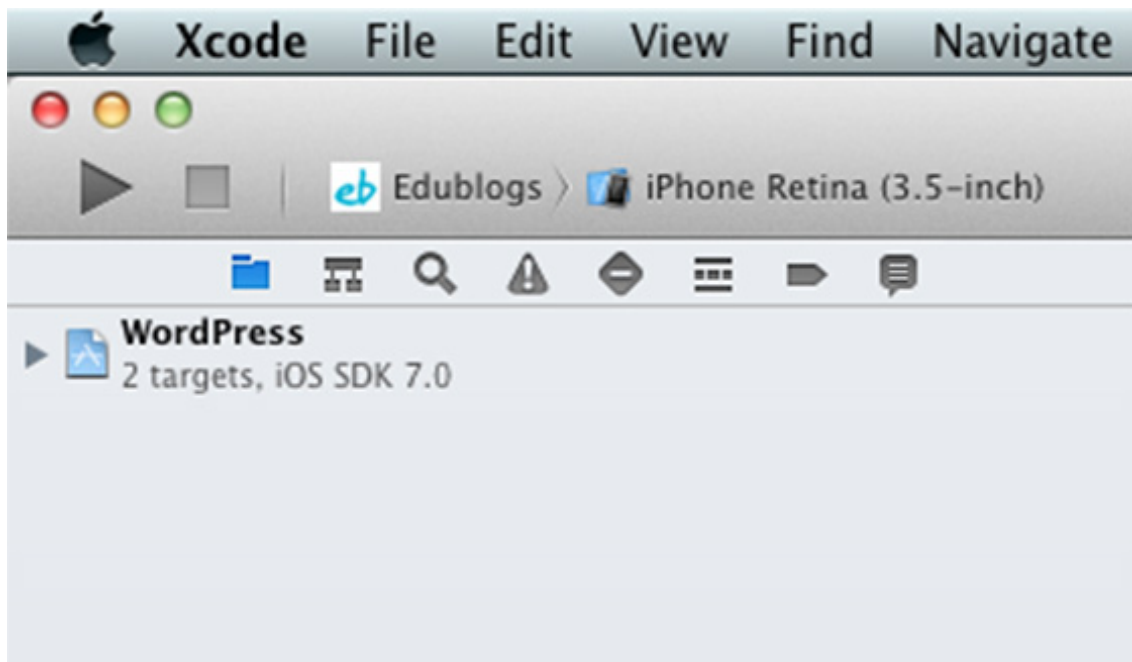
1. First, download the project, and unzip the archive. It will contain a folder for this App's project and source files. Please ensure you do not place this within a folder that has a space in its name. This can cause build errors later on. (see basic troubleshooting section)
2. Launch Xcode and choose "Open Other..."



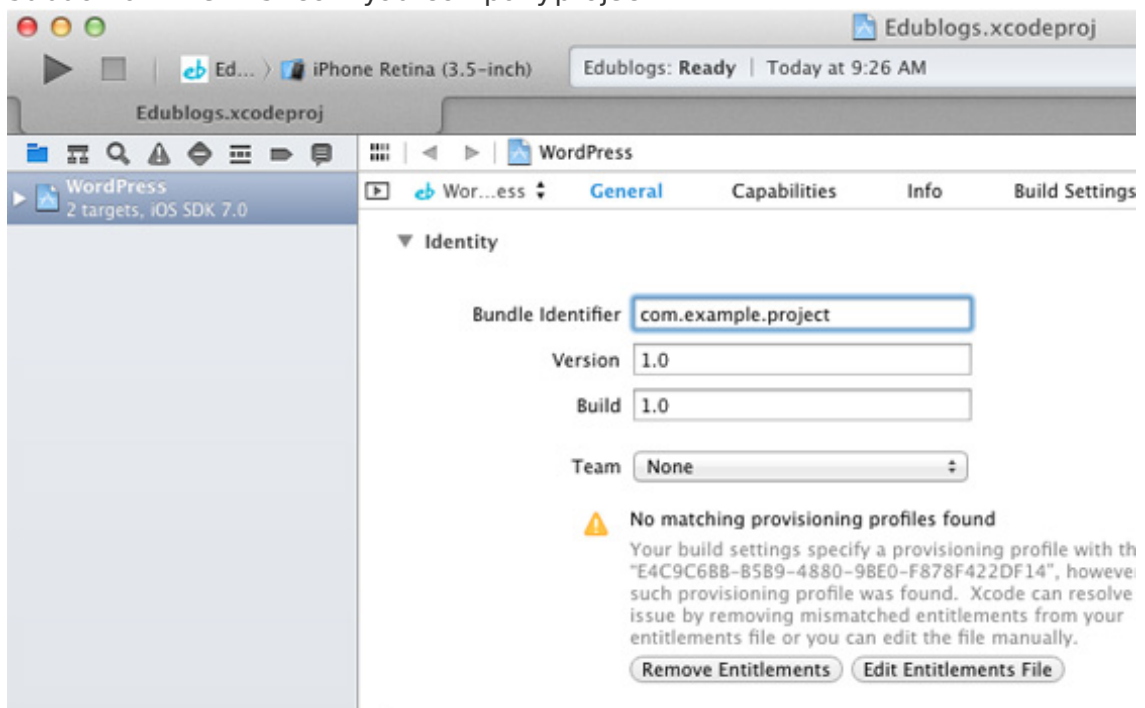
3. Navigate to where you unzipped the download, and select the "ios" folder. Then click "open"

