Publish Your iOS App - Tactile Media 8/30/13

This lesson explains how to:

- Set up your iDevice for testing
- Navigate Apple's iOS development portal
- Add your iDevice to your account
- Create an app ID
- Create a development provisioning file
- Transfer your app to your iDevice for testing

Note that the combination of LiveCode and Xcode can cause the standalone building process to fail. At the time of writing this document, my working setup is:
- LiveCode 5.5.5
- Xcode 4.6.2
- OS X 10.7.5

STEP 1 - Get The UDID Number Of Your Test Device
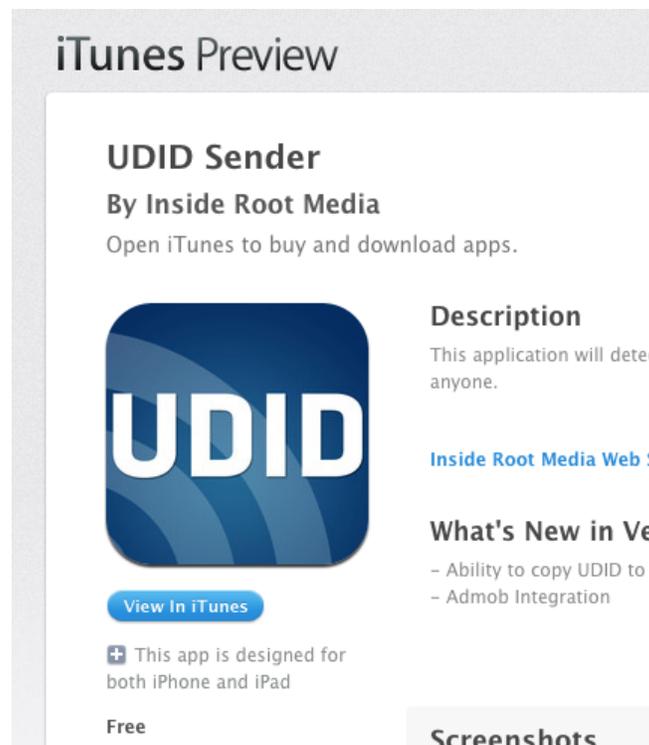
Begin by obtaining the UDID number of your test device. The easiest way to retrieve the ID is to get a free app in Apple's app store called UDID Sender. Launch the app on your iDevice and choose the "Send UDID via E-Mail" option. Make sure to have the resulting email handy for use on Apple's site.

Launch Apple's Developer Site
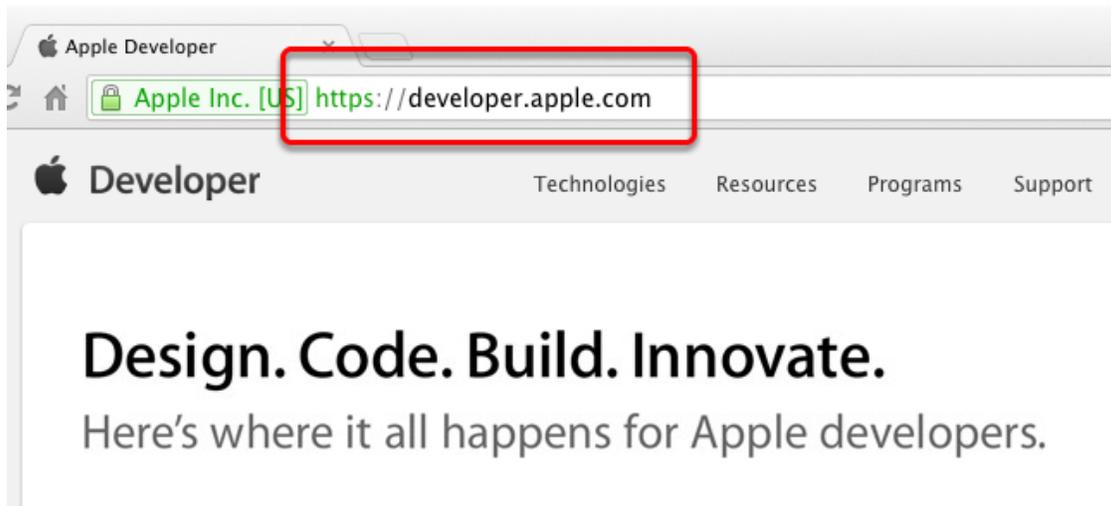
Go to **developer.apple.com**.

