## Compiling for iOS with Xcode

This step-by-step document assumes you have the latest copy of Xcode installed on your computer along with the latest version of the iOS SDK. This is Xcode 4.2 and iOS 5 as of this writing.

Unzip the application's Project Files

Unzip the archive you downloaded to a safe place on your computer such as "My Documents." Explore this location using Mac's Finder application. The directory you downloaded contains 9 sub-directories and several files. Find the .xcodeproj file and open it in Xcode. This is the file that shows a blue Xcode icon next to it.

Double click the icon to open the project in Xcode. It may take a moment for Xcode to launch, this is normal.
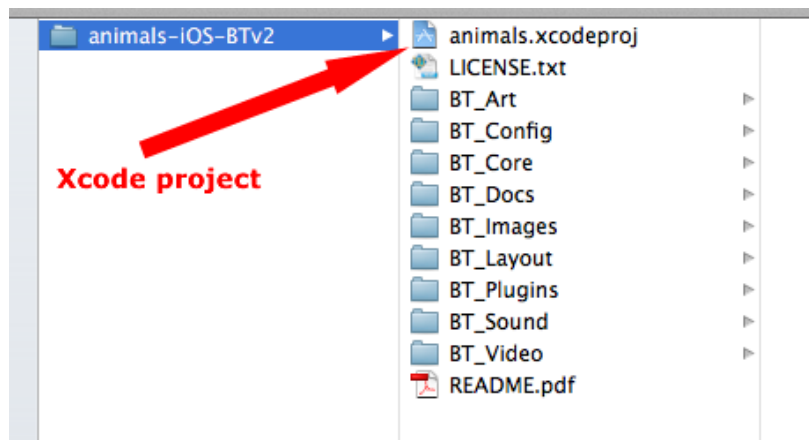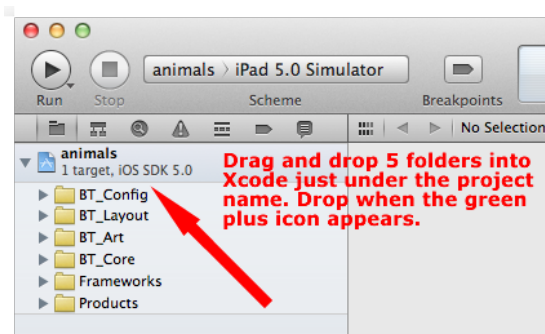

Drag Project Folders into Xcode

5 folders in the downloaded source code directory need to be added to the Xcode project. Expand the project's details in Xcode by clicking the arrow next to the project's name.

Drag these 5 folders into Xcode

1) BT_Plugins
2) BT_Images
3) BT_Docs
4) BT_Video
5) BT_Sound

When you drop the folders into the Xcode project a dialogue (pop-up window) will open allowing you to make some choices. If "Create groups for any added folders" is not selected, select it. Click the "Finish Button" and the window will close.
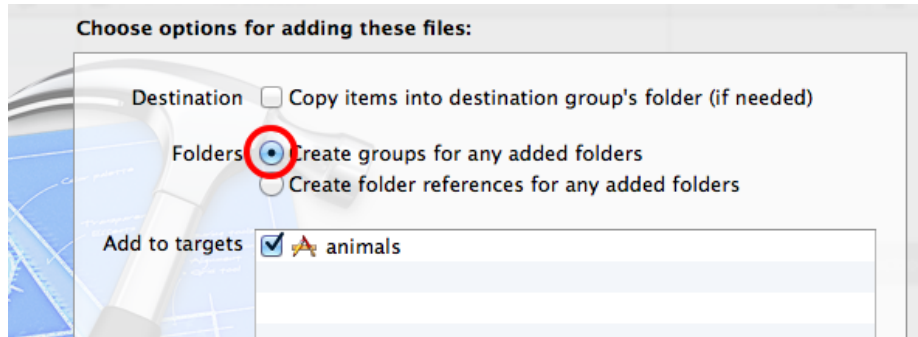

Verify you did not add duplicate folders
Browse the Xcode project after adding the 5 folders in step 2. There should be no duplicate folders. Xcode will allow you to add the same folder more than once – do not do this. Also, there are several folders included in the download that were added to the project for you, do not add these again. When you're done adding the folders to the Xcode project the Project Explorer will look like this....

Note: The sample image shows the BT_Layout folder in the expanded state. Use the arrows next to each folder to explore the project's contents.

