

Device Management and App Submission with Xcode 4

From emptiness to felicity

Session 317

Marc Verstaen

Senior Engineering Manager

These are confidential sessions—please refrain from streaming, blogging, or taking pictures

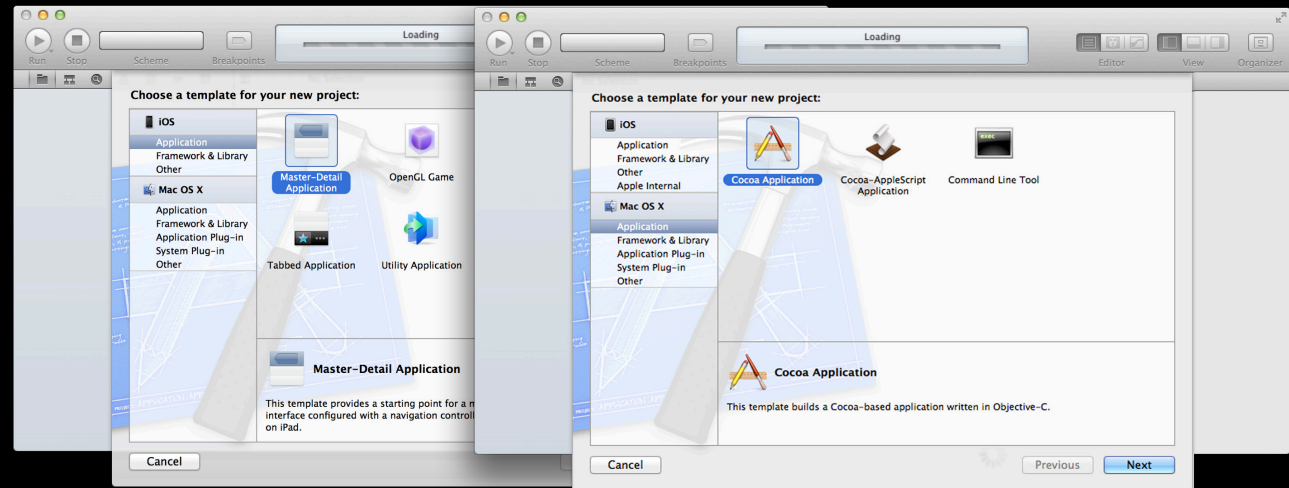
From Start to Upload

- Templates—how to choose
- Project settings
- Building and running with the Simulator
- Building and running on devices
- Testing—application data, simulated location
- Archiving, sharing, and uploading to the store
- Tips and tricks

