

Backendless Mac OS application setup

This post describes how to setup a Mac OS application with Backendless libraries and server application options.

Getting Backendless SDK

1. Login to your Backendless account or [register to create a new one](#).
2. Download Backendless SDK for iOS from the [Backendless SDK Downloads page](#) and unzip it.

Backendless SDK Downloads

Backendless SDKs is an essential component for starting development with Backendless. Each SDK includes a library native to the corresponding environment with the APIs and application examples.

Once you download an SDK, make sure to [create a developer account](#). Using the account, you can login into the Backendless Console to manage your applications. The examples included into the SDKs demonstrate various functionality of the service. You will need to make a minor modification to the examples sources so they run in the context of your Backendless application.

See the **'Getting-Started' Guides** included into the SDKs for additional details.



[Backendless SDK v2.0 for JavaScript](#), released 06.07.2015. [Quick Start Guide](#).



[Backendless SDK v 2.0 for iOS and Mac OS X](#) released 06.07.2015. [Quick Start Guide](#). [Github](#)

Getting Started

1. Start up Xcode and go to File -> New -> Project. Select MacOS ->Application -> Single View Application, and click Next.
2. Enter project name for the Product Name, set the Language to Objective-C or Swift, and click Next.
3. Choose a directory to save your project, and click Create.

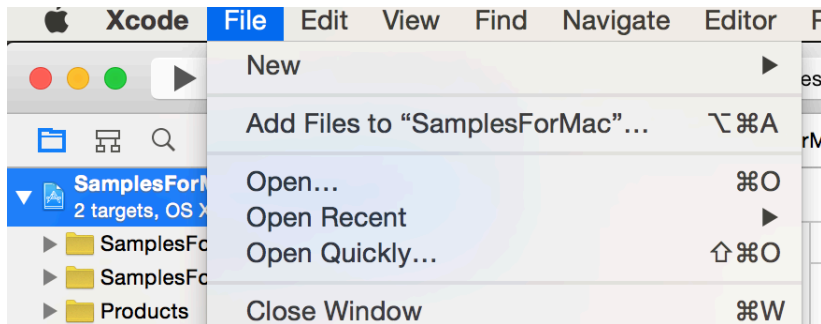
Add the Libraries and Frameworks to the project

1. Choose the project target, go to Build Phases -> Link Binary With Libraries, push “+”, check the following Mac OS frameworks and libraries:
 - Cocoa.framework
 - CoreLocation.framework
 - IOKit.framework

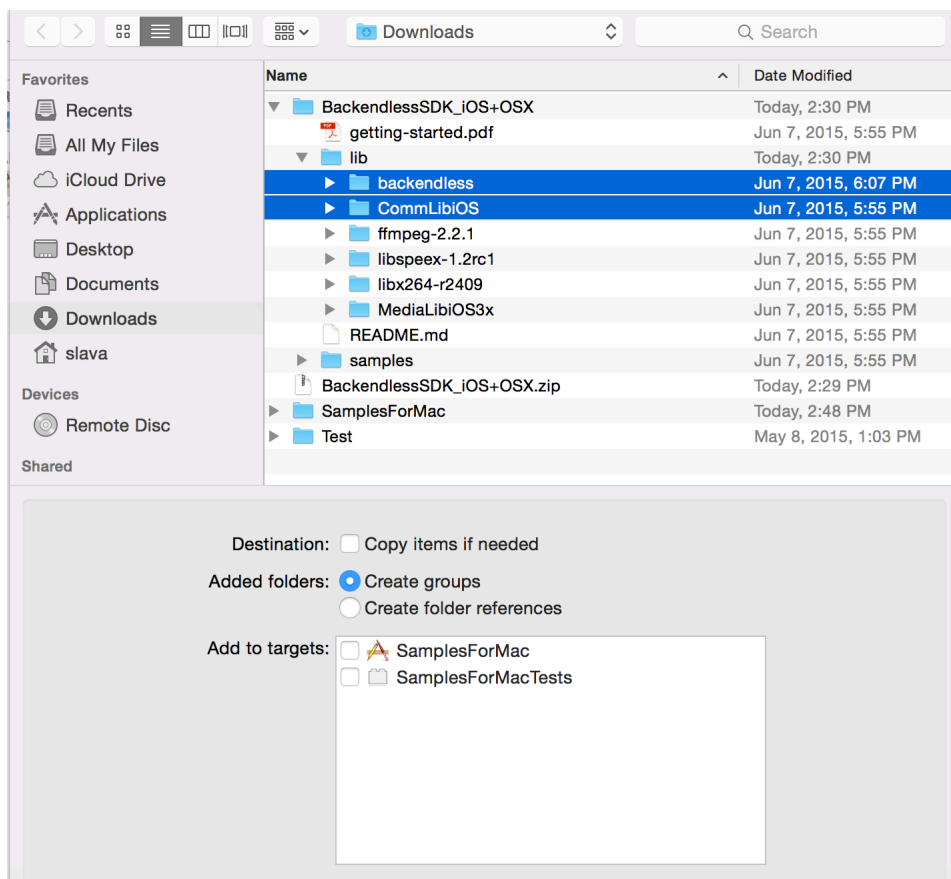
- SystemConfiguration.framework
- libsqlite3.dylib

