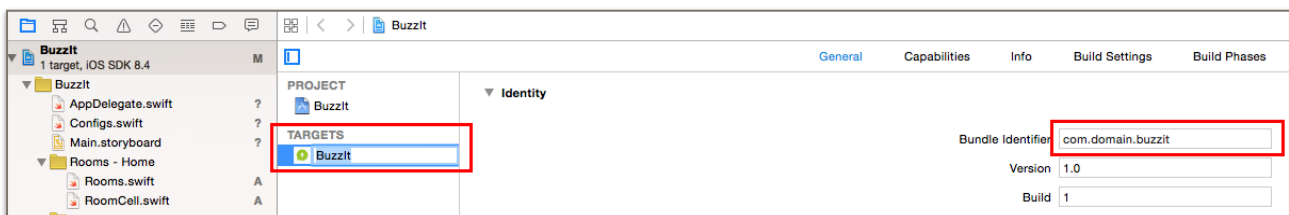# Buzz It

User Guide

Thanks for purchasing **Buzz It**, Full Swift iOS 8/9 Public Audio Chat App Template from CodeCanyon, we really appreciate your support and we're sure you'll have so much fun with this template!

- BASIC SETUP -

- **Bundle Identifier & App name**: If you want to use the demo project included into the package, you can do so. Once you have generated a new **App ID** and **Distribution Provisioning** file from the **Apple Developer portal** (in order for you to be able to upload the binary of your app), you must change the **Bundle Identifier** accordingly to the one you generated in your provisioning profile. Also, you must change the App's name under **TARGETS** by double clicking on **Buzz It** and renaming it as you want, so you'll see your own app's name underneath the app's icon (see below):


NOTE: *do not change the* **Buzz It** *folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.*

- **Archive the App:** To archive the app and be able to upload it to the **iTunes AppStore**, select **iOS Device** on the device list and then click on **Product -> Archive** to launch the **Organizer** and archive the app (see below):
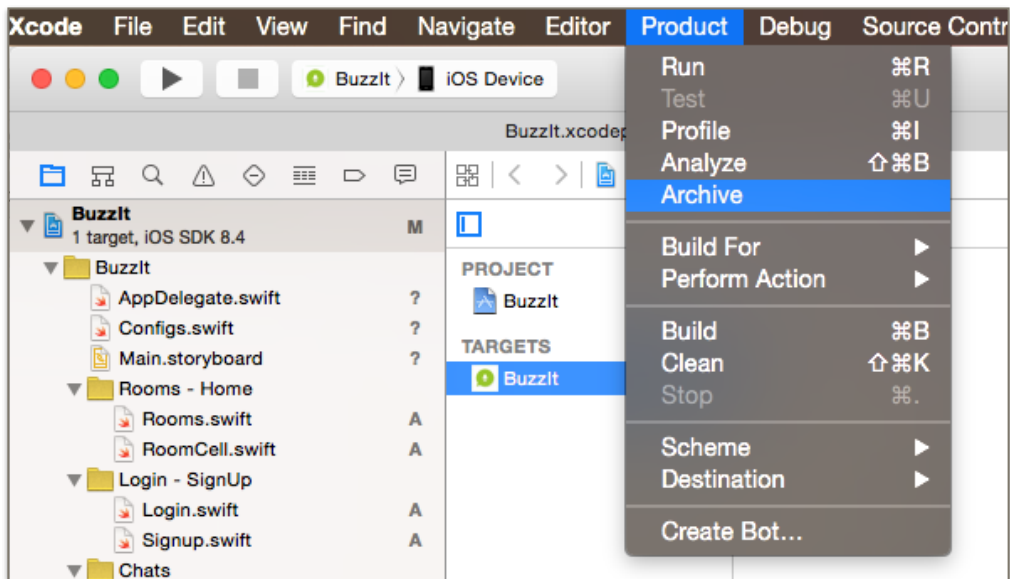
- **CUSTOMIZATION** -

