

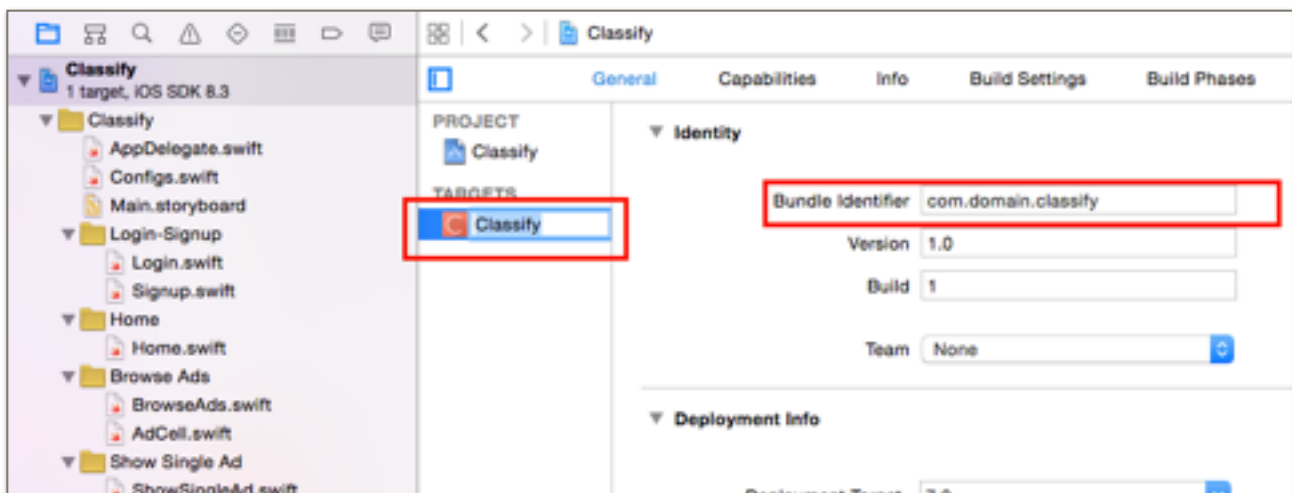
Classify

User Guide

Thanks for purchasing **Classify**, Full Swift iOS Classifieds App Template from CodeCanyon, we really appreciate your support and we're sure you'll have so much fun with this template!

