

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

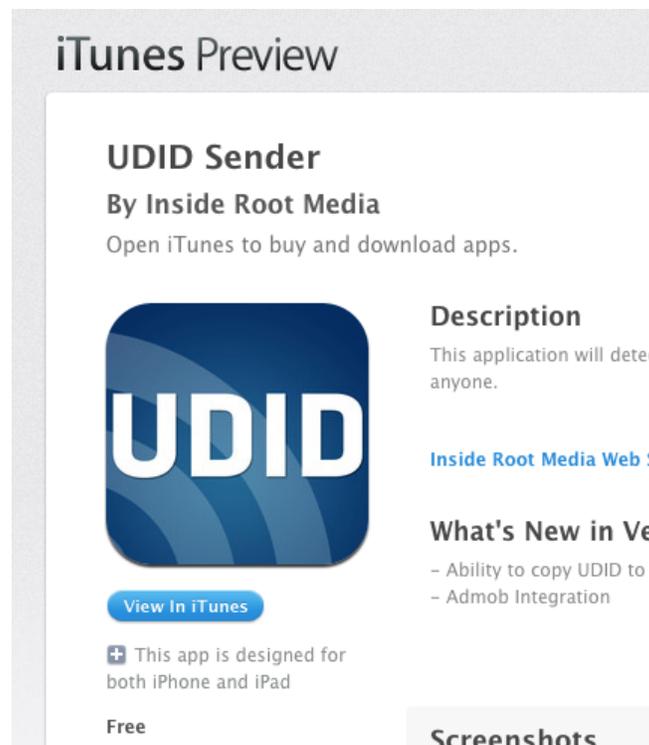
This lesson explains how to:

- 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:

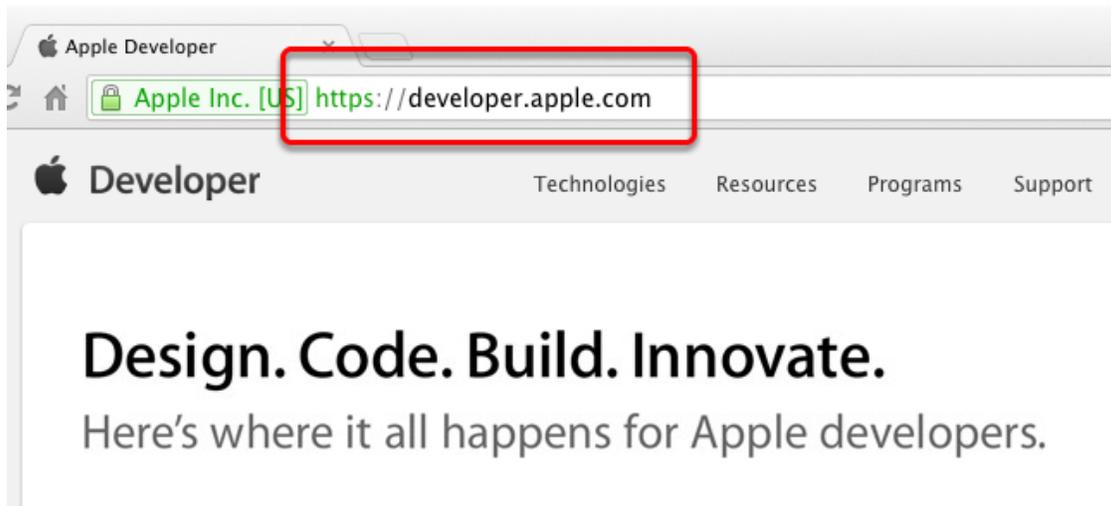
- LiveCode 5.5.5
- Xcode 4.6.2
- OS X 10.7.5