Where Do We Start

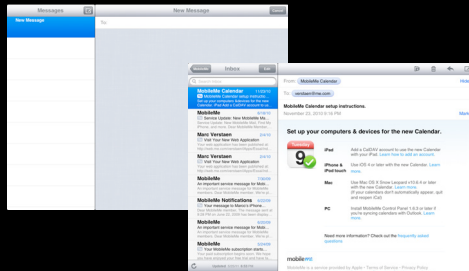
Templates

Templates

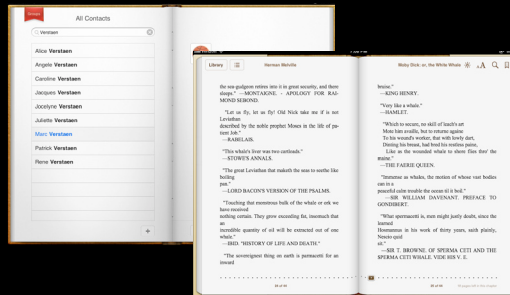


Templates

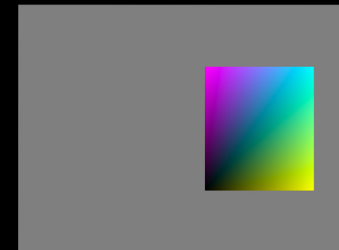
Master-Detail



Page Based



OpenGL



Tabbed



Utility

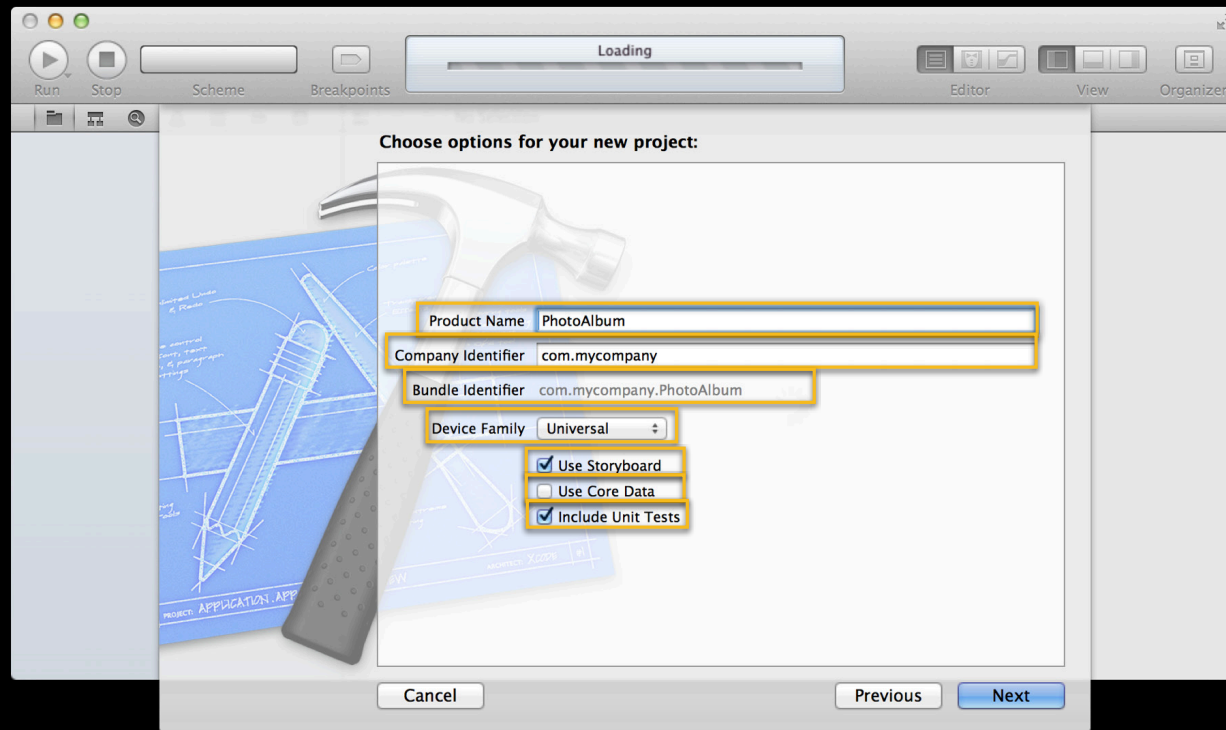


Single View

Empty Application

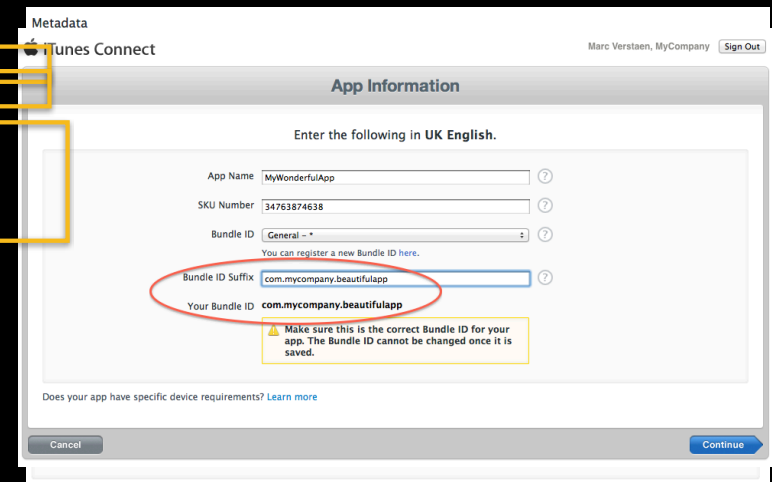
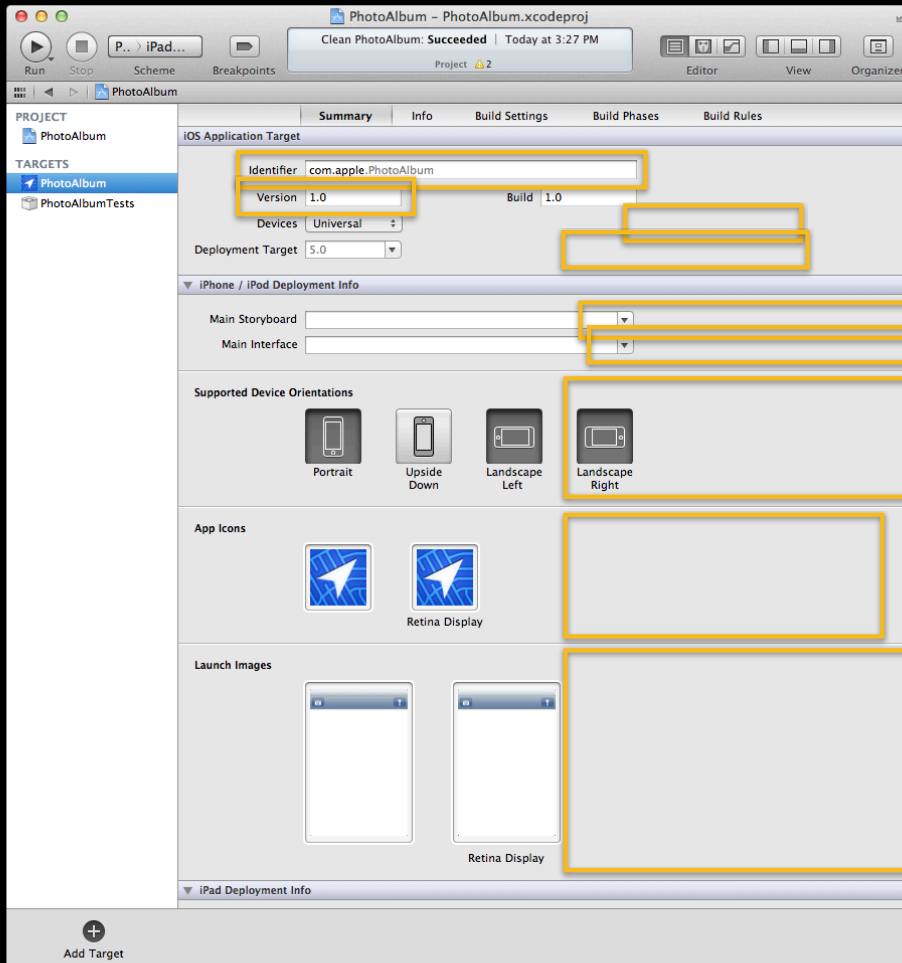
Template Options

First setup



Summary

What you need to look at



Settings

The screenshot displays the Xcode Build Settings window for a project named "WonderfulMine". The window is titled "WonderfulMine" and shows a "Build Failed" notification at the top right, dated "Yesterday at 6:59 PM". The interface is divided into several sections, each with a set of settings that can be configured for different build configurations (Debug and Release).

Architectures

- Additional SDKs: Standard (armv7) - \$(ARCHS_STANDARD_32_BIT) ↓
- Architectures: Standard (armv7) - \$(ARCHS_STANDARD_32_BIT) ↓
- Base SDK: Latest iOS (iOS 5.0) ↓
- Build Active Architecture Only: No ↓
- Supported Platforms: iphonesimulator iphoneos
- Valid Architectures: arm64 armv4t armv5 armv6 armv7 armv7f armv7k ar...

Build Locations

- Build Products Path: build
- Intermediate Build Files Path: build
- Per-configuration Build Products Path: <Multiple values>
- Debug: build/Debug-iphones
- Release: build/Release-iphones
- Per-configuration Intermediate Build Files Path: <Multiple values>
- Debug: build/WonderfulMine.build/Debug-iphones
- Release: build/WonderfulMine.build/Release-iphones
- Precompiled Headers Cache Path: /var/folders/sw/20c4h6ws088+n65ctn1037jr+++fp...