## Building the Application

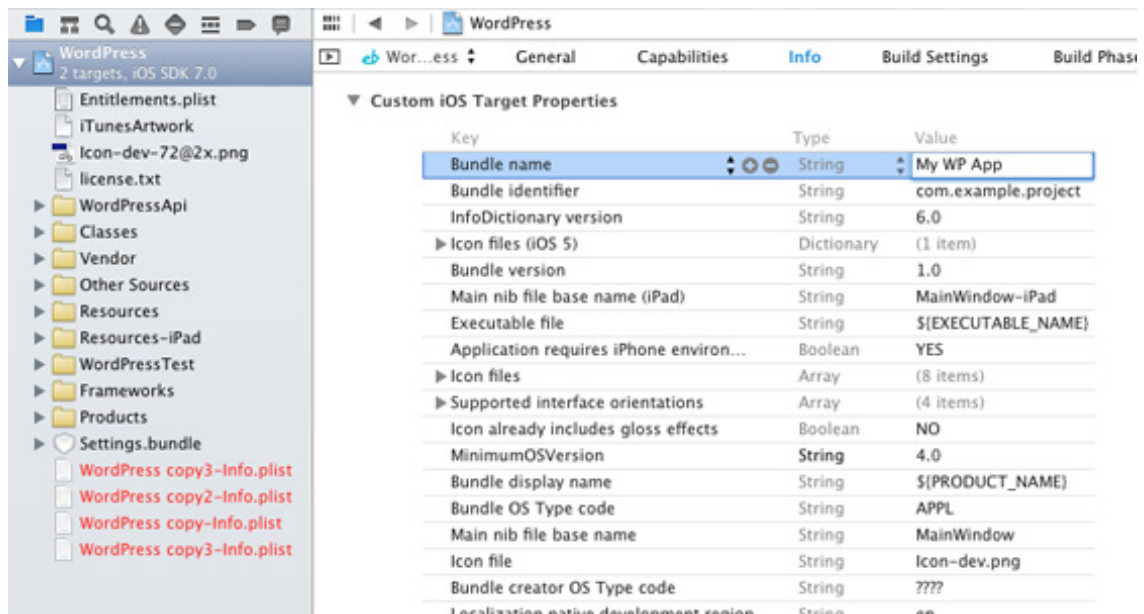
1. You should see "WordPress" in the left sidebar. This is called the "Project Navigator" If it's not showing for you, you can press cmd+1, or use the "View" menu and choose "Navigators -> Show Project Navigator"