STEP 1 - Get The UDID Number Of Your Test Device



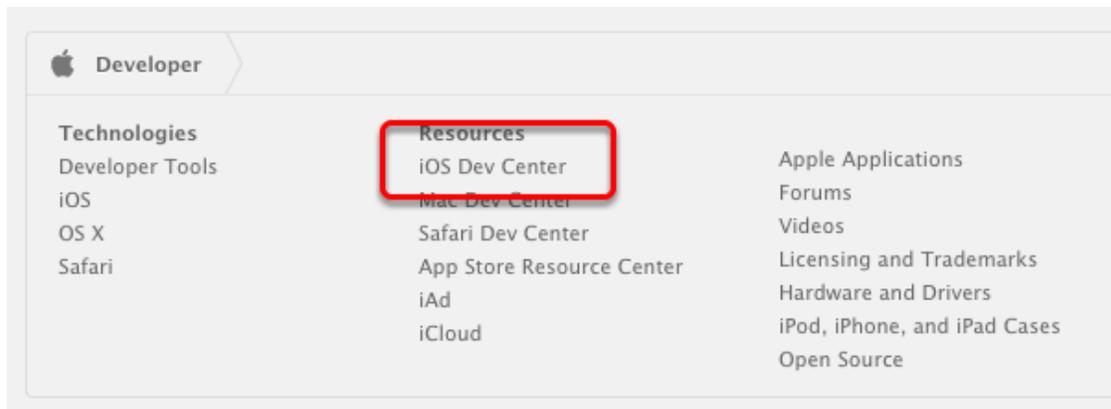
Begin by obtaining the UDID number of your test device. The easiest way to retrieve the ID is to get a free app in Apple's app store called UDID Sender. Launch the app on your iDevice and choose the "Send UDID via E-Mail" option. Make sure to have the resulting email handy for use on Apple's site.

Launch Apple's Developer Site



Go to developer.apple.com.

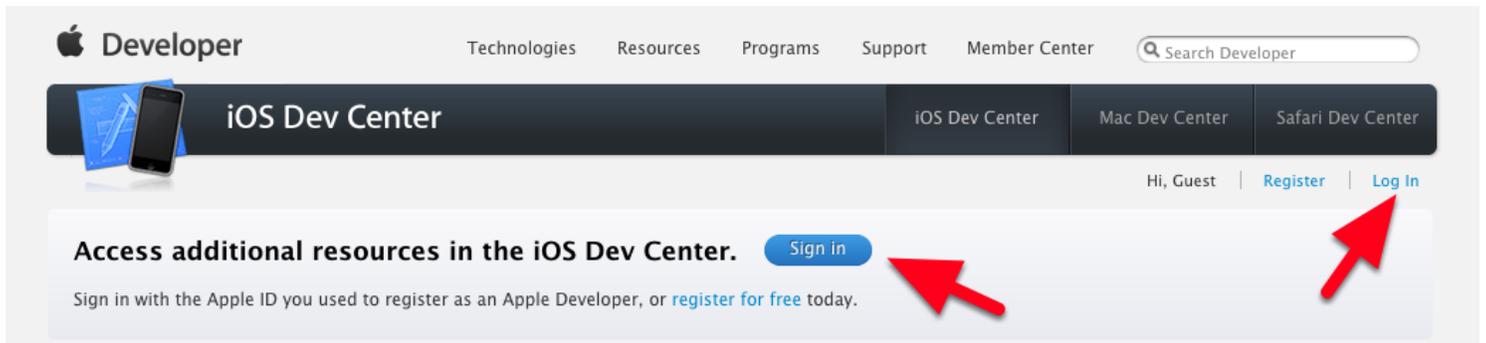
Find the iOS Dev Center Link



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



The screenshot shows the Apple Developer website header with navigation links: Technologies, Resources, Programs, Support, and Member Center. A search bar is located on the right. Below the header, there are three tabs: iOS Dev Center (selected), Mac Dev Center, and Safari Dev Center. The user is logged in as a guest, with links for Register and Log In. A prominent sign-in prompt is displayed, stating: "Access additional resources in the iOS Dev Center. Sign in". Below this, it says: "Sign in with the Apple ID you used to register as an Apple Developer, or register for free today." Two red arrows point to the "Sign in" button and the "Log In" link.