Build Options

- Build Variants: normal
- Compiler for C/C++/Objective-C: LLVM GCC 4.2 ↓
- Debug Information Format: DWARF with dSYM File ↓
- Enable OpenMP Support: No ↓
- Generate Profiling Code: No ↓
- Precompiled Header Uses Files From B...: Yes ↓
- Run Static Analyzer: No ↓
- Scan All Source Files for Includes: No ↓
- Validate Built Product: <Multiple values> ↓
- Debug: No ↓
- Release: Yes ↓

Code Signing

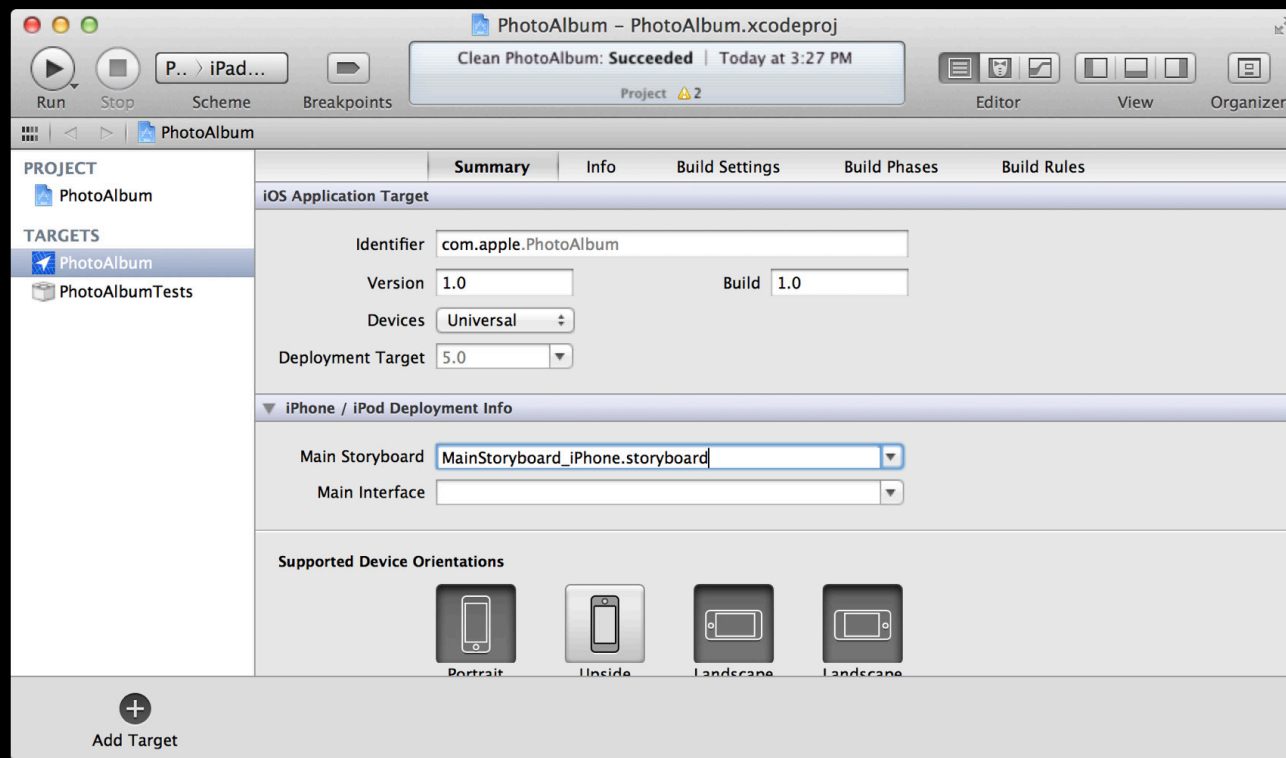
- Code Signing Entitlements: (empty)
- Code Signing Identity: Don't Code Sign ↓
- Debug: Don't Code Sign ↓
- Any iOS SDK ↓: iPhone Developer ↓
- Release: Don't Code Sign ↓
- Any iOS SDK ↓: iPhone Developer ↓
- Code Signing Resource Rules Path: (empty)
- Other Code Signing Flags: (empty)

