READ ME FIRST — Make It So

This single guide explains **everything** you need to run the packaging script and find your results. It's written for non-experts in clear, step-by-step language.

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What this is

`Make_It_So.command` is a **one-file, double-clickable** script that: - Finds the Xcode project in the same folder - Builds the app in **Release** - Copies clean source files into a package - **Imports your app icon** from a PNG (if present) and embeds it - Optionally creates a DMG and release notes - Writes a final report and opens the results

> **Important:** Your Xcode project **must** live in the same folder as the script.

```
📁 Your Project Folder/
├─ Make It So.xcodeproj          ← must be here
├─ Make_It_So.command             ← run this
├─ art/                           ← put icon.png here
(optional, 1024×1024 PNG)
└─ (your Swift files, assets, etc.)
```

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Requirements (once per Mac)

• macOS with **Xcode** installed
• **Command Line Tools** (run once): `xcode-select --install`
• The script needs permission to run (see below).

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Give the script permission (once)

If double-clicking does nothing, you likely need to mark it as runnable.

1. Open **Terminal**.

2. Type:

   `chmod +x Make_It_So.command`

3. Press **Return**.

4. Now double-clicking should work. (You can also run it with `./Make_It_So.command`.)

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How to run (every time)

1. Put **Make_It_So.command** next to **Make It So.xcodeproj** in the same folder.
2. Double-click **Make_It_So.command** (or run `./Make_It_So.command` in Terminal).
3. Follow the on-screen prompts. Press **Return** to accept defaults.
4. When it finishes, it prints a summary of **exact paths** to everything it made and can open them for you.

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What the script builds

Everything is placed under a timestamped folder inside **dist/** so you can keep multiple builds.

Example:

```
dist/MakeItSo_Package_2025-09-12_15-45-23/
├── source/          # a clean copy of your project files for
sharing
├── build/           # temporary build artifacts
├── app/             # your compiled .app bundle
│   └── Make It So.app
├── MakeItSo_Package_2025-09-12_15-45-23.zip
├── MakeItSo_Package_2025-09-12_15-45-23.dmg
(optional, if you said yes)
├── MakeItSo_Package_2025-09-12_15-45-23_RELEASE_NOTES.md
└── MakeItSo_Package_2025-09-12_15-45-23_AUDIT_REPORT.md
```

Where to find the app

- Inside `dist/.../app/` you'll see your **.app** bundle.
- The script offers to **open it** so you can test right away.

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How the icon is imported

If you provide a 1024×1024 PNG at **art/icon.png** (preferred) or `./icon.png`, the script:

1. Uses macOS tools **sips** and **iconutil** to convert the PNG into a full **.icns** file.
2. Copies that `.icns` to your app at: `YourApp.app/Contents/Resources/AppIcon.icns`.
3. Updates `Info.plist` with `CFBundleIconFile = AppIcon`.
4. Performs a **local ad-hoc code sign** to nudge Finder/Dock to refresh the icon.
5. Shows your app in Finder. (If the icon still looks old, move the app once or

relaunch Finder.)

> If you don't provide a PNG, macOS uses a generic app icon. You can run the icon helper later, too.

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Optional: DMG and release notes

- The script can create a **DMG** (a disk image) to make sharing simple.
- It also writes **Release Notes** (with checksums) and an **Audit Report** summarizing the build.

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The Tools folder

You'll find a **Tools/** folder alongside the script.
It contains **optional helper scripts**. This folder is updated over time, so **open it to see what's available**.

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Troubleshooting

- "**App is from an unidentified developer**": Right-click the app → **Open** → Open.
- **Script won't run when double-clicked**: run `chmod +x Make_It_So.command`, then try again.
- **Icon didn't change right away**: move the app once or relaunch Finder (⌥ Right-click Finder in Dock → **Relaunch**).
- **Missing tools**: install Xcode + Command Line Tools (`xcode-select --install`).

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Contact

Questions or ideas? **makeitsoapp@proton.me**