You should see at least two options that can be clicked to sign in here. **Click one to begin.**

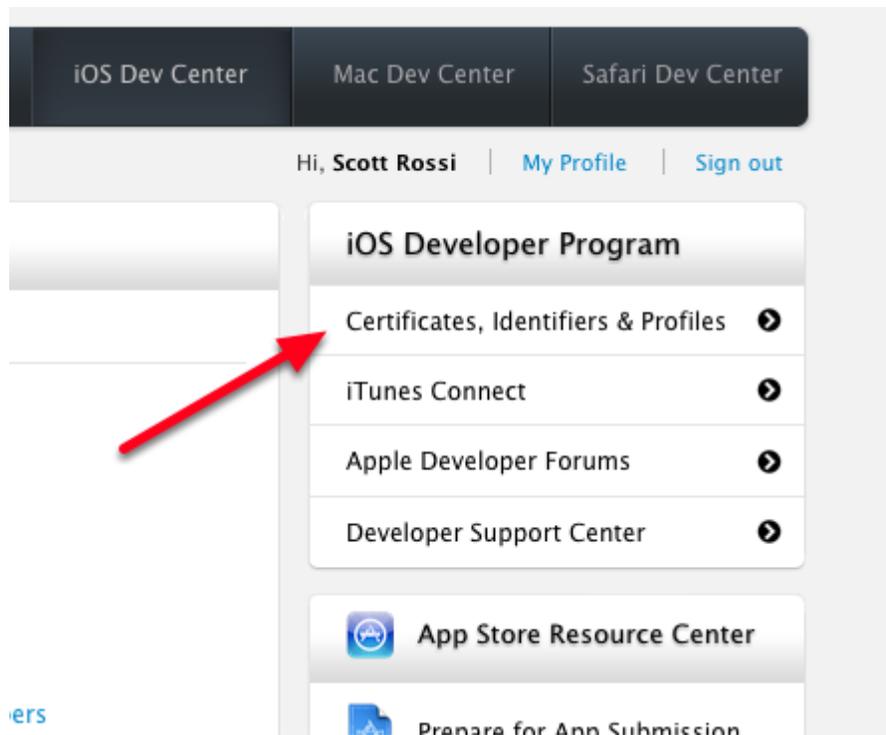
Enter Your Apple ID and Password



The screenshot shows the Apple Developer sign-in form. At the top, the Apple Developer logo is displayed. The main heading is "Sign in with your Apple ID". Below this, it says "Use the Apple ID you used to register or register now." There are two input fields: "Apple ID:" with the value "scott@tactilemedia.com" and "Password:". Below the input fields are two buttons: "Register" and "Sign In". At the bottom of the form, there is a link that says "Forgot ID or 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](#).

STEP 2 - Add Your Device To Your Account



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

Register Device
Name your device and enter its Unique Device Identifier (UDID).

Name:

UDID:

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

Certificates, Identifiers & Profiles

iOS Apps

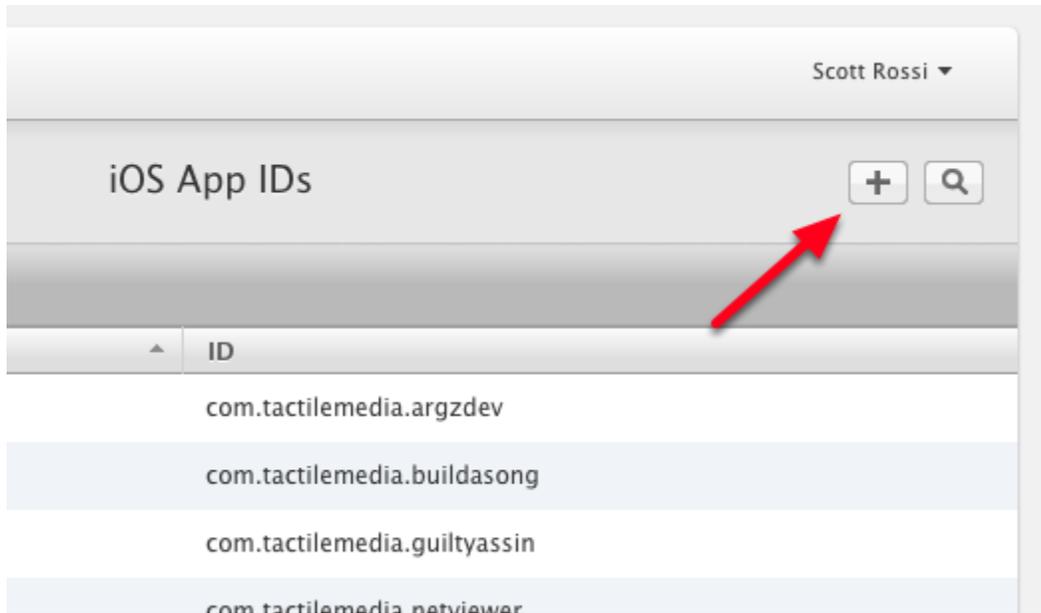
- ✓ Certificates
- All
- Pending
- Development
- Production
- ID Identifiers
- **App IDs**
- Pass Type IDs
- Website Push IDs
- 📱 Devices
- All
- 📄 Provisioning Profiles
- All
- Development
- Distribution