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

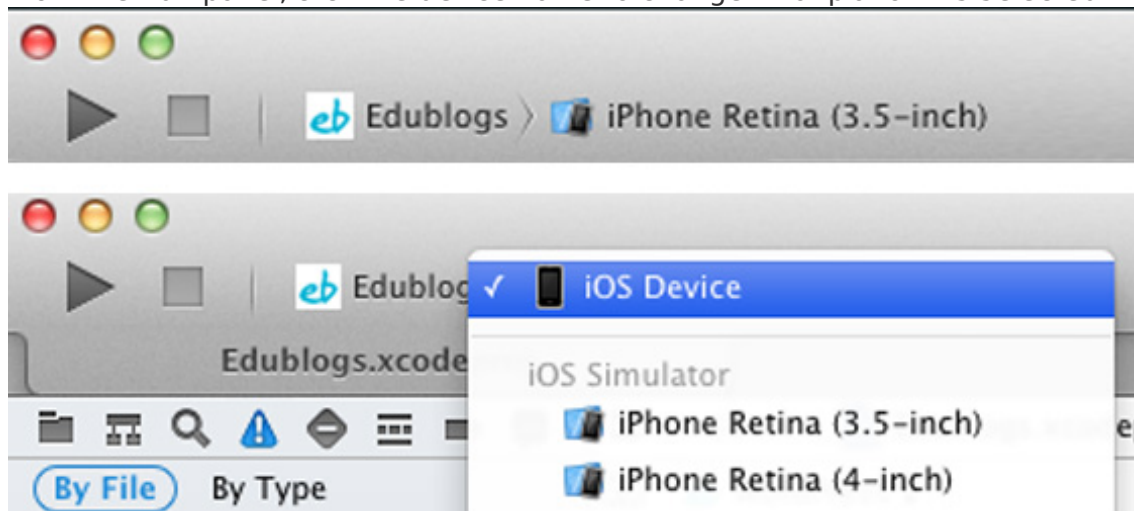


4. You can leave the version and build numbers the same. These will change as we update the app.
5. A Team is also required. You will need to setup a provisioning profile by following [these instructions](#) This does require an Apple Developer account.
6. From the Settings pane, click the "Info" tab, and change the "Bundle Name" This is the actual name of your Application.