Find the iOS Dev Center Link
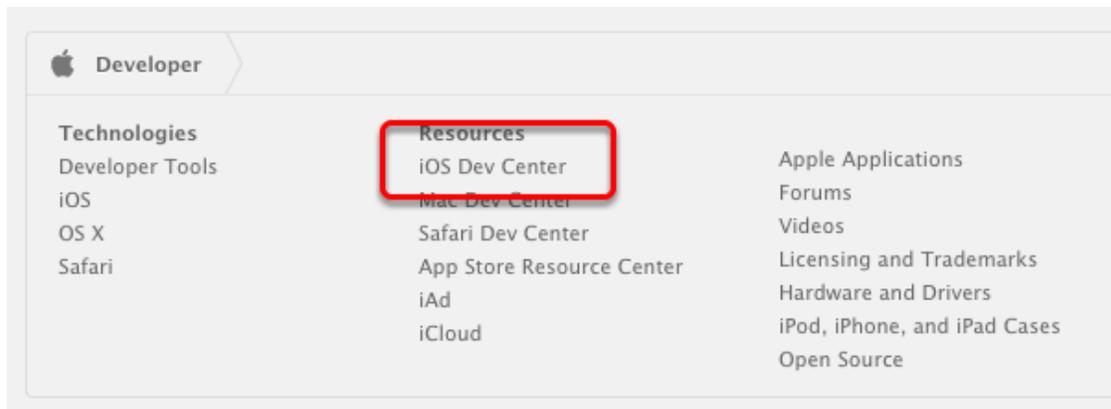
While the main link may appear in different locations on the page, there should always be a text link in the page footer. Currently, the URL is:

http://developer.apple.com/devcenter/ios/index.action Click this link.

Sign In on the iOS Dev Center Page
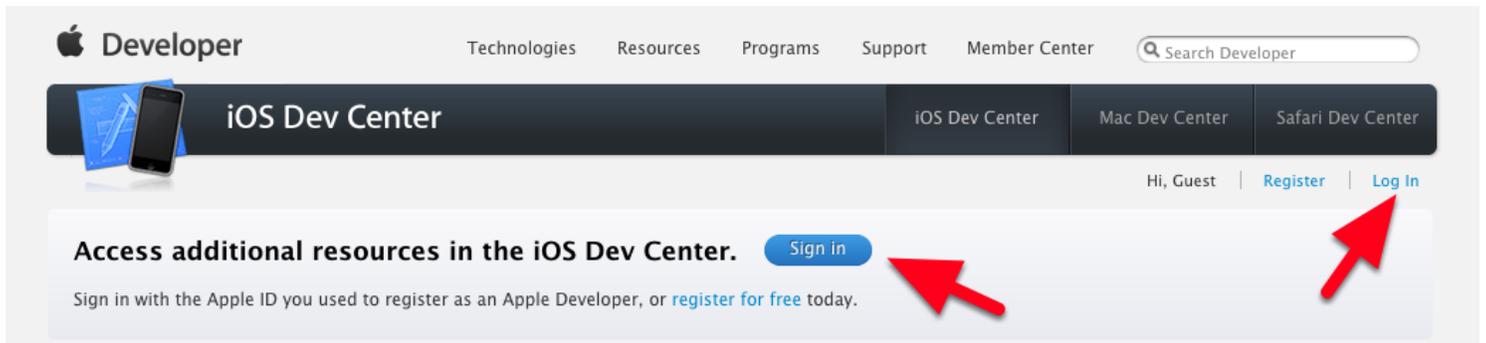
You should see at least two options that can be clicked to sign in here. Click one to begin.

Enter Your Apple ID and Password

If you've ever purchased anything from Apple or set up an iTunes account, the same ID and password usually goes here. Click **Sign In**.