BT_Docs, BT_Video, BT_Sound, and BT_Images are empty – this is intentional.

Adding Documents, Video, Sound, and Images to the Xcode project may or may not be required, it depends on some choices you made in the control panel. The idea is that this process had you drag empty folders into Xcode so you could add to them later if necessary.
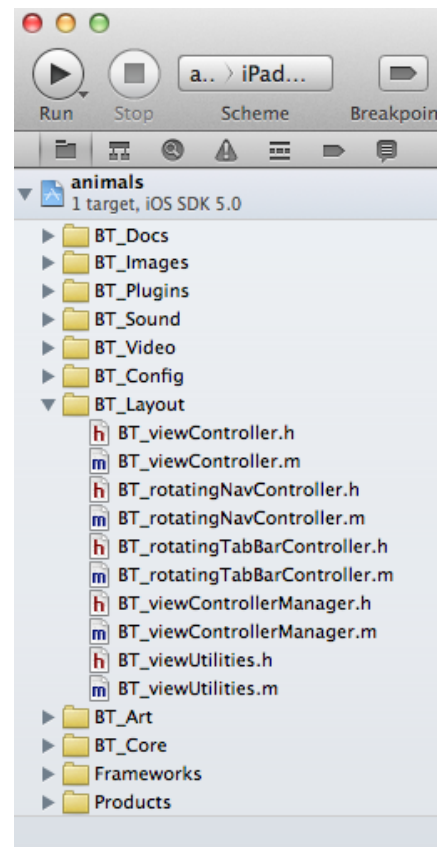
4 **Select the iPhone 5.0 Simulator then "Run" the project**
Using the drop down selection list in the top-left side of Xcode, above the Project Name, select the iPhone 5.0 simulator then click the round Run button with the triangle icon.

When you click the Run button the compiler will compile the project's files and source code then launch the simulator. This may take a moment – this is normal.
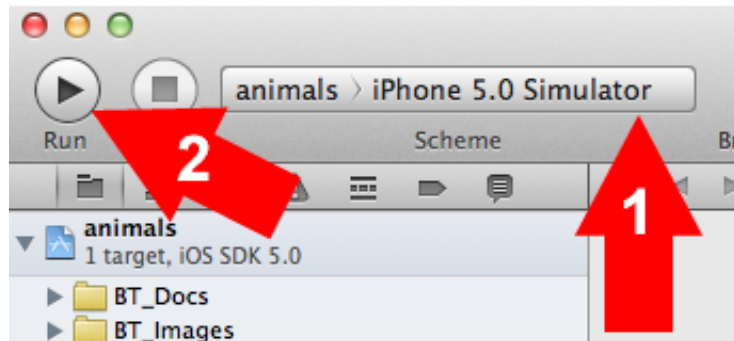
The amount of time it takes to compile the project will depend on a few things, it should not take more than a few moments.
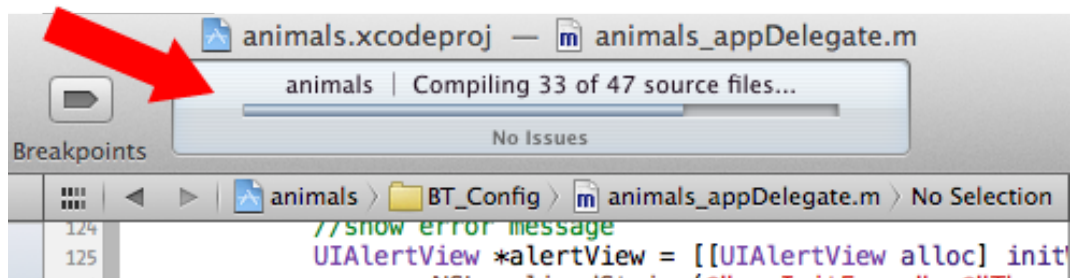
You should be done at this point and the application should be running in the iPhone 5 simulator. If you have an iOS Developer Account you could install this same application on your actual device. There are some detailed steps involved that go beyond the scope of this document but in essence you'll be....

a) Dragging a provisioning profile into Xcode. You get this from the iOS Development portal. Login to that portal, download a provisioning profile.

b) Opening the Projects "Build Settings" then setting the provisioning profile you downloaded form the iOS Developer Portal as the "Code Signing Identify"

c) Connecting your device to your computer then choosing your device from the device-type drop down list instead of the simulator. Click Run.