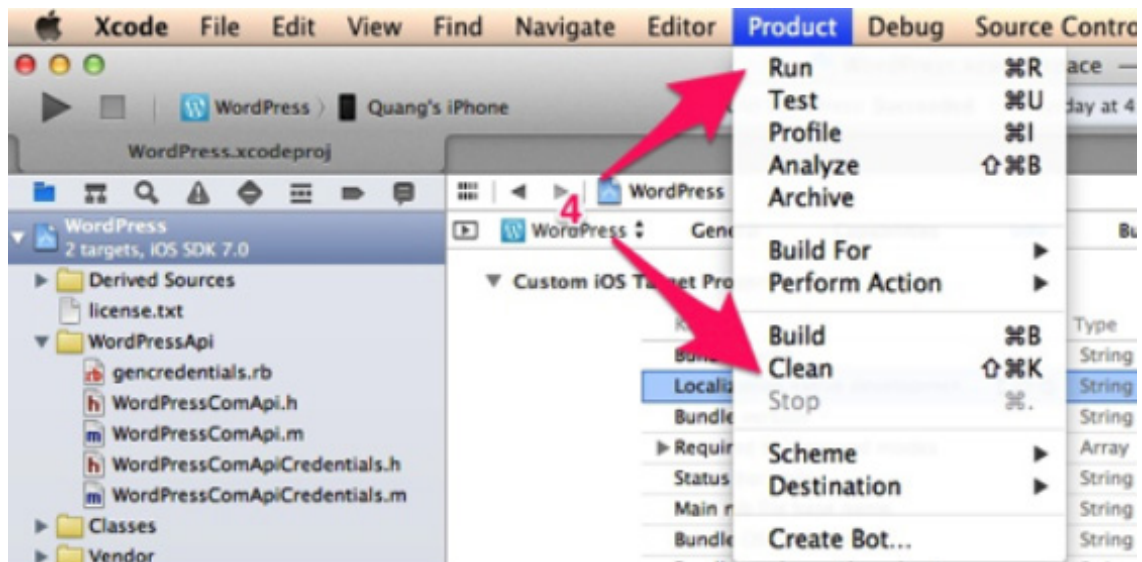


## Testing your Application

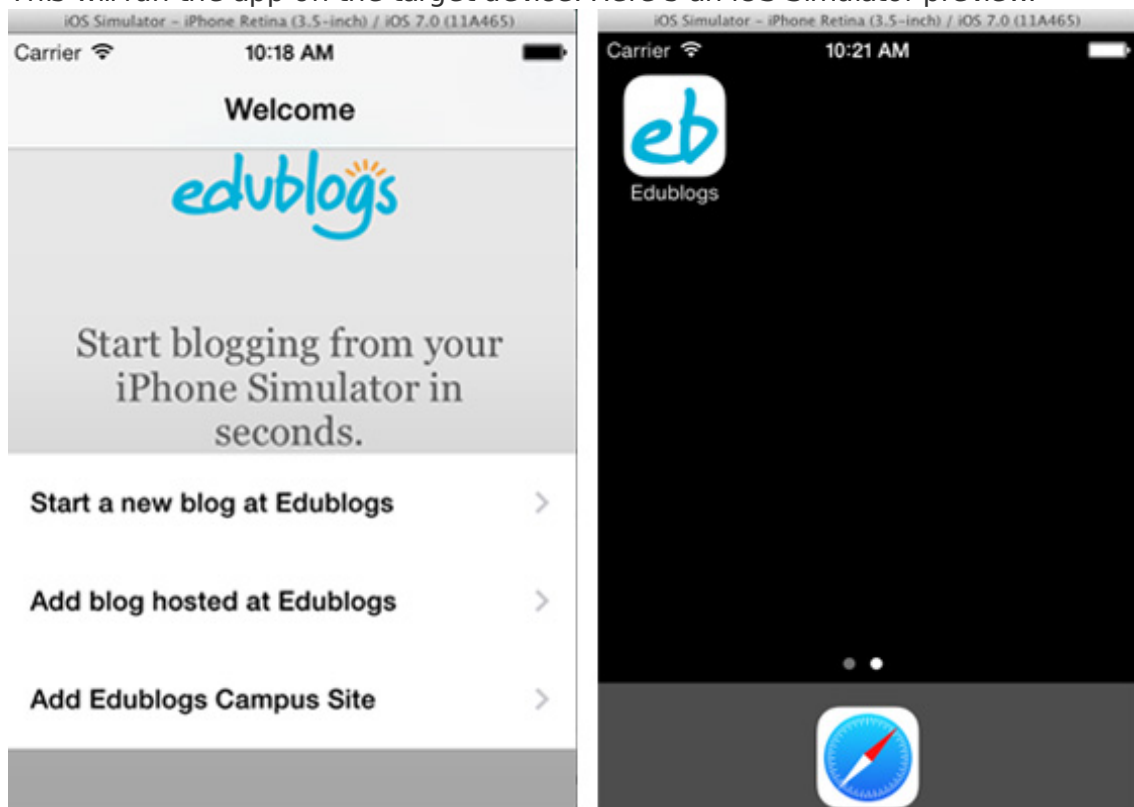
1. From the Run panel, click the device name to change what platform is selected.



2. To add your own device, connect it to your computer. Then go to "Window -> Organizer" 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