Choose Certificates, Identifiers & Profiles
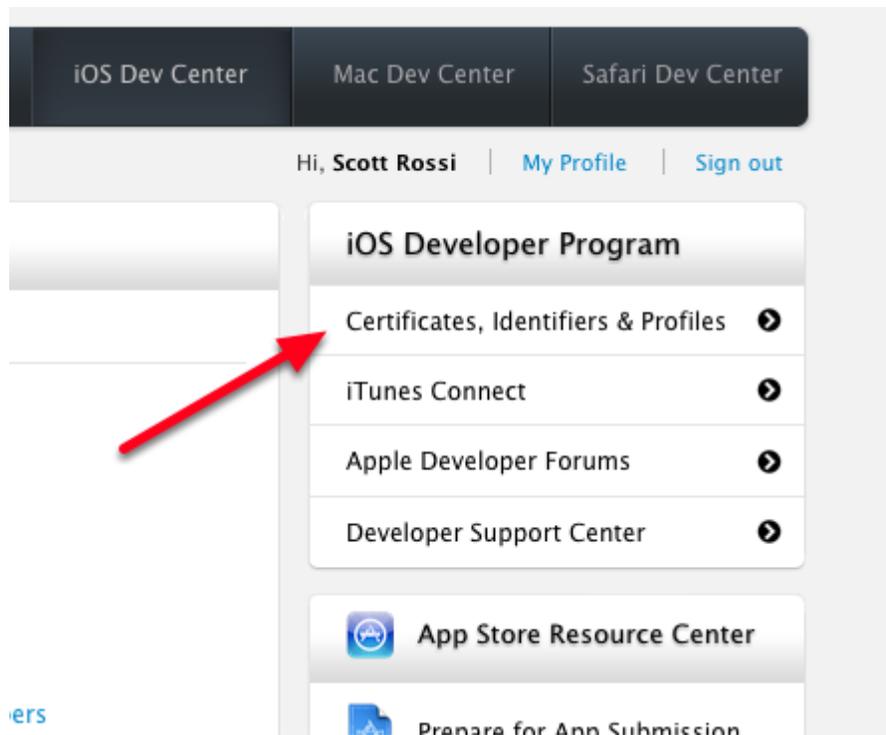
After signing in, click this link.

Click the **Devices** option to begin.

Add A New Device

Click the **+** button to add a new device. You can register up to 100 devices on your account.

Enter A Name And The UDID For Your Test Device

Give your device a memorable name and paste the UDID string from the email you generated in step 1. Click the **Continue** button at the bottom of the page. Follow any subsequent prompts.

STEP 3 - Create An App ID

Click **App IDs** under Identifiers on the left side of the Certificates, Identifiers & Profiles page.

Register A New App ID
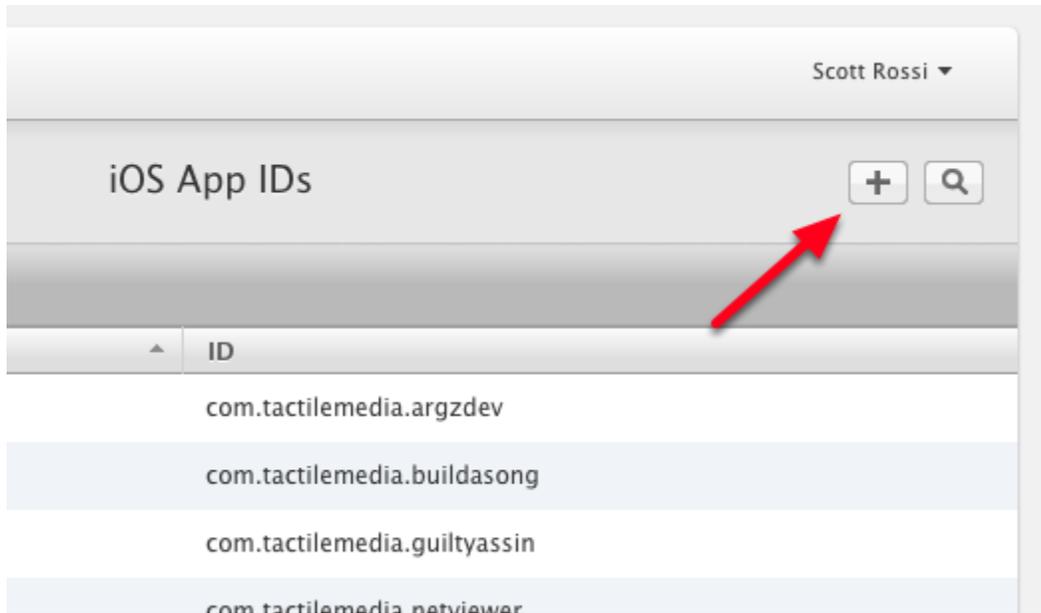
Click the **+** button toward the top right of the page.

