



Mobile SDK Readme

Welcome to the Mobile SDK Xcode project template. This readme contains a few additional configuration steps you will need to complete for new projects before you can connect to Force.com and Database.com, as well as a few common errors and resolution steps you may encounter. For a complete tutorial on building mobile apps for the Cloud, check out the **Mobile SDK Workbook** available on Developer.force.com.

Project Configuration Steps

For each new project that uses the template you need to complete the following quick steps:

1. In your project configuration, click on the **Build Settings** tab.
2. Click **All**
3. In the search field, enter `Other Linker Flags`
4. Double-click on the `Other Linker Flags` row, under the `Yes` column. In the box that pops up, add a new flag `-all_load`. Click **Done**.
5. Now click on the **Build Phases** tab. Expand the **Link Binary With Libraries** box, and click **+** in that section.
6. In the search box, type `libxml2`. Select `libxml2.dylib`, and click **Add**.

Common Errors

Here are a list of common errors, and resolutions you may encounter when using a Mobile SDK-based project:

Symptom	Diagnosis	Resolution
Code Sign Error when deploying to Device.	You need a provisioning profile associated with your device.	<ol style="list-style-type: none">1. Select your app from the TARGETS list.2. Click Build Settings.3. In the search box, enter <code>Code Signing Identify</code>. Select iPhone Developer (or an appropriate profile) from the picklist.
Build Failed when deploying to Device, but no error message.	You have invalid character in your project name (known bug Xcode 4.0.2.) The most likely cause is a space in your project name.	Recreate your project, or double-click the Target Name in the project, and change the name to something without the space.

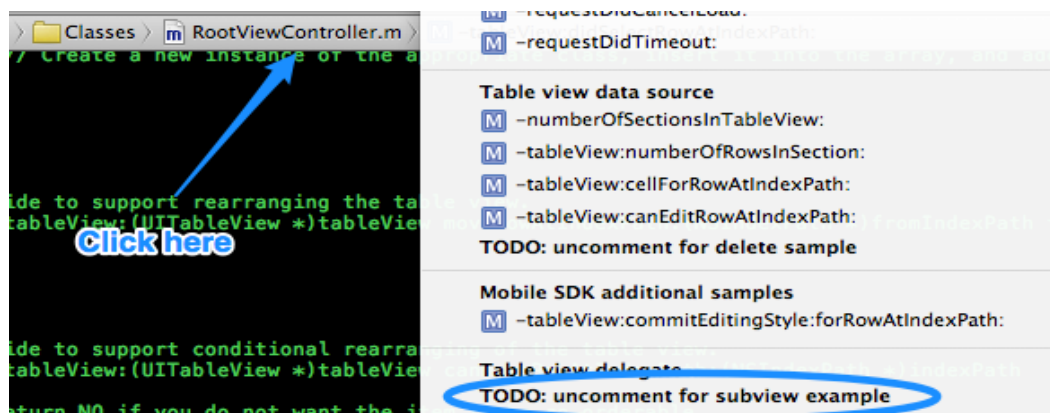
Your app crashes with an <code>NSException</code> but no stack trace when first performing a request against Force.com or Database.com after successful OAuth.	Project configuration steps were not set up correct, and the first time the Mobile SDK uses RESTKit, the apps fails.	Follow the instructions described in the Project Configuration Steps section of this document.
Your app runs fine on the iPhone, but when you switch to Universal binary, you can enter your username and password, but not click the Allow or Deny button on the subsequent screen	You forgot to set the iPad Main Interface to be <code>MainWindow-iPad</code>	Click on your project (top left in the project navigator). Click Targets-->Summary . Make sure Devices is set to <code>Universal</code> . Scroll down to the section titled iPad Deployment Info and set the Main Interface to equal <code>MainWindow-iPad</code>

Some Additional Examples

The Mobile SDK template project is a generic project. It was also designed as the sample application for the Mobile Workbook's CloudTunes application. If you are following through the Tutorial 2 in the Mobile Workbook, there are a few additional goodies you can enable by uncommenting out a few sections.

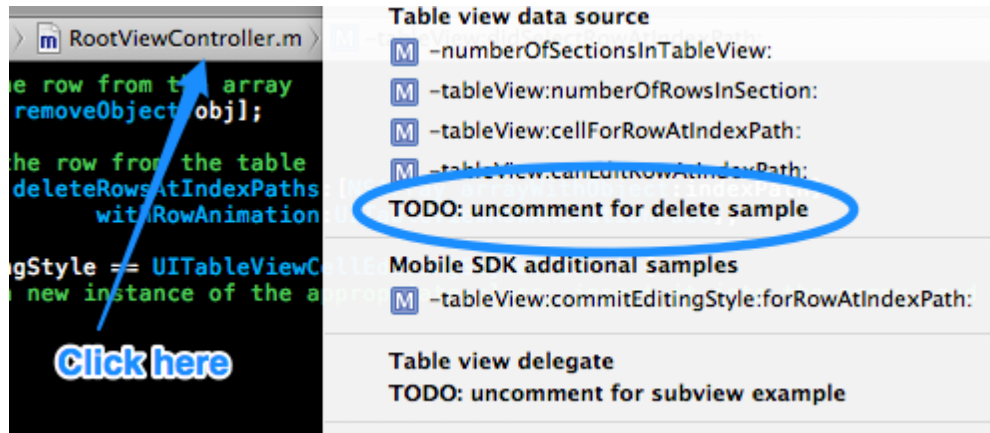
Display Album Details

Open `RootViewController.m` and click on the pragma section listing. You will see an the following entry, `TODO: uncomment for subview example`. Clicking the entry will take you the section of the code where you can uncomment out the code required to navigate to the `TrackDetailsViewController`. `TrackDetailsViewController` provides an example of performing nested a nested query with the Mobile SDK, and how to work with the results.



Swipe Deleting of Tracks

Similar to the Display Album Details, a **TODO** entry has been added to `RootViewController.m` to take you directly to the section of the code you need to uncomment to enable swipe deletion. This additional code example, demonstrates how to use a Delete request in the Mobile SDK.



Still want more?

Well, we are an eager beaver aren't we? The best way to keep up to date with the developing custom mobile apps for Force.com and Database.com is to follow [@forcedotcom](#), or me ([@quintonwall](#)) on Twitter.

Now stop reading, and start coding! :)