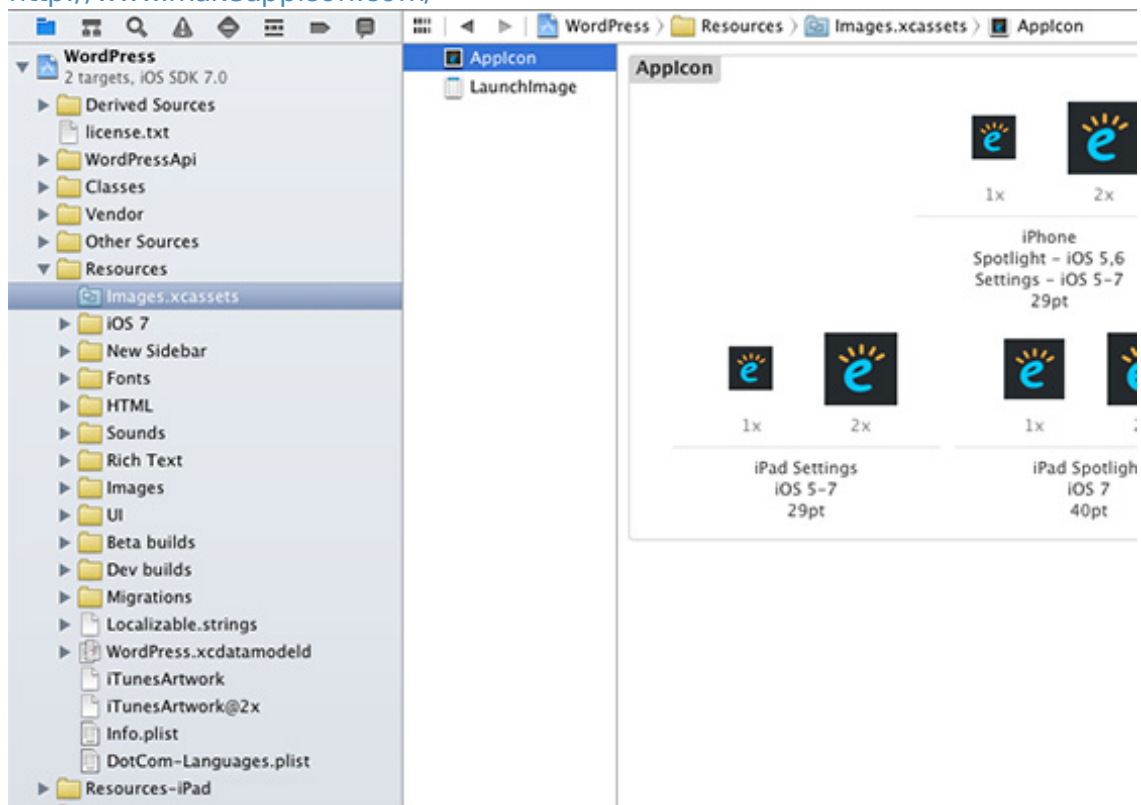
There are a number of things you can do to rebrand our app from Edublogs to your own company.

**Important** Keep in mind that when replacing files, 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.

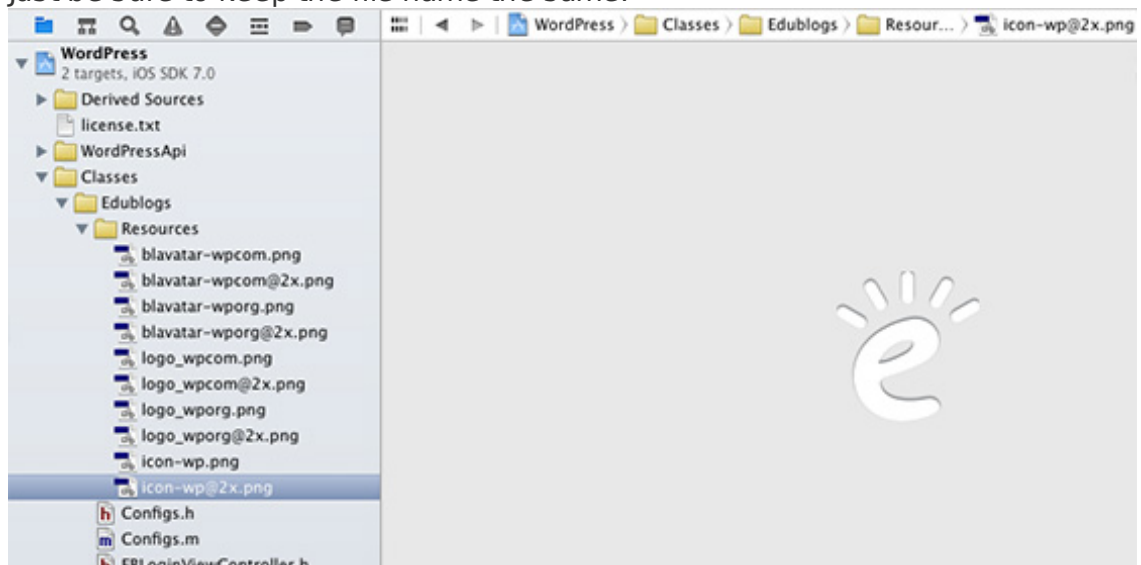
1. **App Icon** - To use your own App icon, navigate to **Resources/Images.xcassets** - For each icon size, you can right click it and

choose “import” Then you can choose your own icon to import. We would recommend using a tool to generate these like this one:

<http://www.makeappicon.com/>



2. **Custom Logo** - To replace our logo with your own, navigate to **Classes/Edublogs/Resources**. You can replace any of these files with your own versions to have them included in the app. You can simply replace these in Finder, and Xcode will update the project to use them for you on the next build. Just be sure to keep the file name the same.