Create An App Description

Enter a simple description for your app. This is NOT the filename that will appear on the iOS desktop -- it is just a way to identify your app.

Add An Explicit App ID

⊙ Explicit App ID

If you plan to incorporate app services such as Game Center, In-App Purchase, Data Protection, and iCloud, or want a provisioning profile unique to a single app, you must register an explicit App ID for your app.

To create an explicit App ID, enter a unique string in the Bundle ID field. This string should match the Bundle ID of your app.

Bundle ID: com.tactilemedia.dummy

We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).

Choose this option unless you're creating a set of apps. Using a domain is good here but not necessary. Note the recommended form: **com.tactilemedia.dummy.** Choose any additional service options on the page and click **Continue**.

Confirm Your Settings

To complete the registration of this App ID, make sure your App ID information is correct, and click the submit button.

App ID Description:	**MyDummyApp**
Identifier:	.com.tactilemedia.dummy
Data Protection:	○ Disabled
Game Center:	● **Enabled**
iCloud:	○ Disabled
In-App Purchase:	● **Enabled**
Inter-App Audio:	○ Disabled
Passbook:	○ Disabled
Push Notifications:	○ Disabled

Cancel   Back   **Submit**

If everything looks OK, click **Submit**. After a few seconds, the page should refresh with a notice that reads "This App ID is now registered to your account and can be used in your provisioning profiles." Click **Done**.

STEP 4 - Create A Provisioning File
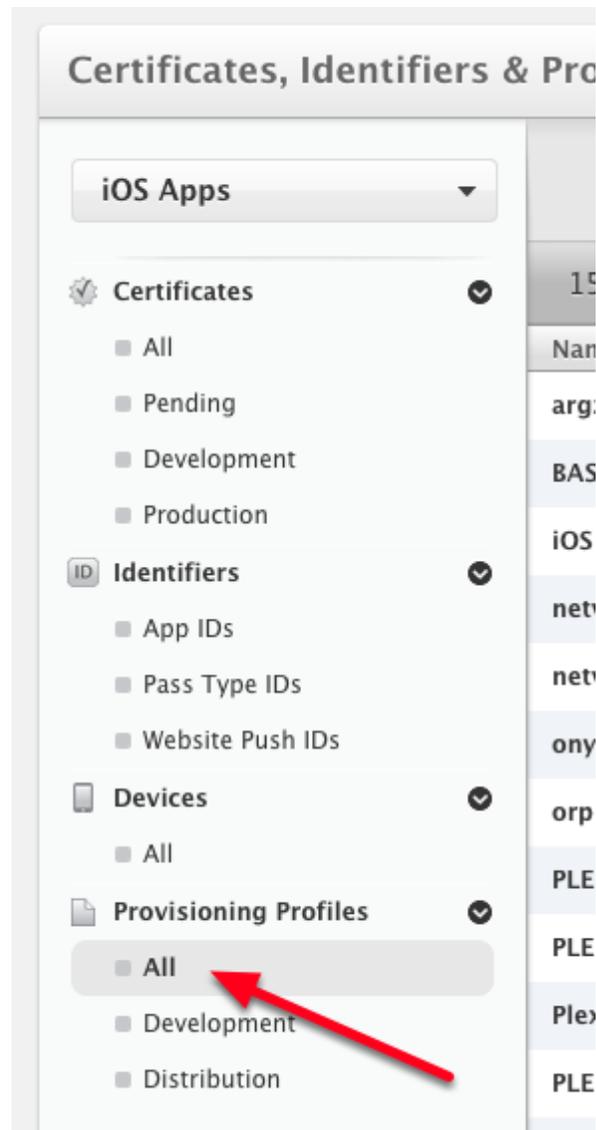
Click the **Provisioning Profiles** link on the left side of the page.

Add A New Provisioning File

Click the **+** button toward the top right of the page.