Deployment

- Additional Strip Flags: (empty)
- Alternate Install Group: staff
- Alternate Install Owner: marc
- Alternate Install Permissions: u+w,go-w,a+rX
- Alternate Permissions Files: (empty)
- Combine High Resolution Artwork: No ↓
- Deployment Location: No ↓
- Deployment Postprocessing: No ↓
- Install Group: staff
- Install Owner: marc
- Install Permissions: u+w,go-w,a+rX
- Installation Build Products Location: /tmp/WonderfulMine.dst
- Installation Directory: /Applications
- Mac OS X Deployment Target: Compiler Default - \$(inherited) ↓
- Skip Install: No ↓
- Strip Debug Symbols During Copy: <Multiple values> ↓
- Debug: No ↓

Building and Running in Simulator

Click, build, enjoy



Running and Testing on Device

Jacob Xiao
Software Engineer

Building and Running on Device



Demo

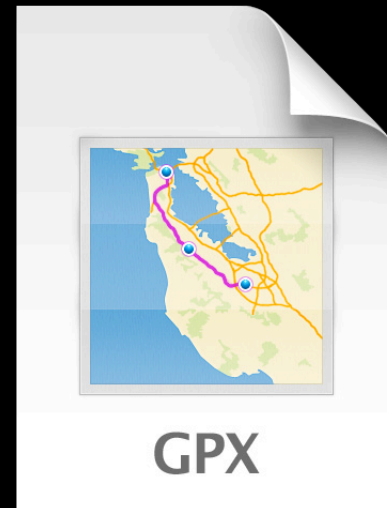
Summary

- Setting up a new device
- Managing provisioning profiles
- iOS Unit Testing

Testing with Application Data and Simulated Locations

Itai Rom
Software Engineer

Testing



Demo

Summary

- Application data
 - Downloading and uploading application data
 - Customizing application data
- Simulating locations
 - Single locations
 - Custom tracks

Archiving an Application

Clark Cox III
Software Engineer

Archiving an Application



Demo

Summary

- Proper settings for archiving
- Sharing an archive
- Validating an archive
- Uploading an archive

Workflow Summary

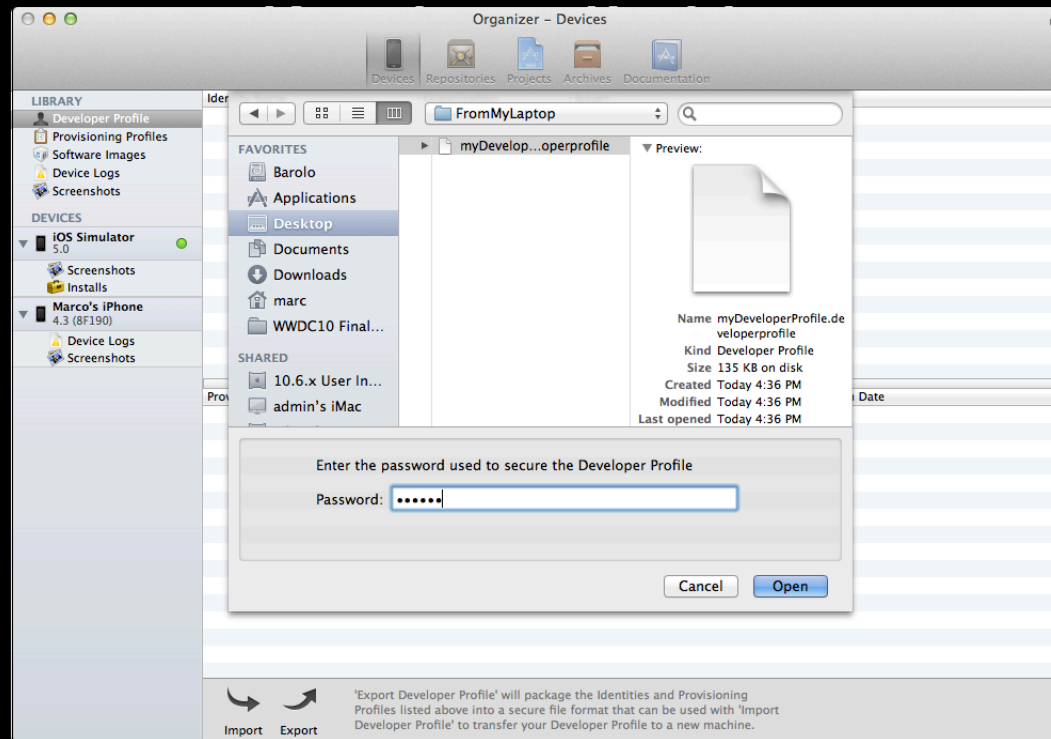
- Creating new projects
- Provisioning devices
- Testing on simulator and devices
- Sharing, validating, and uploading to the store