19 App IDs Total

Name
argzdev
BuildASong
guiltyassin
LCnetviewer
LCnetviewer550
LCnetviewer553
musitronic
onyxiademo
orpheumdemo
plexxr
plexxr2dev
PLEXRviewer

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

App ID Description

Name: You cannot use special characters such as @, &, *, ', "

App ID Prefix

Value: You shouldn't need to change this

App ID Suffix

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:

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:	<input type="radio"/> Disabled
Game Center:	<input checked="" type="radio"/> Enabled
iCloud:	<input type="radio"/> Disabled
In-App Purchase:	<input checked="" type="radio"/> Enabled
Inter-App Audio:	<input type="radio"/> Disabled
Passbook:	<input type="radio"/> Disabled
Push Notifications:	<input type="radio"/> Disabled

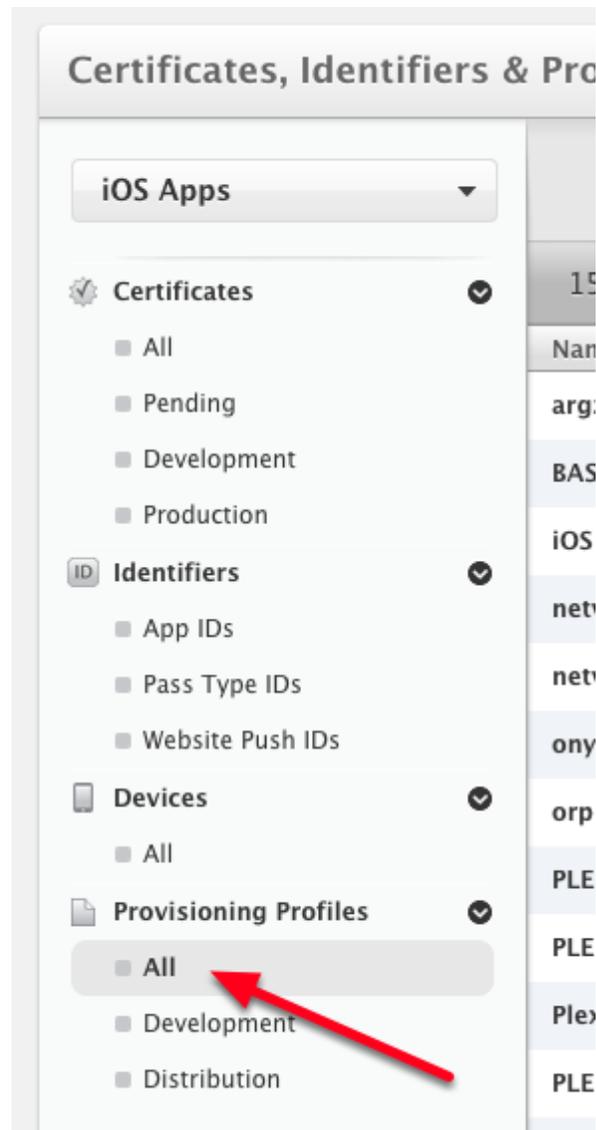
Cancel

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



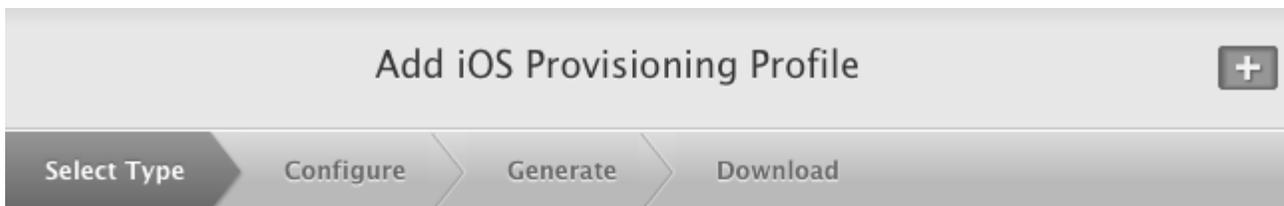
Click the **Provisioning Profiles** link on the left side of the page.