Select The "Development" File Type
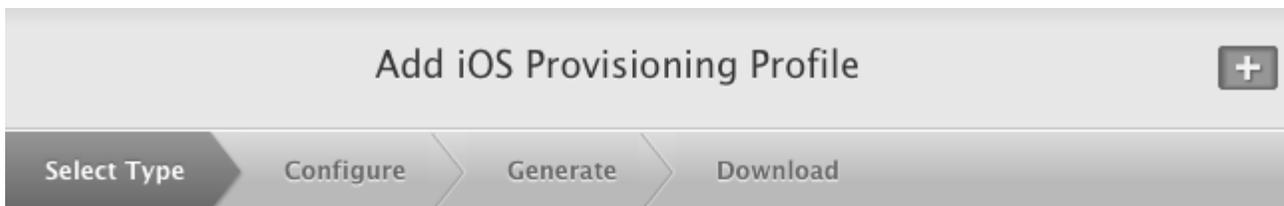
Select iOS App Development and click **Continue** at the bottom of the page.

Select Your App ID

You should be presented with a pulldown list of available app IDs. If necessary, change the selection to the app ID you created earlier in this lesson. Choose **Continue** at the bottom of the page.

Select Your Certificate

Enable the checkbox and click **Continue** at the bottom of the page.

Select Your Device

This device will be included in the provisioning file and will tell iOS that your device is "authorized" to run your app. Make your selection and click **Continue** at the bottom of the page.

Name Your Profile

Enter a filename for your provisioning file here. I always include "dev" in the name to identify the profile as a development type profile, but this is not necessary. Click **Generate** at the bottom of the page when you're done. After several seconds, you should see a notice stating your provisioning file is ready.

Download Your New Provisioning File

Click **Download** to save the provisioning file to your machine.

Install Your Provisioning File
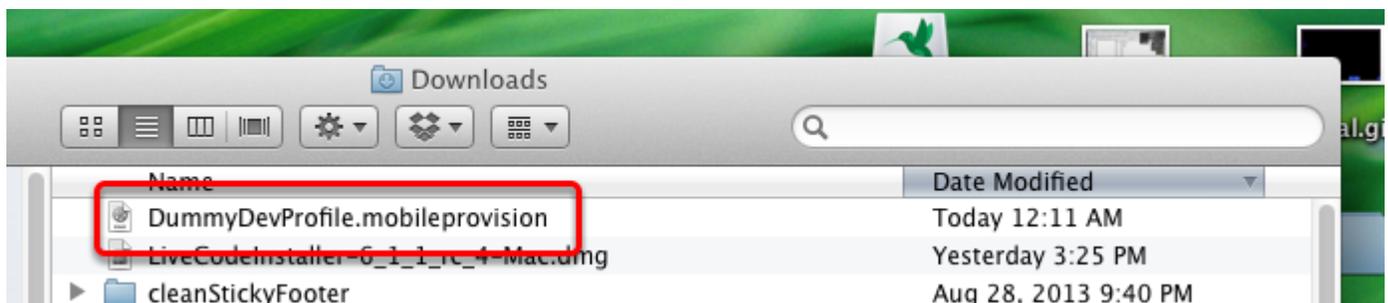
Double-click the provisioning file in the Finder to launch Xcode. Doing so will make the file available to LiveCode and your iDevice.