Tips and Tricks

Marc Verstaen

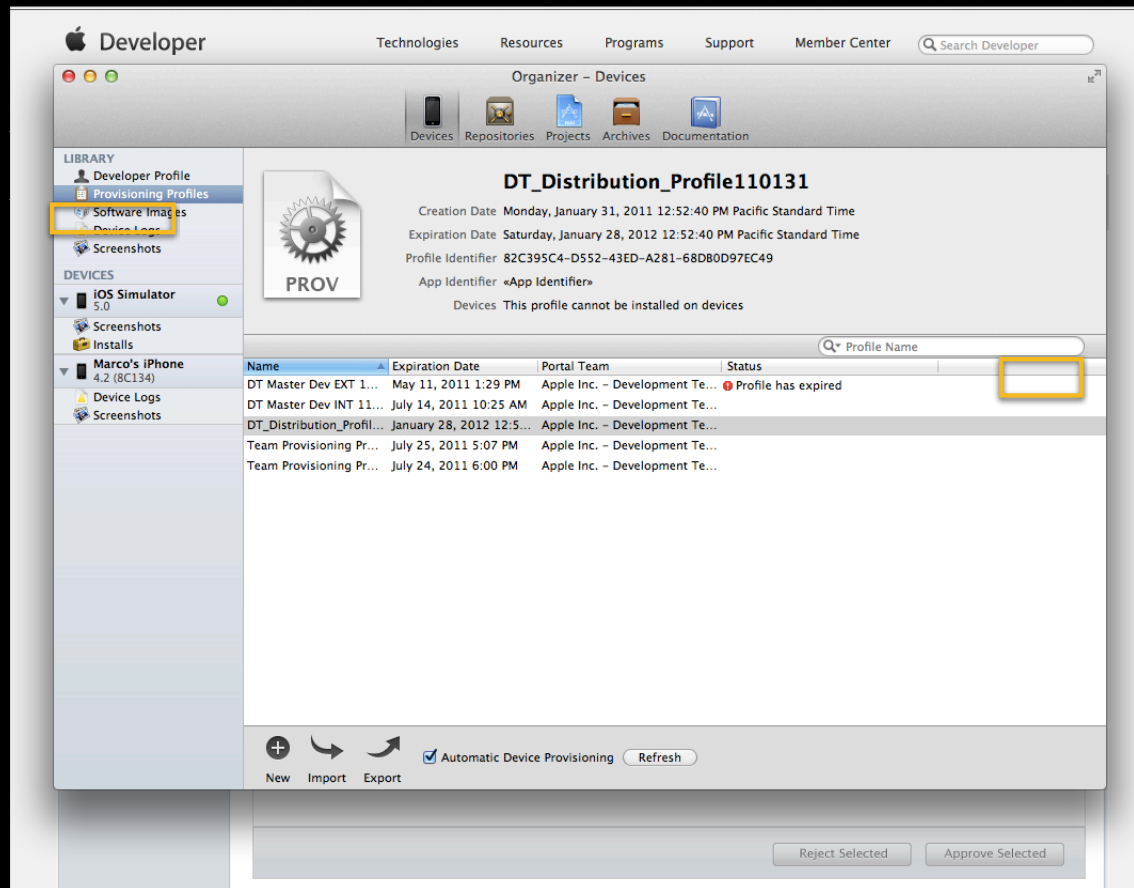
Developer Profile

Porting a developer environment

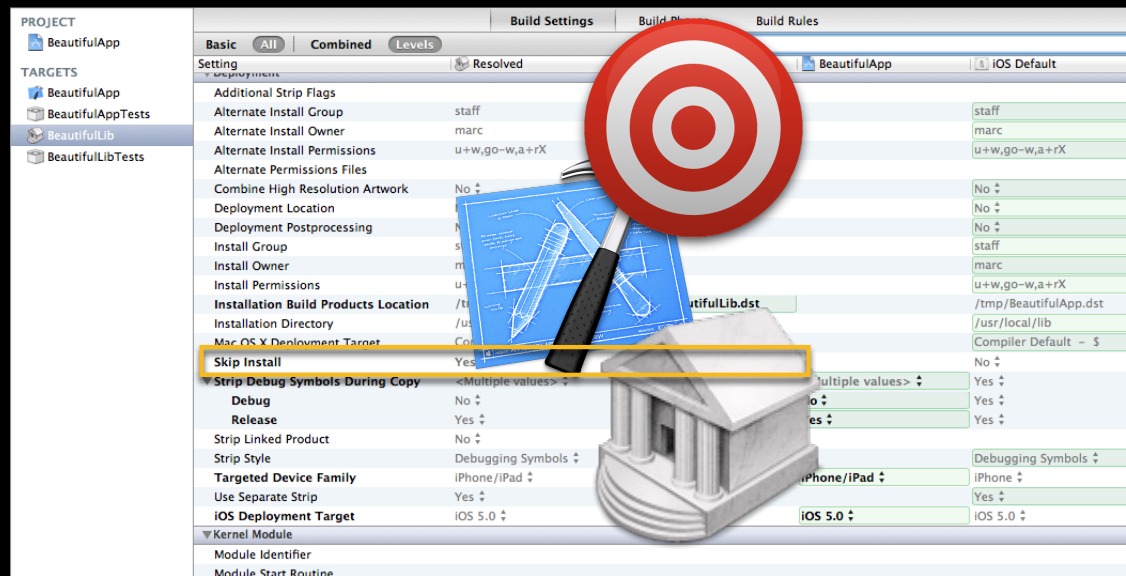


Going Back to a Clean Slate

Now that you are away from home...