3. **Your URL** We have a config file included where you can replace our URL with your own, this connecting the app to your site instead. Navigate to **Classes/Edublogs** and open **Configs.h**. Replace edublogs.org with your own site URL. Be very careful not to change anything else here, or alter any formatting. Changing anything other than the URL can cause build errors later.



on.

```
#import <Foundation/Foundation.h>

/* The XML RPC URL */
#define kXMLRPCURL @"http://yoursite.com/xmlrpc.php"

/* URL to the sign up web form */
#define kWebBlogSignUpURL @"http://yoursite.com/wp-signup.php"

/*
Version checking URL.
Comment out the following line will disable the version checking.
*/
//#define kUpdateCheckURL @"http://edublogs.org/iphoneapp/update-check/1.0/index.html"

/* The configuration to allow user add new site. Comment out the following line to
prevent user add new site.
*/
#define kAllowToAddNewSite
```

Regarding the update URL At this time we don't have a way to reproduce the update URL for you. Please "comment out" this line by placing slashes in front of it. (as shown in the screen shot)

4. **About Page** - To rebrand the about page, you can change these values in the config file (see screenshot). This allows you to change the About Page title, and URLs for TOS and privacy policy.

```
#pragma - mark About view
/* The title of the about view */
#define kAboutViewTitle @"Your App Name"

/* The terms of service URL for the about view */
#define kTermsOfServiceURL @"http://yoursite.com/terms-of-service/"

/* The privacy policy URL for the about view */
#define kPrivacyPolicyURL @"http://yoursite.com/privacy-policy/"

/* The website URL for the about view */
#define kWebsiteURL @"http://yoursite.com/"
```

5. **Single site only** To disable the "add site" feature, in the config.h file you can comment out the line **#define kAllowToAddNewSite** by placing slashes in front of it: `//#define kAllowToAddNewSite`
6. **Images** You can update images by simply replacing files in the "Resources" and "Resources-iPad" folders.

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.

### App Information

Enter the following information about your app.

Default Language

English

?

App Name

My WP App

?

SKU Number

1234

?

Bundle ID

Xcode iOS Wildcard App ID - \*

?

You can register a new Bundle ID [here](#).

Bundle ID Suffix

com.example

?

Your Bundle ID

com.example

⚠

Note that the Bundle ID cannot be changed if the first version of your app has been approved or if you have enabled Game Center or the iAd Network.

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.

### Version Information

Version Number

1.0

?

Copyright

2013 Your Name / Company

?

#### Category

Use the [App Store Category Definitions](#) to choose the most appropriate category for your apps.

Primary Category

Utilities

?

Secondary Category (Optional)

Select

?

### 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	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sexual Content or Nudity	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Profanity or Crude Humor	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Alcohol, Tobacco, or Drug Use or References	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mature/Suggestive Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Simulated Gambling	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Horror/Fear Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Prolonged Graphic or Sadistic Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Graphic Sexual Content and Nudity	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

4<sup>+</sup>


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 ?



Choose File

3.5-Inch Retina Display Screenshots ?



Choose File


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

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



## Versions

### Current Version



Version 1.0

Status 🟡 **Prepare for Upload**

Date Created Oct 12, 2013

[View Details](#)

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.

Add iOS Provisioning Profile

+


Q

Select Type

Configure

Generate

Download



What type of provisioning profile do you need?

Development

☐ iOS App Development

Create a provisioning profile to install development apps on test devices.

Distribution

☒ App Store

Create a distribution provisioning profile to submit your app to the App Store.


☐ Ad Hoc

Create a distribution provisioning profile to install your app on a limited number of registered devices.

Cancel

Continue

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



Select App ID.

If you plan to use services such as Game Center, In-App Purchase, and Push Notifications, or want a Bundle ID unique to a single app, use an explicit App ID. If you want to create one provisioning profile for multiple apps or don't need a specific Bundle ID, select a wildcard App ID. Wildcard App IDs use an asterisk (\*) as the last digit in the Bundle ID field. Please note that iOS App IDs and Mac App IDs cannot be used interchangeably.