Confirm Device Authorization
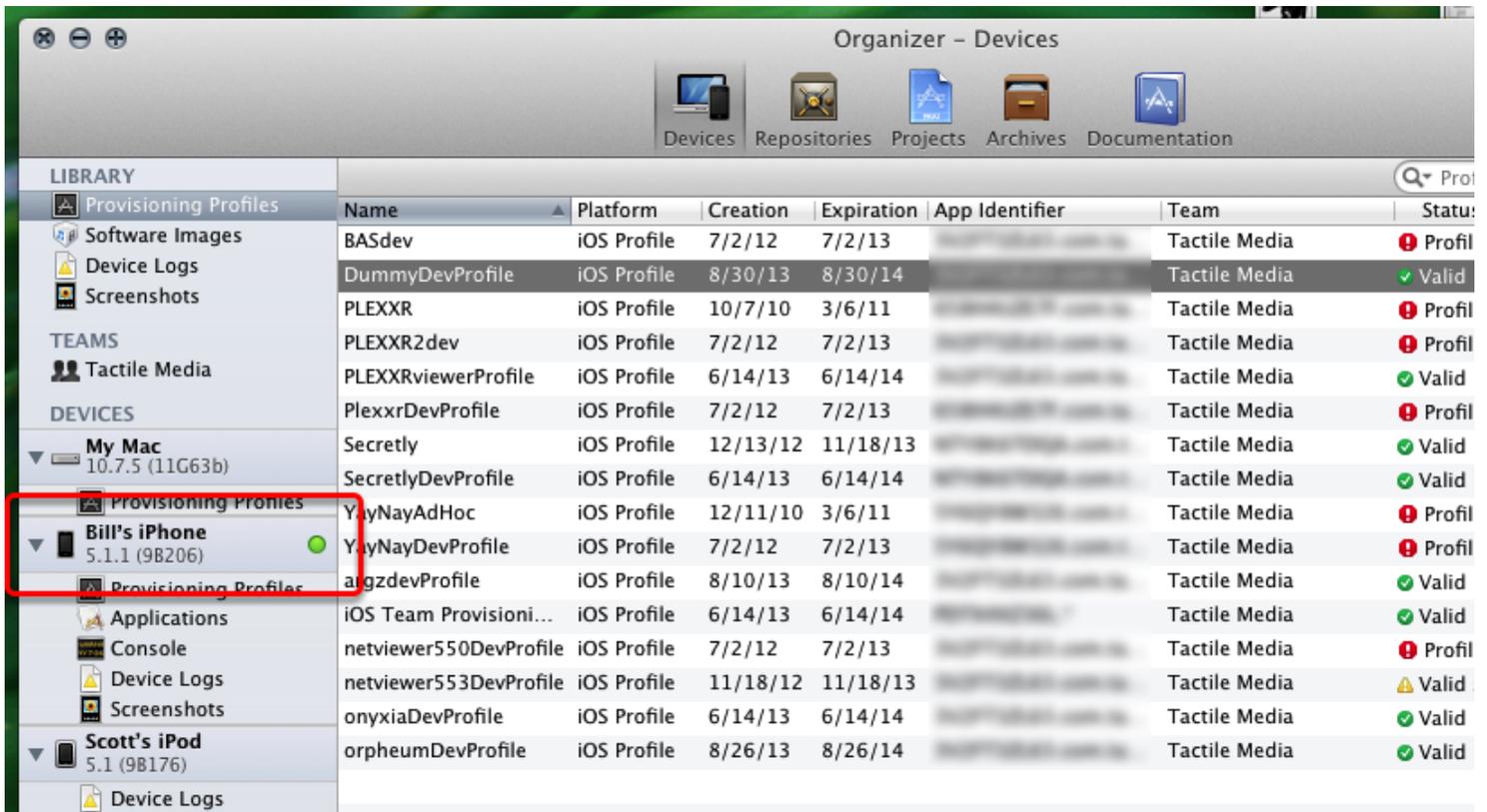
With Xcode running, connect your iDevice to your system with an iPhone cable. Display Xcode's Organizer window (Window > Organizer). If everything worked correctly, you should see a green indicator in the Organizer window next to your connected device.

STEP 5 - Build Your iOS Standalone
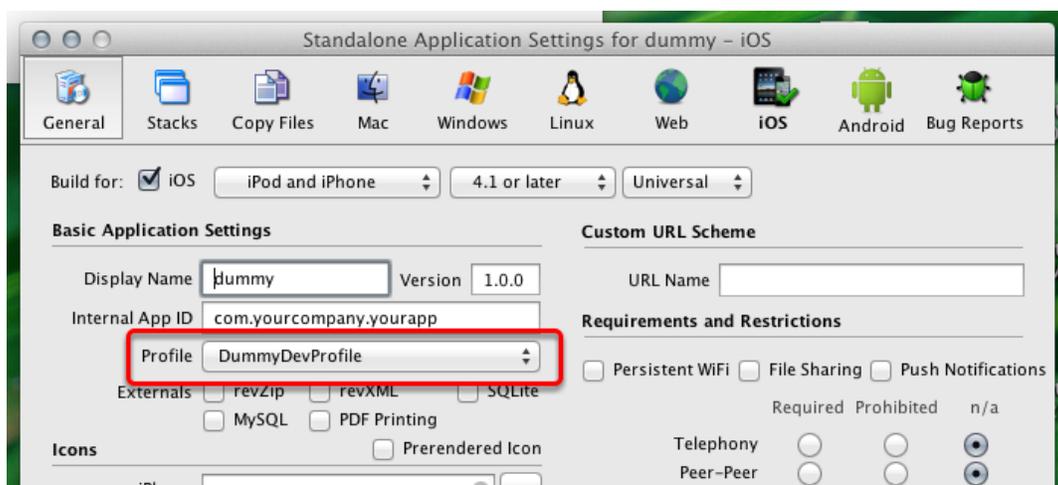
In LiveCode, choose "File > Standalone Application Settings..." and select the **iOS** option. There are many settings here, but the most important is the Profile setting. In the pulldown menu, you should be able to select the provisioning profile you created and downloaded. Choose any other

appropriate settings, save your stack, and then choose "File > Save as Standalone Application..." LiveCode should inform you that your standalone was saved successfully.