Add A New Provisioning File



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

Select The “Development” File Type



What type of provisioning profile do you need?

Development

- iOS App Development**
Create a provisioning profile to install development apps on test devices.

Select **iOS App Development** and click **Continue** at the bottom of the page.

Select Your App ID

Add iOS Provisioning Profile +

Select Type > **Configure** > Generate > Download



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:

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

Add iOS Provisioning Profile +

Select Type > **Configure** > Generate > Download



Select certificates.

Select the certificates you wish to include in this provisioning profile. To use this profile to install an app, the certificate the app was signed with must be included.

- Select All 1 of 1 item(s)
- Scott Rossi (iOS Development)

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

Select Your Device

Add iOS Provisioning Profile +

Select Type > **Configure** > Generate > Download



Select devices.

Select the devices you wish to include in this provisioning profile. To install an app signed with this profile on a device, the device must be included.

<input type="checkbox"/> Select All	0 of 22 item(s)
<input type="checkbox"/> Adams iPod	
<input type="checkbox"/> Andre Gs iPad	
<input type="checkbox"/> Anil's iPad	
<input checked="" type="checkbox"/> Bill's iPhone 	
<input type="checkbox"/> Chris Ss iPad	

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

Add iOS Provisioning Profile 

Select Type Configure Generate Download



Name this profile and generate.

The name you provide will be used to identify the profile in the portal. You cannot use special characters such as @, &, *, ', " for your profile name.

Profile Name: 

Type: **Development**

App ID: **MyDummyApp** (**XXXXXXXXXX.com.tactilemedia.dummy**)

Certificates: **1 Included**

Devices: **1 Included**

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



Your provisioning profile is ready.

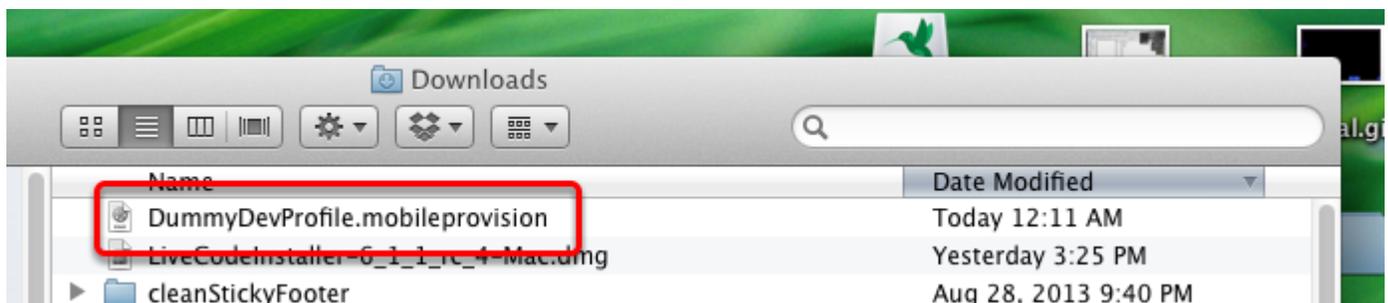
Download and Install

Download and double click the following file to install your Provisioning Profile.