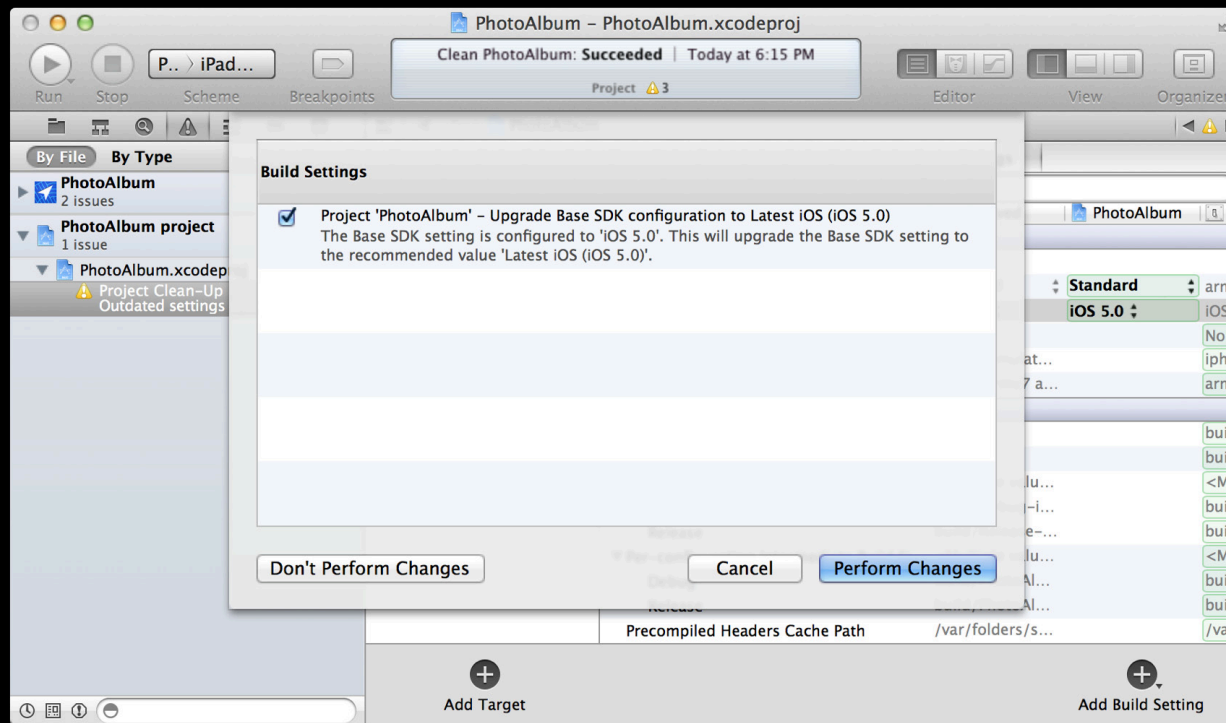


Setting Up a Project with Static Libraries



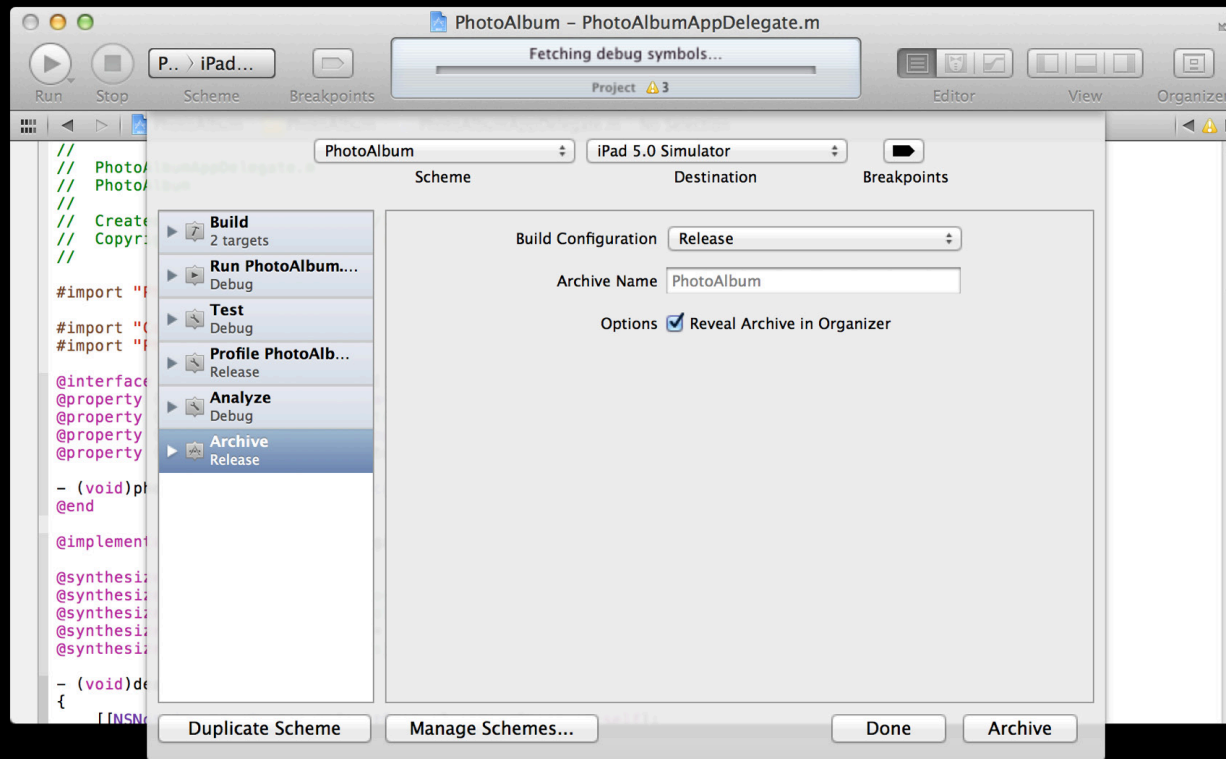
Importing Existing Projects

Xcode can help—You can help, too!



Importing Existing Projects

Xcode can help—You can help, too!



Wrapping Up



More Information

Michael Jurewitz

Developer Tools and Performance Evangelist
jurewitz@apple.com

Documentation

iPhone Development Documentation and Resources
<http://developer.apple.com/iphone>

Apple Developer Forums

<http://devforums.apple.com>

Related Sessions

Maximizing Productivity in Xcode 4

Presidio
Wednesday 9:00AM

Mastering Schemes in Xcode 4

Presidio
Thursday 9:00AM

Effective Debugging with Xcode 4

Pacific Heights
Friday 9:00AM