App ID:

com.example (9RU7EU5DJG.com.example

Cancel

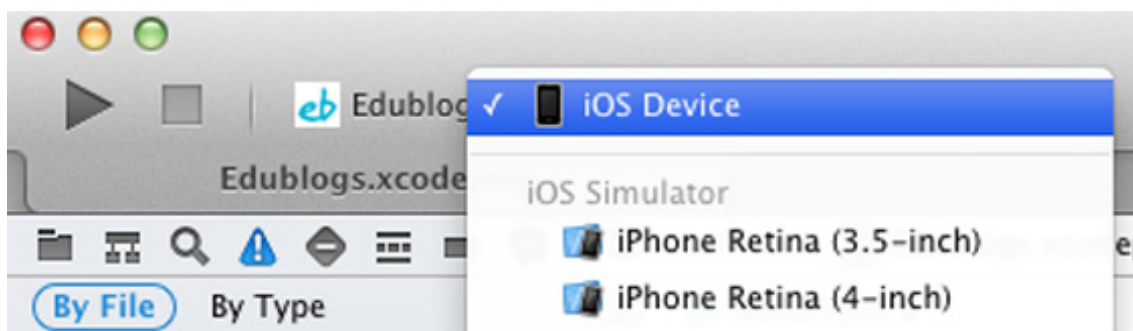
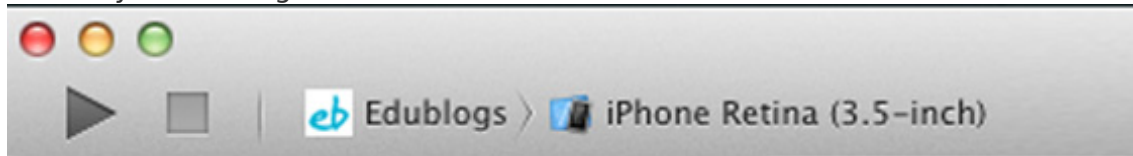
Back

Continue

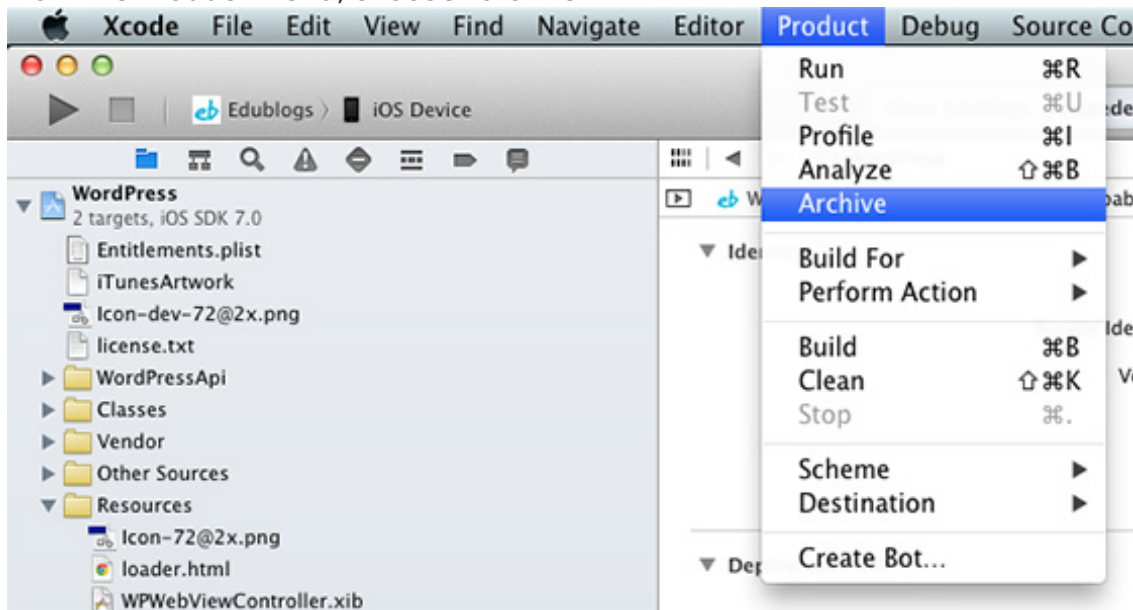
5. On the next screen, choose the certificate you created when you [requested a signing identity](#)
6. Give this profile a name, and click “generate”
7. You will not be able to download your profile. After downloading, double click the file to have it installed as a Provisioning Profile in Xcode

