

Want to use Game Kit in your iPhone and iPod Touch apps?

We're giving iPhone developers the source code for Beam It! so you can easily get started using Game Kit in your apps. You can use any portion of the sample code in your own applications (even commercial apps) but:

- You can't redistribute the entire source code to anyone - you have to link back to us at <http://arctouch.com/beamit>
- You can't compile the entire source code and distribute an app like this (with contact beaming functionality) in the App Store under a different name
- If you use any of our code in your app we'd appreciate a mention somewhere on your site or in the application credits area (not really required, but good karma!)

Prerequisites

You need to be a member of the iPhone Developer Program. Being a Registered iPhone Developer (access to the free stuff) isn't sufficient. You need to be a member of the full Developer Program, as either a Standard Program member or an Enterprise Program member. If you aren't signed up, go here: <http://developer.apple.com/iphone/program/>

Note: The sample code in Beam It! is covered under the iPhone Developer Program confidentiality agreement.

Requirements

- Full Standard or Enterprise membership in the Apple iPhone Developer program
- iPhone 3G or 2nd generation iPod Touch
- iPhone OS 3.0 beta 5
- Macintosh computer with Xcode installed
- A friend, family member or colleague also running Beam It! (optional, but it's kind of nice to have someone to beam things to!)

Support

Visit the Beam It! developer forums: <http://arctouch.com/forums/beamit>

Quick Instructions for Experienced iPhone Developers

1. Use an existing generic AppID and Development Provisioning Profile, or create a new AppID with "BeamIt" in the identifier.
2. Plug your iPhone into your development Mac
3. Open "BeamIt.xcodeproj" in Xcode. Above Overview in the toolbar, select "Active Configuration -> Release". Click "Build and Go".

Full Detailed Instructions for New iPhone Developers

<http://arctouch.com/beamit/developers>