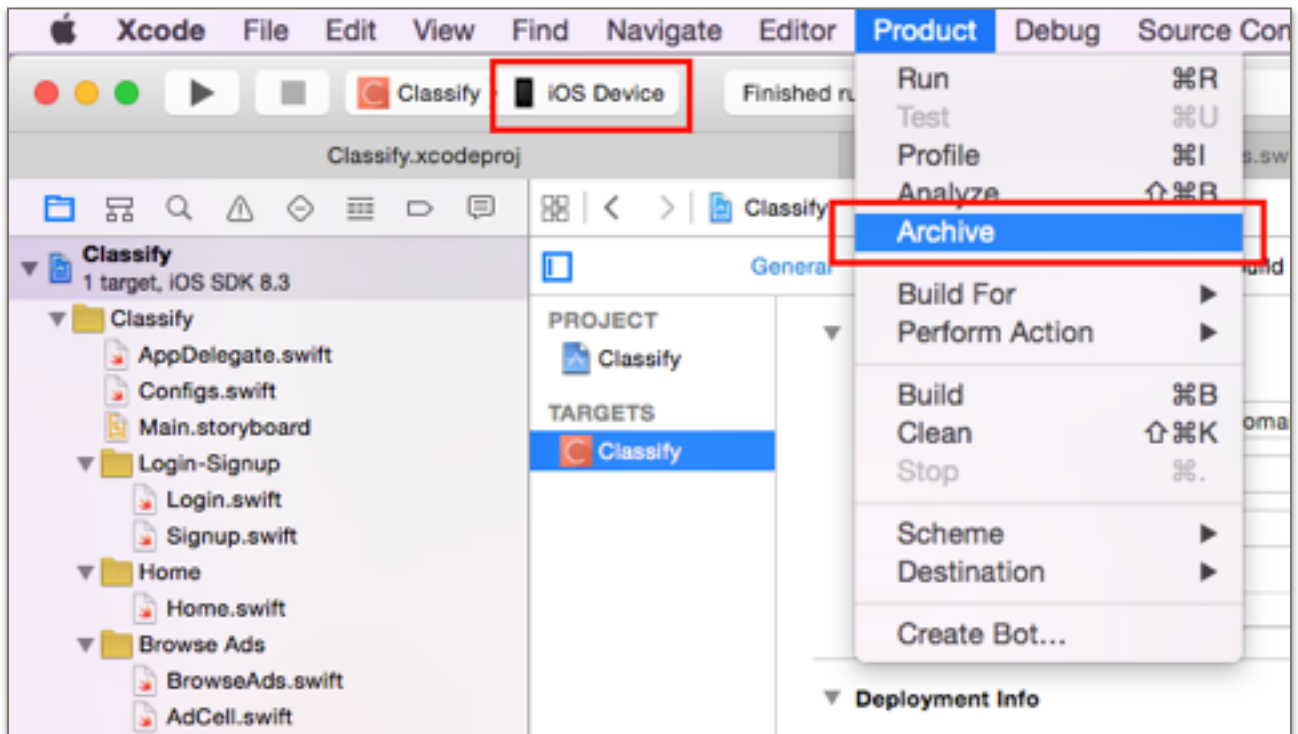
- First Setup -

- **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 **Classify** and renaming it as you want, so you'll see your own app's