STEP 6 - Transfer Your App To Your Device
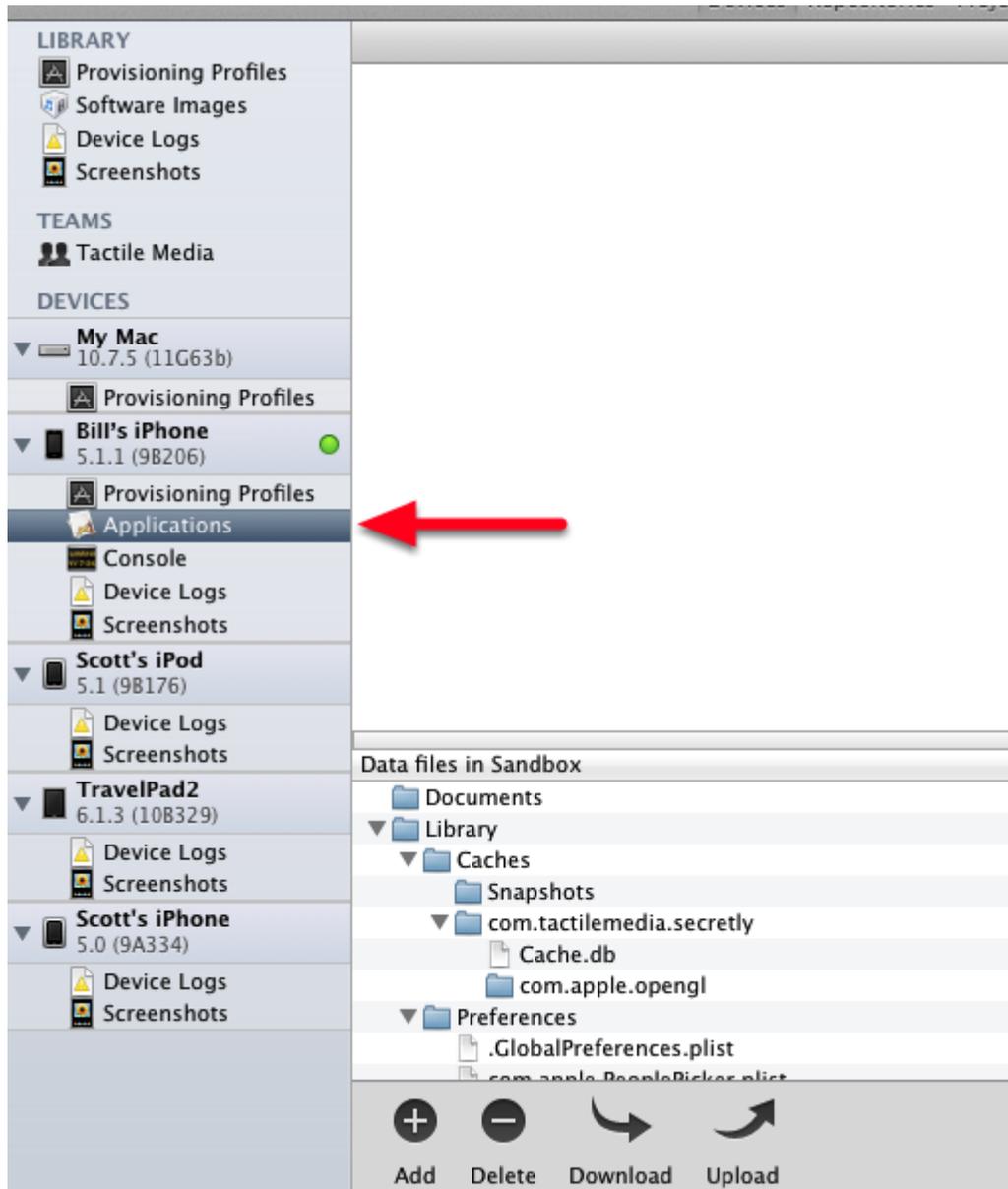
In the Xcode Organizer window, click the **Applications** option under your device entry under Devices.