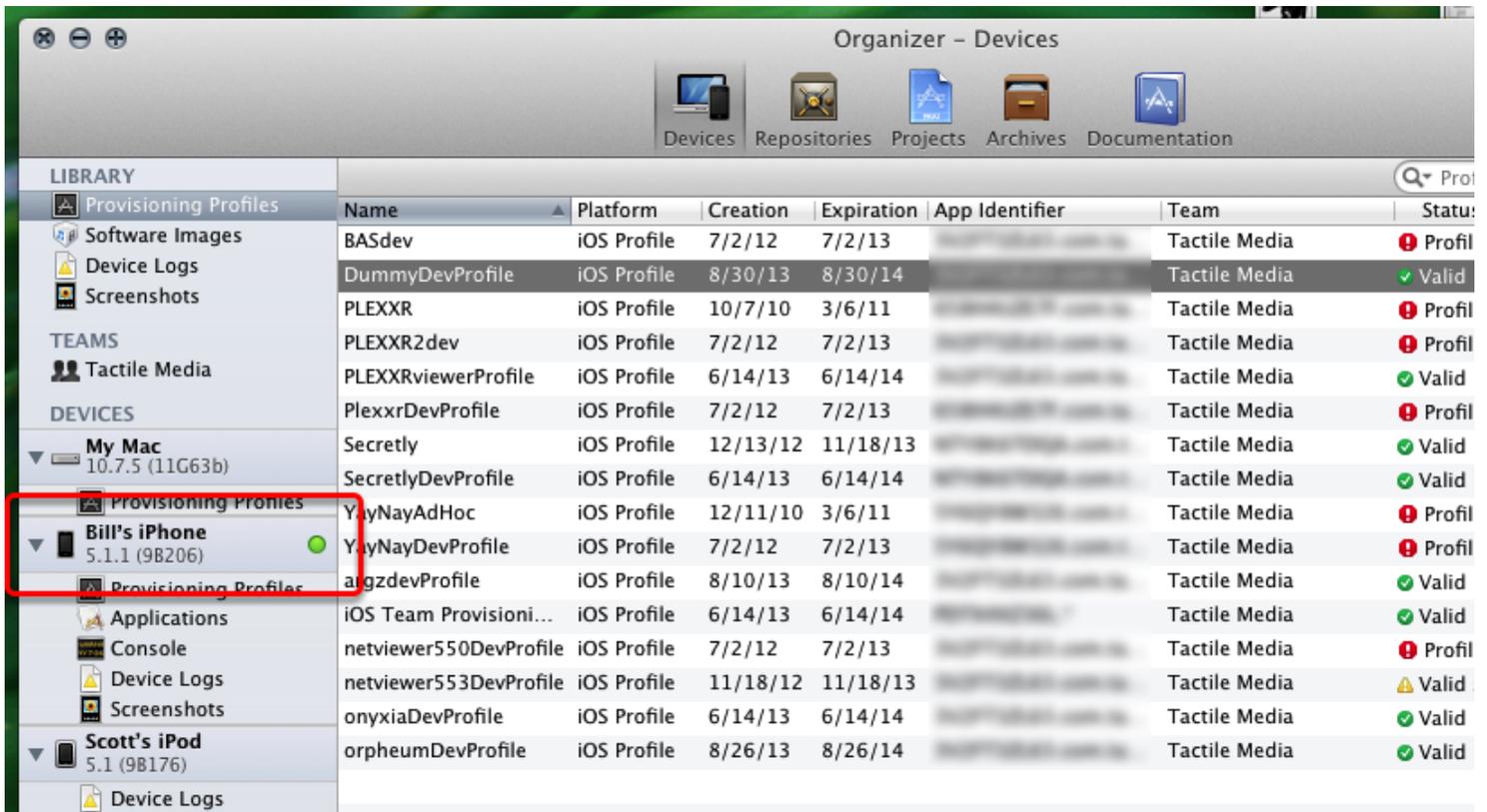
Click **Download** to save the provisioning file to your machine.

Install Your Provisioning File



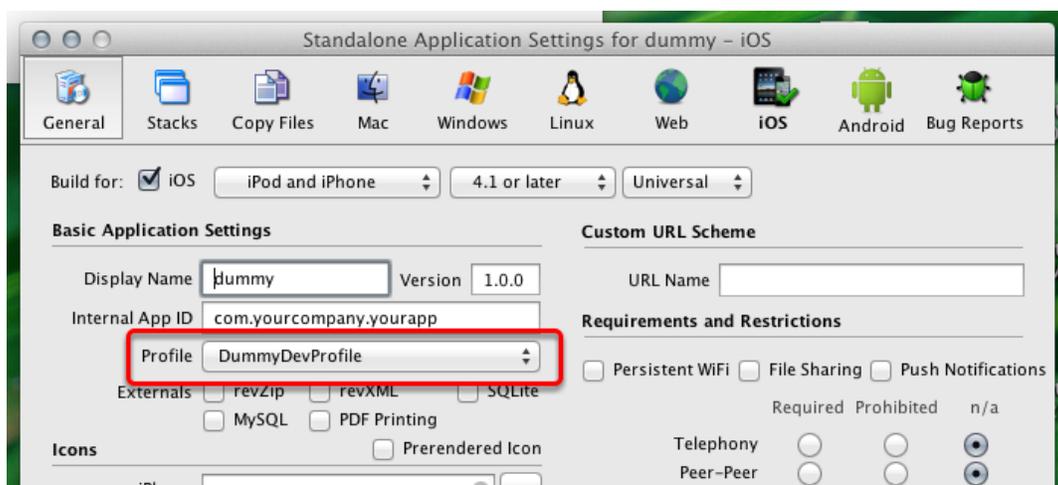
Double-click the provisioning file in the Finder to launch Xcode. Doing so will make the file available to LiveCode and your iDevice.