name underneath the app's icon (see below):



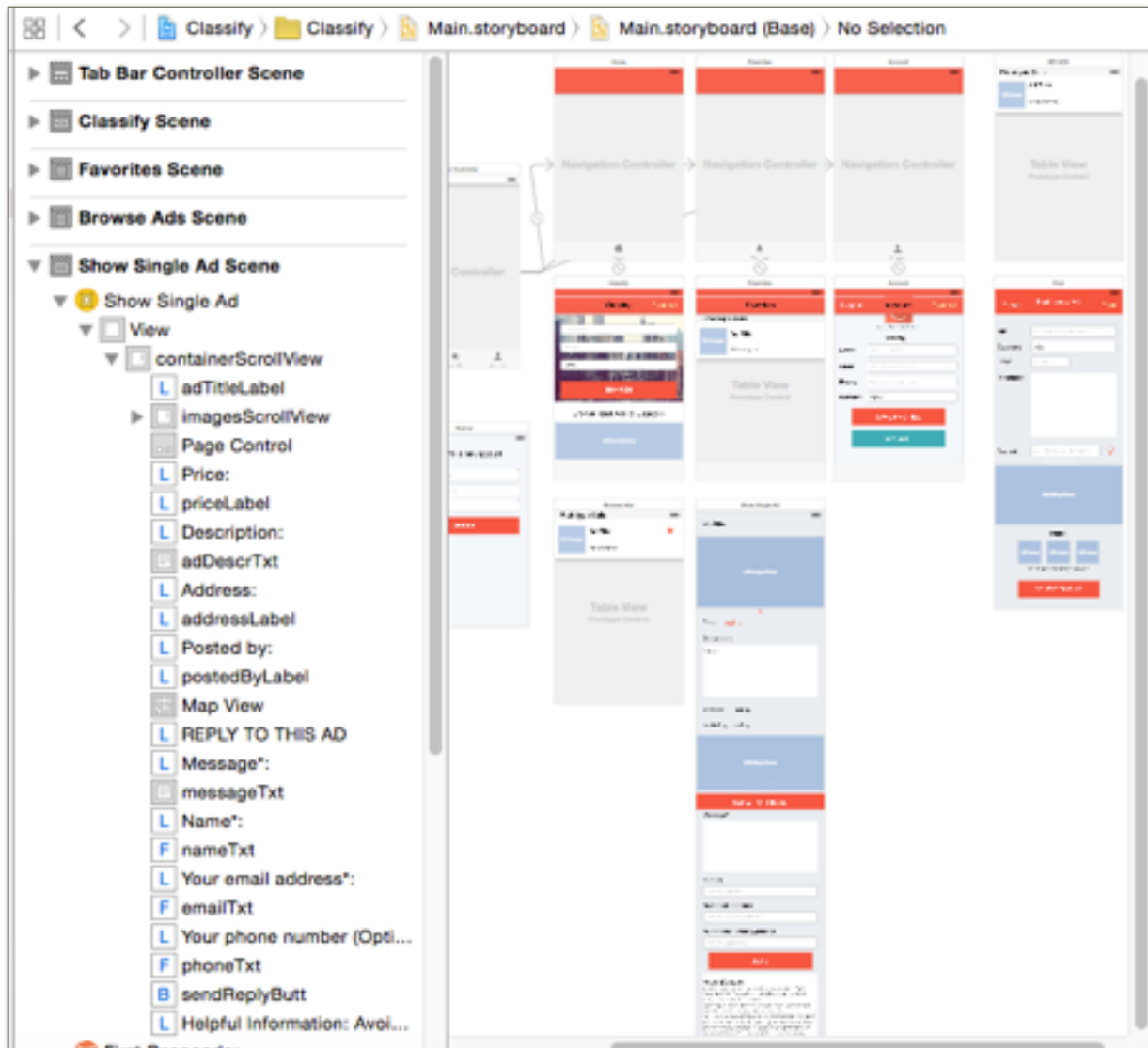
NOTE: do not change the *Classify* folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.