Push “Add” button.

2. Mark the project and choose File -> ”Add Files to ...” menu item:



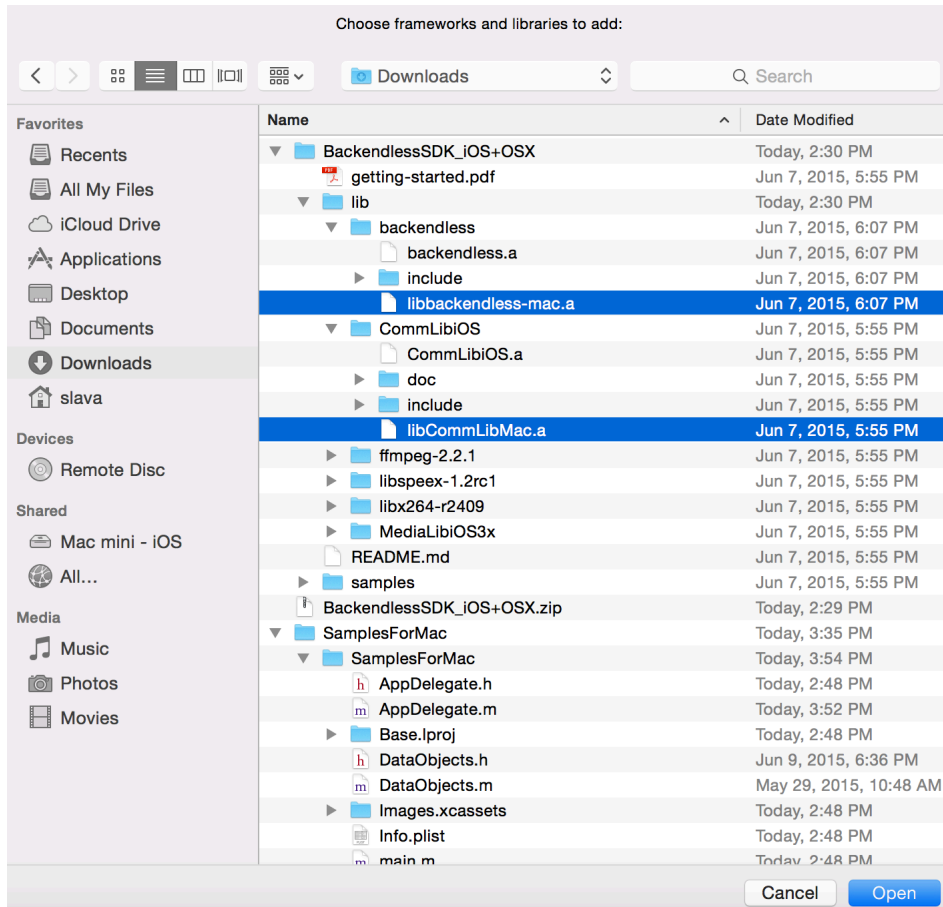
3. In window choose the “backendless” and “CommLibiOS” folder from the SDK folder. Make sure that the “Add to targets” checkbox are unchecked. Push “Add” button.



