

# Feedwes

## User Guide

Thanks for purchasing **Feedwes**, Full Swift iOS 8/9 Universal News Aggregator App Template from CodeCanyon, we really appreciate your support and we're sure you'll have so much fun with this template!

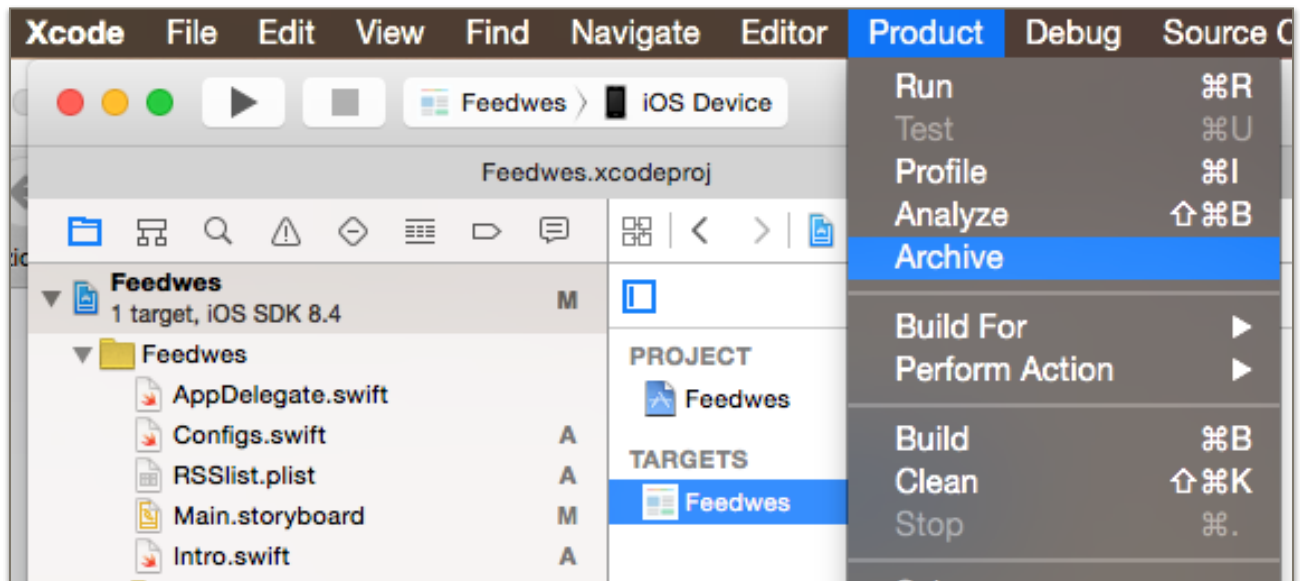
### - BASIC SETUP -

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



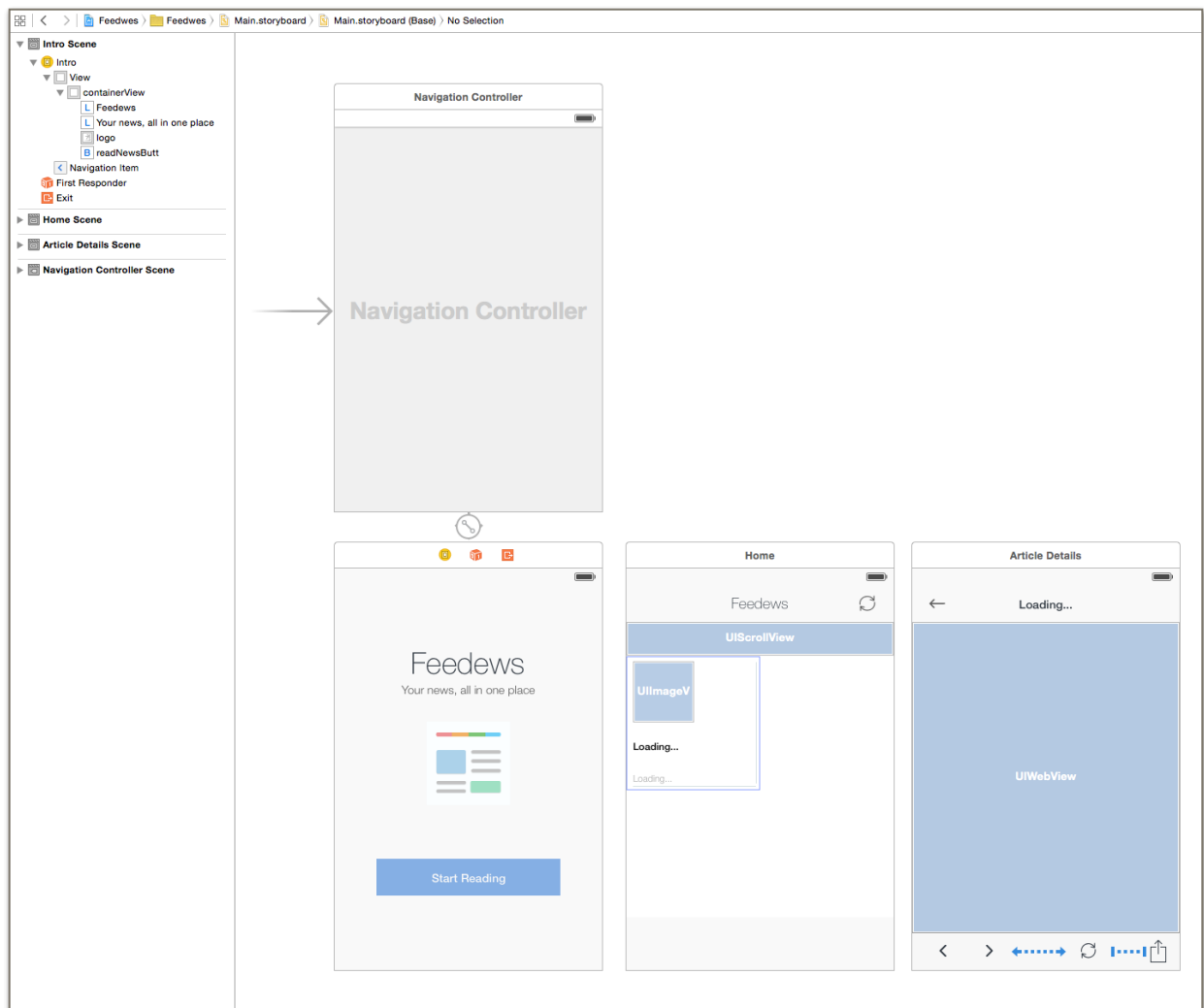
**NOTE:** do not change the **Feedwes** folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.