- **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):

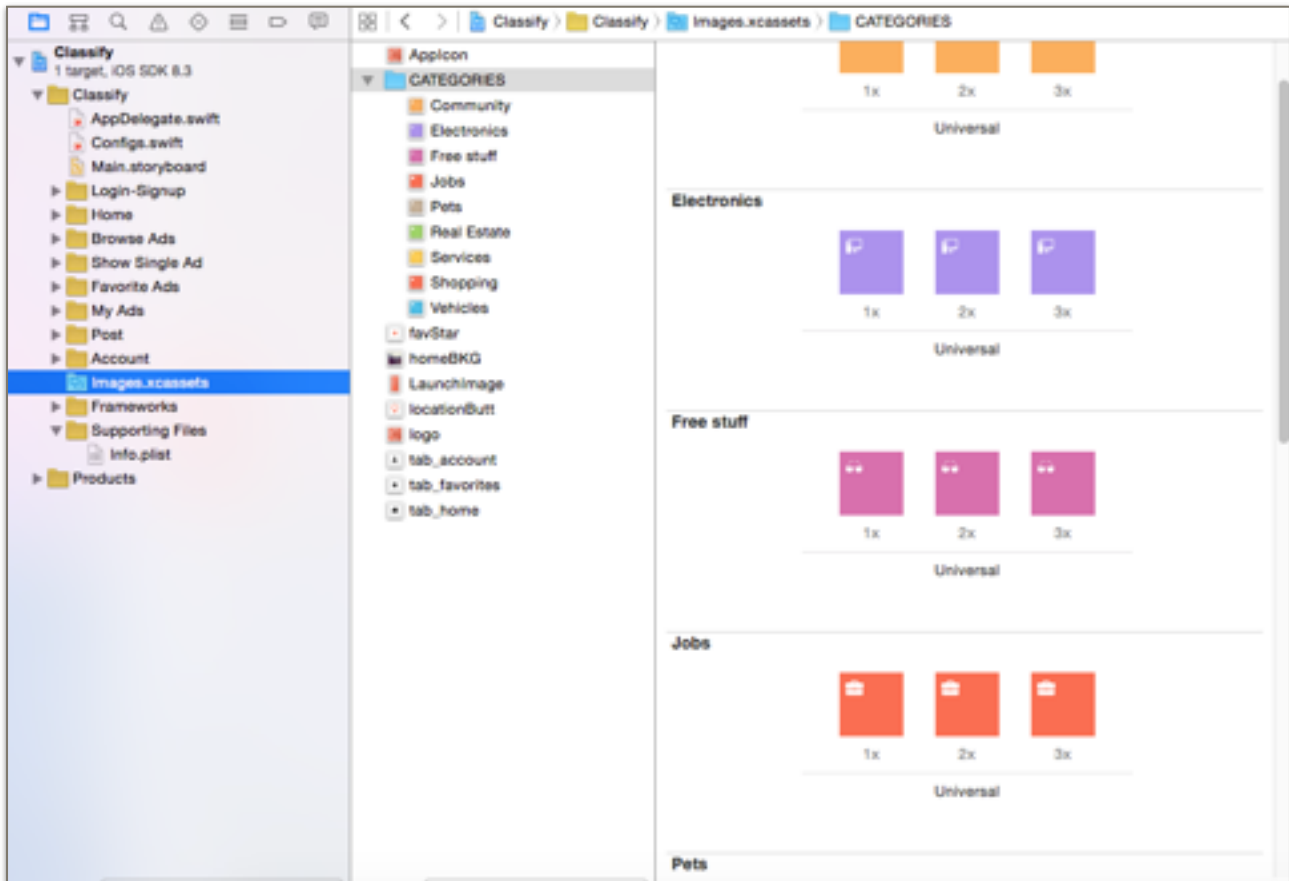


- Customization -

- **User Interface:** If you want to edit the User Interface of **Classify**, 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 below)



- **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 User HTML file: You can find an HTML file called you.html into the XCode project (in the Home folder on the left side), 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 y users and must be moderated by you or who works with you.

- Configuration -

Head over **Configs.swift** file and check it out. It contains most of the keys/strings you have to set in order to customize 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 (replace the 2 red strings below with your own keys on Parse) */
var PARSE_APP_KEY = "CULADSVv6XKJoMVDotTm1STM6rUPJ9suUxDeErrY"
var PARSE_CLIENT_KEY = "xmysXmHiKD2BlrxxtbCE0qbMK4xxBE0k57YJQ6x"
```

- **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.

- **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 **Classify** 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.

- **Categories:** We've set a few categories into **Configs.swift** file, they're stored into a simple Array:

```
var categoriesArray = [  
    "Jobs",  
    "Real Estate",  
    "Services",  
    "Electronics",  
    "Vehicles",  
    "Shopping",  
    "Community",  
    "Pets",  
    "Free stuff"  
  
    // You can add more Categories here....  
]
```

As the comment above says, you can add new categories underneath the existing ones, or you can also edit the existing ones as you wish, the app will show them in the Home screen and wherever they get called.

One important thing is that you name their relative .png images exactly like the strings you've edited/added in the `categoriesArray`.

- **Path to the .php file that will send a reply to a user:** This app package includes a .php file called *sendReply.php*. You need to upload it into a folder in your web server (you should have an active domain and hosting with some provider like GoDaddy or whatever you like, you must be able to access it via FTP, and make sure that it has PHP 5 or above enabled. Most of the hosting providers in the world have PHP included even in their basic plans, so you don't need to buy an expensive hosting service). Once you've uploaded *sendReply.php* into your directory, get its path.

Example: if your domain name is richarddoe.com, and you've created a folder into the root called "classify", then your path will be the following:

`http://www.richarddoe.com/classify/`

It's important to add the "/" slash symbol at the end of the folder's name, as shown in the example above.

Lastly, replace the following red string into your own url path:

```
// IMPORTANT: Change the red string below with the path where you've stored  
the sendReply.php file (in this case we've stored it into a directory in our  
website called "classify")  
var PATH_TO_PHP_FILE = "http://www.fvimagination.com/classify/"
```

In this way users will be able to send messages to the ones who posted ads in the app (of course, they must have updated their profiles with a valid email address).

In order for you to test this awesome feature, create a test user via Classify app, update its profile with your own email address, post an Ad and get back to the same ad from the Home screen (not from My Ads), like if you were another users. Fill the Text Fileds of the ad and tap SEND button. If you've done all things right, you should received an email with your message and details.

- Mobile Ads Setup -

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

```
// IMPORTANT: Replace the red string below with your own AdMob INTERSTITIAL's Unit ID
var ADMOB_UNIT_ID = "ca-app-pub-3940256099942544/2934735716"
```

•**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.

If your app will get rejected once because of IDFA issue, don't get mad, 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 Classify, and don't forget to rate it on your Downloads page on CodeCanyon!



www.fvimagination.com