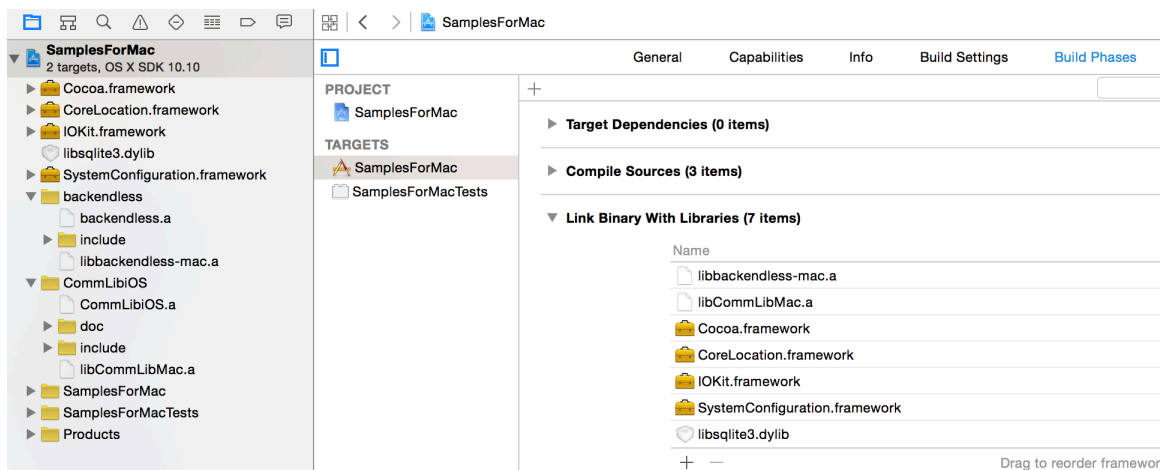
4. Choose the project target, go to Build Phases -> Link Binary With Libraries, push “+” then “Add other...” button, mark in backendless SDK :

- libbackendless-mac.a

- libCommLibMac.a
Push “Open” button.

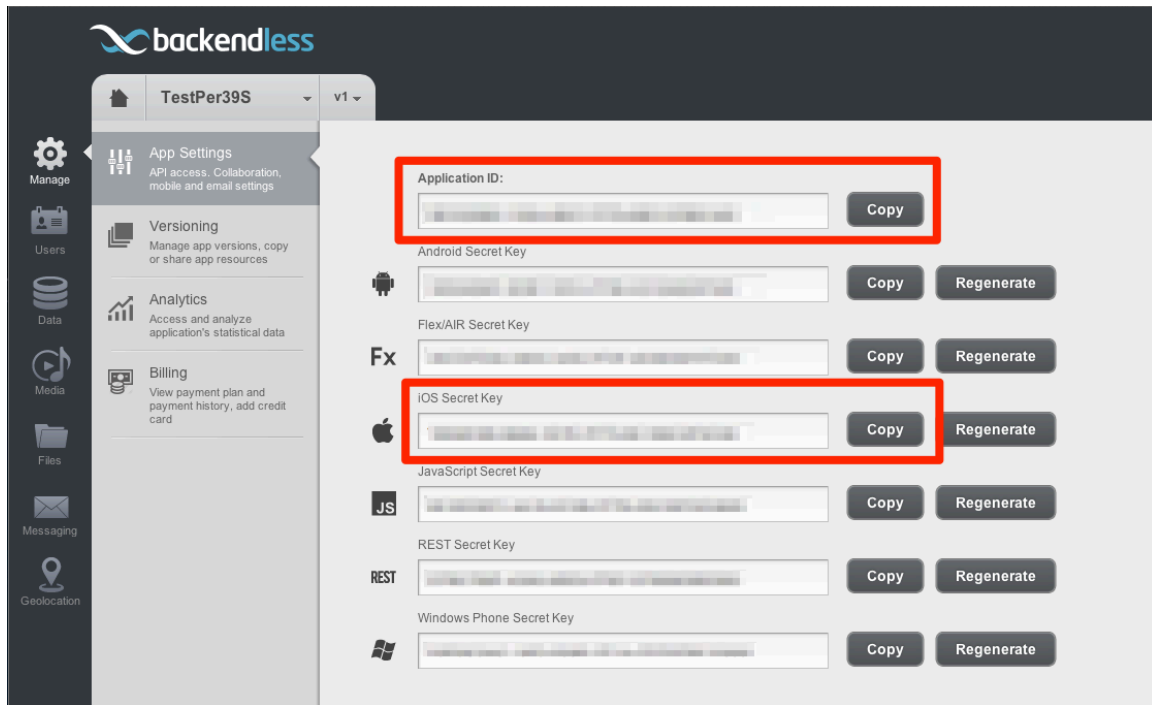


5. Make sure the complete list includes the following:



Add Backendless Application Id & Secret Key

1. Get your Backendless application and secret keys for iOS from the Backendless Console. The keys can be found on the Manage -> App Settings section:



2. Add Backendless application initialization code block in AppDelegate.m:

```
static NSString *APP_ID = @"YOUR-APP-ID-GOES-HERE";
static NSString *SECRET_KEY = @"YOUR-IOS-SECRET-KEY-GOES-HERE";
static NSString *VERSION_NUM = @"v1";

- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    [backendless initApp:APP_ID secret:SECRET_KEY version:VERSION_NUM];
    return YES;
}
```