- **User Interface**: If you want to edit the User Interface of **Buzz It**, you can do so by the Storyboards file called **Main.storyboard.** You can edit buttons, labels and image views via Inspector panel on the right side of the XCode window, and select them by the the Document Outline panel (see next page).
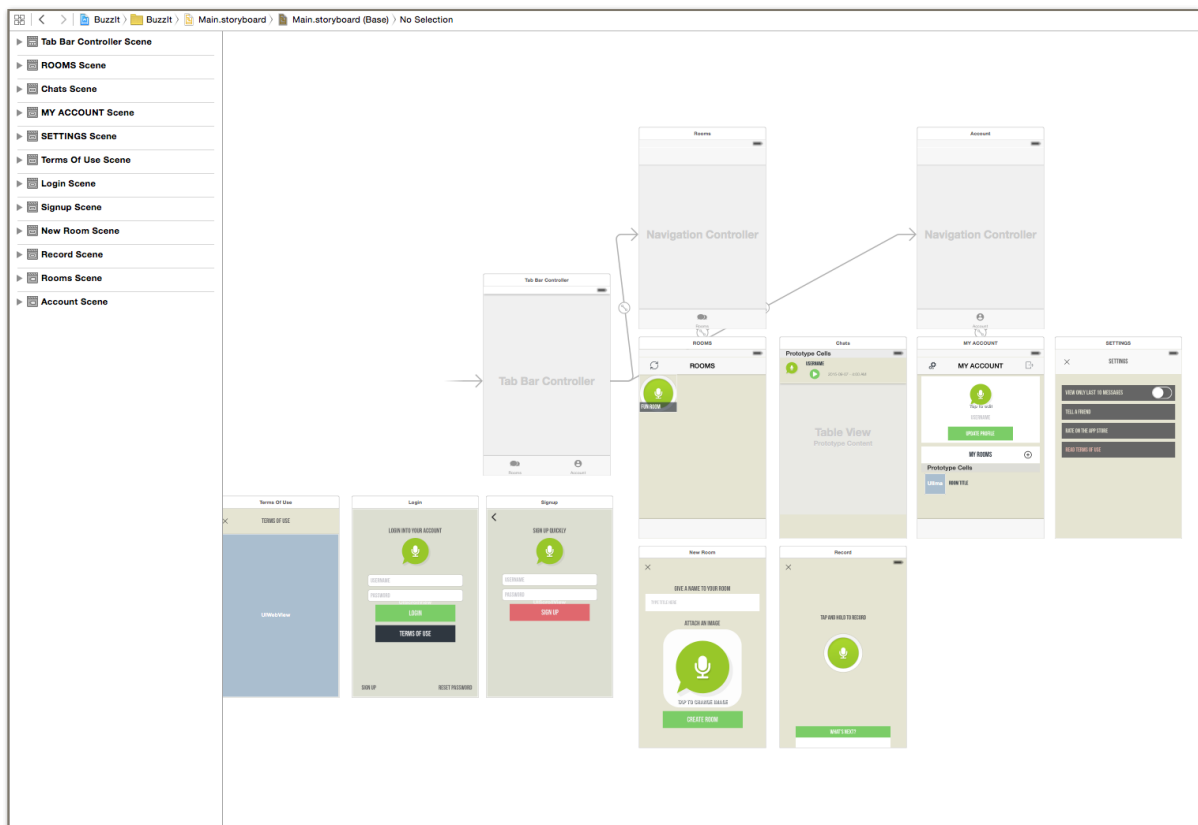
- **Images:** You can easily change App icons, logo, buttons and other images by accessing **Images.xcassets** folder and editing the *.png* and *.jpg* images in there, just **do not rename them** so XCode will still recognize them. Make your reskin and save *.png* files with the same names as the existing ones in the project.

- **Terms Of Use HTML file:** You can find an HTML file called **tou.html** into the XCode project, that's a file you can edit as you wish in order to get approved by Apple under the EULA agreement, since this app is providing public contents that may also be reported by users and must be moderated by you or who will be the admin of your app.

- CONFIGURATION -

Head over **Configs.swift** file and check it out. It contains most of the keys/strings you have to set in order to personalize your app and get connected to your own Parse™ App's database. Check out the comments in the .swift file which will help you editing them.

- **Parse keys:** You must create your own app in **Parse™** and grab its **App Key** and **Client Key** from Settings tab of your app's page. Replace the 2 strings of Parse keys with your own ones.

```swift
let PARSE_APP_KEY = "v1QXGjNBpYQ2jNkGjvHPIUm2ZPzO1p9HghQKzhXs"
let PARSE_CLIENT_KEY = "7z9n297YE8fBWsctPCEuNTPlePxUyA88BhRQoEBV"
```

- **Parse database:** We suggest you to create an App on www.parse.com as soon as possible and use it to test and work with **Buzz It** template. In this way you won't get confused by many posts that other users may have posted in the original database and can test the app from scratch.
If you don't have a **Parse** account yet, it's easy to create it, just go to www.parse.com, sign up for a new account and choose **+Create App**. Give it a name and of course select iOS as platform. You don't need to download the SDK since it's already included in the app.