- **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 **Feedwes**, 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.

## - CONFIGURATION -

Head over **Configs.swift** file and check it out. It contains a few variables you can edit, check comments over those variables to know what to do.

- **Categories and RSS links:** Check out the Array of news categories, if you want to add some new category, just add a string below the last one. Below you can see an example where we've added a new category called **Arts**:

```
let categoriesArray = [
    "World",
    "Politics",
    "Lifestyle",
    "U.S.",
    "Business",
    "Technology",
    "Science",
    "Entertainment",
    "Health",
    "Sport",
    "Arts",
]
```

Now you must enter the **RSSlist.plist** file too and add an Array called **Arts** to the **Root** Dictionary by hitting the “+” sign next to Dictionary word. After that, just click again on the “+” sign next to your new Array to add the strings of your rss links. Hit the “+” sign each time you want to add a row that will contain an RSS link, or hit the “-” sign to remove an existing one.

*Category names are case-sensitive, so just make sure that your new Category's name in the categoriesArray and the one you've added into RSSlist.plist file look exactly the same.*

The image shows a side-by-side comparison of the RSSlist.plist file before and after adding the 'Arts' category. The left pane shows the initial state with categories: Health, Sport, Entertainment, Science, and Technology. The right pane shows the updated state with 'Arts' added as the first item in the Root Dictionary array.

Key	Type	Value
Root	Dictionary (11 items)	
Arts	Array (1 item)	
Item 0	String	http://www.nytimes.com/services/xml/rss/ny/Arts.xml
Health	Array (3 items)	
Item 0	String	http://www.nytimes.com/services/xml/rss/ny/Health.xml
Item 1	String	http://feeds.bbci.co.uk/news/health/rss.xml
Item 2	String	https://news.google.com/news?cf=all&hl=en&pz=1&ned=us&topic=m&output=
Sport	Array (3 items)	
Item 0	String	http://news.google.com/news?cf=all&hl=en&pz=1&ned=us&topic=s&output=
Item 1	String	http://www.nytimes.com/services/xml/rss/ny/Sports.xml
Item 2	String	http://rss.cnn.com/rss/edition_worldsportblog.rss
Entertainment	Array (4 items)	
Item 0	String	http://news.google.com/news?cf=all&hl=en&pz=1&ned=us&topic=e&output=
Item 1	String	http://www.nytimes.com/services/xml/rss/ny/Arts.xml
Item 2	String	http://www.bbc.com/news/10628494
Item 3	String	http://rss.cnn.com/rss/edition_entertainment.rss
Science	Array (4 items)	
Item 0	String	http://news.google.com/news?cf=all&hl=en&pz=1&ned=us&topic=s&output=
Item 1	String	http://www.nytimes.com/services/xml/rss/ny/Science.xml
Item 2	String	http://feeds.bbci.co.uk/news/science_and_environment/rss.xml
Item 3	String	http://rss.cnn.com/rss/edition_space.rss
Technology	Array (5 items)	

That's it, run the app and you'll see your new Category button in the Home screen.

For this app we've simply copied RSS links from some of the popular news website like New York Times, Forbes, Google News, BBC and CNN. Here are some useful links where you can check RSS feed links:

NYT: <http://www.nytimes.com/services/xml/rss/index.html>

GOOGLE NEWS: <https://news.google.com/> -> Select a topic on the right side of the screen, then scroll down until the end of the page and click on RSS to get the RSS page link

FORBES: <http://www.forbes.com/fdc/rss.html>

CNN: <http://edition.cnn.com/services/rss/>

BBC: <http://www.bbc.com/news/10628494>

### - 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](http://apps.admob.com). Once you've got it, replace the red string below with your **BANNER UNIT ID** in **Configs.swift**:

```
let ADMOB_BANNER_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 you'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	<a href="#">Edit</a>	<a href="#">Edit</a>	<a href="#">View</a>	Jun 09, 2015	Jun 15, 2016	<a href="#">Download Agreement</a>
World	iAd App Network	MS9067968	<a href="#">Edit</a>	<a href="#">Edit</a>	<a href="#">View</a>	Oct 29, 2012	Jun 15, 2016	<a href="#">Download Agreement</a>
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 Feedwes, and don't forget to rate it on your Downloads page on CodeCanyon!**