## Preparing a binary and uploading from Xcode

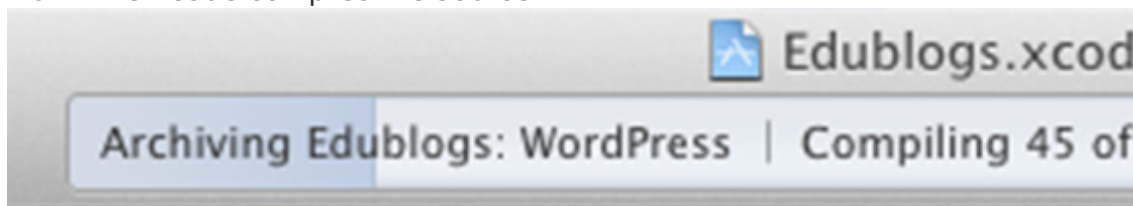
1. Ensure your run target is set to “iOS Device”



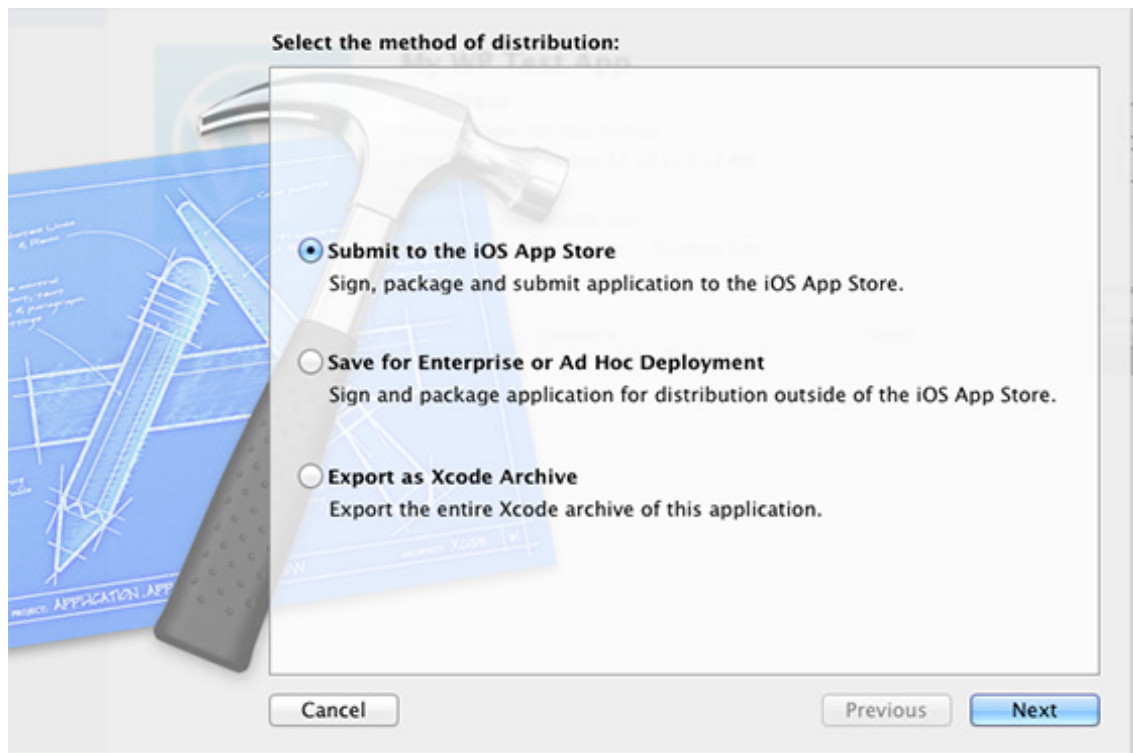
2. From the Product menu, choose “archive”



3. Wait while Xcode compiles the source.



4. When the archive is ready. The Organize window will open. Click the “Distribute” 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