DO NOT rename any of the strings relative to Parse database (the ones below Parse Keys into **Configs.swift**), otherwise the app will not work properly.

- **Maximum duration of recording:** We've set 10 seconds as maximum time for recording a message. You're free to edit such time interval but please keep in mind that a higher value may affect the loading times of all messages into a chat room due to the bigger size of each audio file sent:

```swift
let RECORD_MAX_DURATION: NSTimeInterval = 10.0
```

- **Refresh time of chats:** We've set 30 seconds as default time interval for the app to automatically refresh messages while you're into a chat room. You're free to change such value but please keep in mind that a lower value may affect the stability of the app and make too many API calls to your Parse™ database.

```swift
let REFRESH_TIME: NSTimeInterval = 30.0
```

- MOBILE ADS SETUP -

- **AdMob Interstitial ads setup**: In order for you to display your own AdMob interstitials you must create a **BANNER UNIT ID** on apps.admob.com. Once you've got it, replace the red string below with your *BANNER UNIT ID* in **Configs.swift**:

```swift
let ADMOB_UNIT_ID = "ca-app-pub-9733347540588953/7805958028"
```

Please note that once your app will be approved and live on the App Store, you may wait for a couple of days before finding it on your AdMob account and link it to your Banner Unit ID. After that yo'll be able to start receiving revenues from Google ads. Check the guide on **http://apps.admob.com**

** **iAd** doesn't need any configuration in the app, you just have to have your Contract for iAd App Network approved in **Agreements, Tax, and Banking** on iTunes Connect (see next page).

Master Agreements

Contracts In Effect

Contract Region	Contract Type	Contract Number	Contact Info	Bank Info	Tax Info	Effective Date	Expiration	Download
All (See Contract)	Paid Applications	MS106455320	Edit	Edit	View	Jun 09, 2015	Jun 15, 2016	Download Agreement
World	iAd App Network	MS9067968	Edit	Edit	View	Oct 29, 2012	Jun 15, 2016	Download Agreement
World	Free Applications	MS107467766	N/A	N/A	N/A	Jul 31, 2015	Jun 15, 2016	N/A

• **Apple Review process:** Sometimes it may happen that an app gets rejected once by Apple reviewers because of ads (iAd or AdMob doesn't matter), that's an issue we encountered too and we can't still understand why since we then re-submitted an app without any change and it got approved, and lots of developers are angry about it as well.

Anyway, check out the screenshot below, you'll get it after clicking on Submit For Review button on iTunes Connect, check the options shown below and everything should go smoothly.

Also, you may want to write a couple of lines in the **Notes** field in iTC telling the reviewer to wait for AdMob banners to show up.

If your app will get rejected once because of IDFA issue, don't get discouraged, just resubmit a new binary to iTunes Connect via XCode and make sure to check the options below.

Advertising Identifier

Does this app use the Advertising Identifier (IDFA)?   ● Yes ○ No

The Advertising Identifier (IDFA) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

If your app is using the Advertising Identifier, check your code—including any third-party code—before you submit it to make sure that your app uses the Advertising Identifier only for the purposes listed below and respects the Limit Ad Tracking setting. If you include third-party code in your app, you are responsible for the behavior of such code, so be sure to check with your third-party provider to confirm compliance with the usage limitations of the Advertising Identifier and the Limit Ad Tracking setting.

This app uses the Advertising Identifier to (select all that apply):

☑ Serve advertisements within the app

☐ Attribute this app installation to a previously served advertisement

☐ Attribute this app installation to a previously served advertisement

If you think you have another acceptable use for the Advertising Identifier, contact us.

Limit Ad Tracking setting in iOS

☑ I, Anne Johnson, confirm that this app, and any third party that interfaces with this app, uses the Advertising Identifier checks and honors a user's Limit Ad Tracking setting in iOS and, when it is enabled by a user, this app does not use Advertising Identifier, and any information obtained through the use of the Advertising Identifier, in any way other than for "Limited Advertising Purposes" as defined in the iOS Developer Program License Agreement.

Good luck with Buzz It, and don't forget to rate it on your Downloads page on CodeCanyon!

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