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.

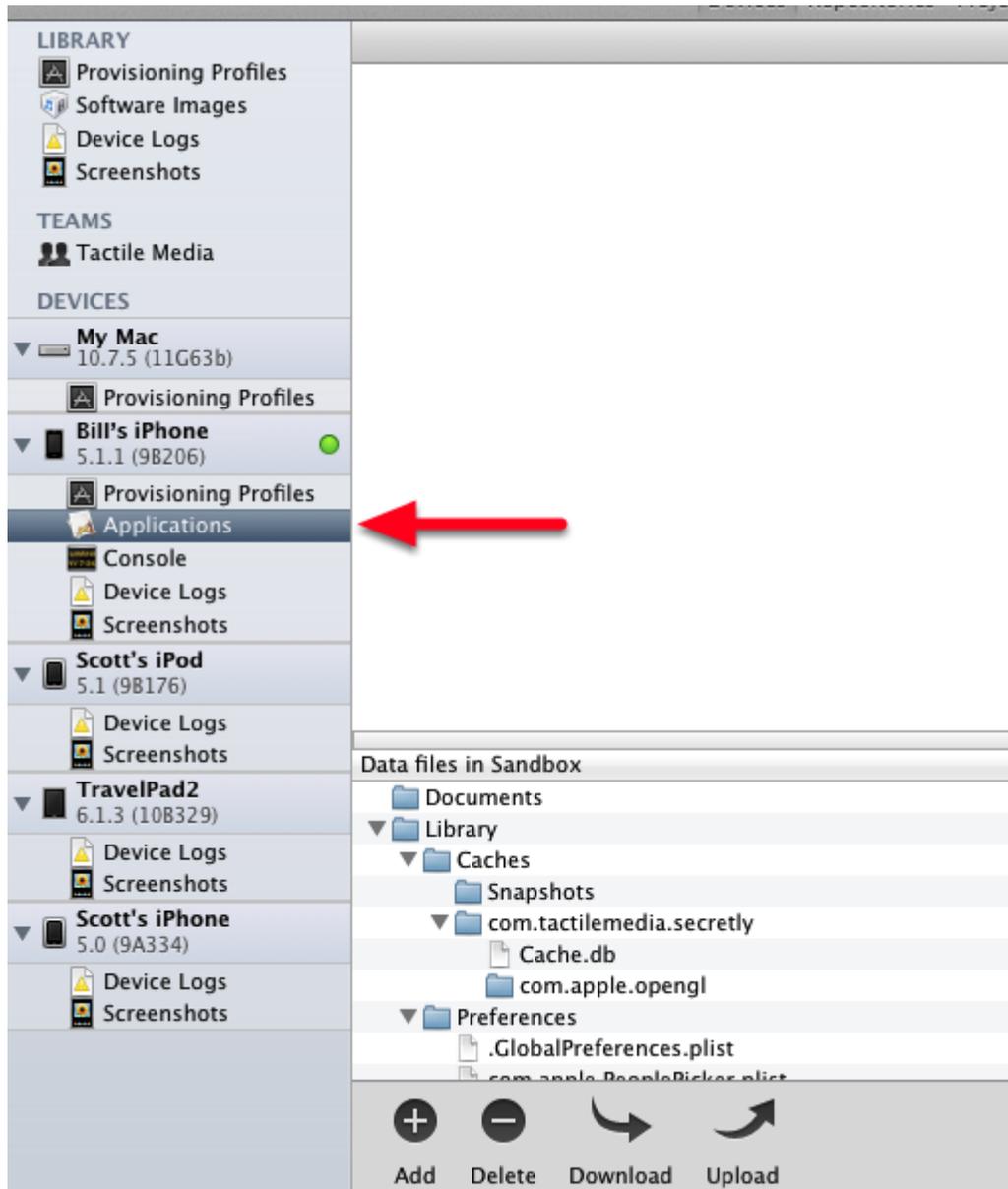
STEP 5 - Build Your iOS Standalone



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

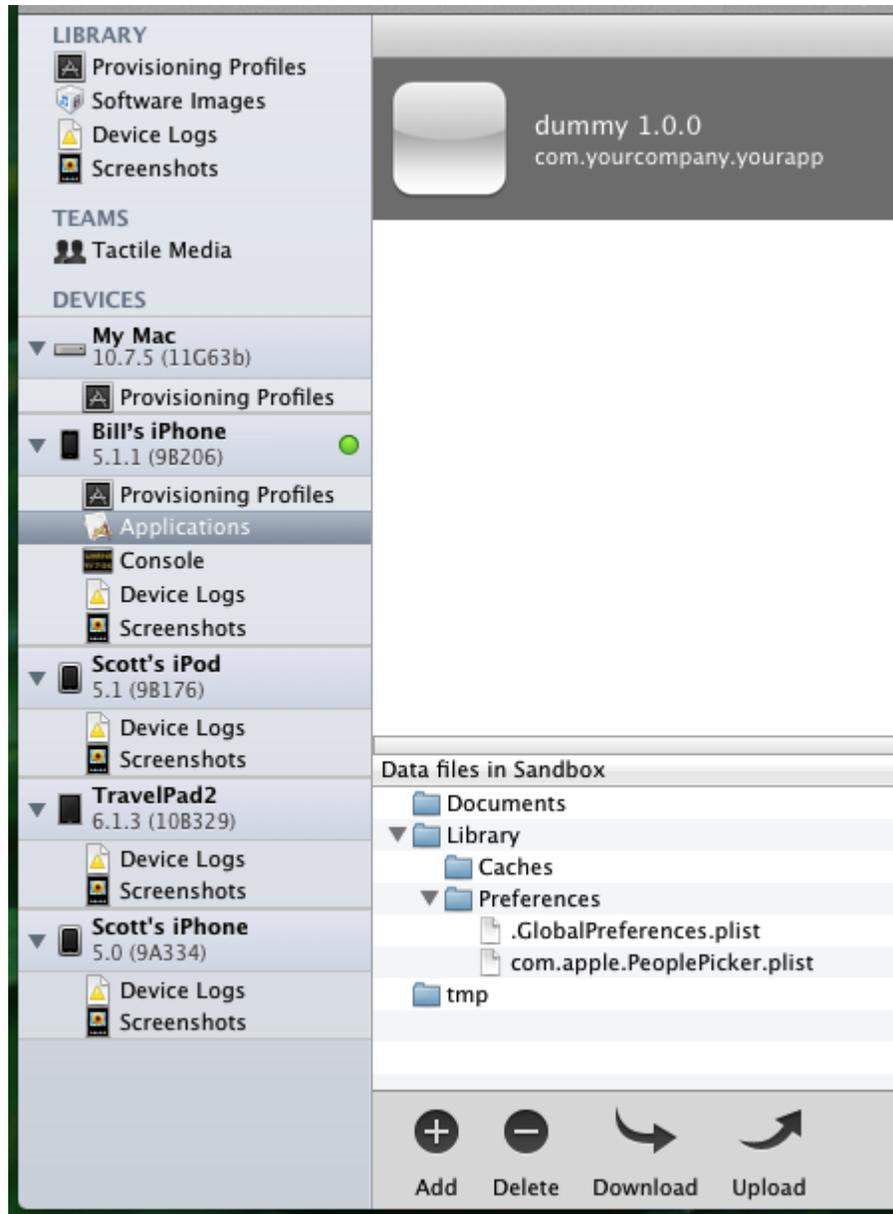
appropriate settings, save your stack, and then choose "File > Save as Standalone Application..." LiveCode should inform you that your standalone was saved successfully.

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.