Drag Your App To Xcode's Organizer
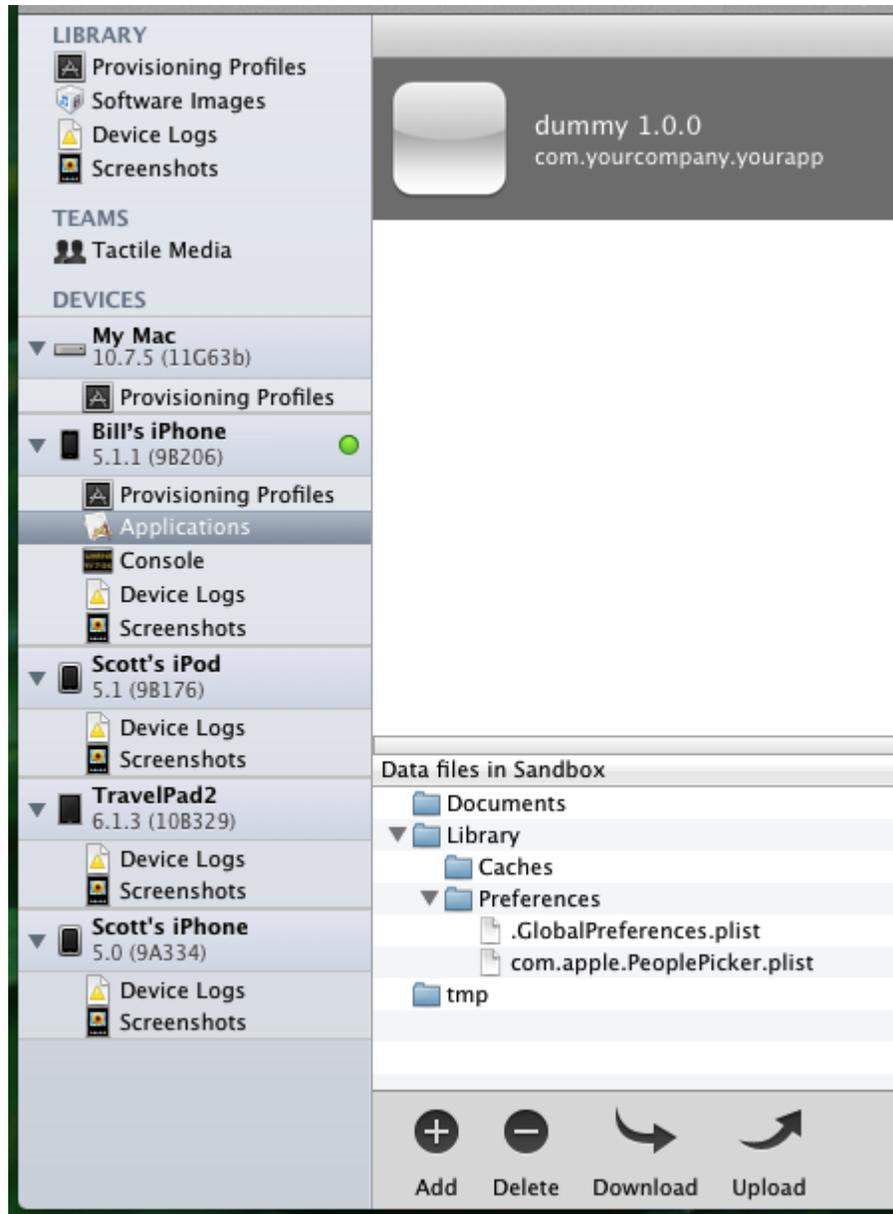
Locate your standalone app in the Finder and drag it into the Organizer window. If all works correctly, a generic icon for your app should now appear in the Organizer window. And this icon should also appear on your iDevice, allowing you to run it. Success!

From now on, each time you create a new build of your app, you can drop the standalone on the Applications pane of the Xcode Organizer to replace your app on your iDevice. If you want to be certain of getting the most recent build onto your iDevice, select your app in the Organizer and press the Delete button at the bottom of the window before copying over your new build.