

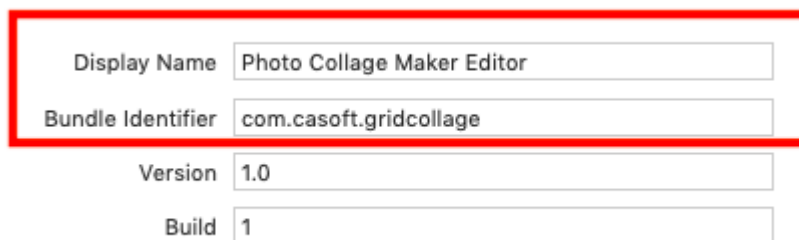
COLLAGE MAKER

User Guide

Thanks for purchasing COLLAGE MAKER | Swift IOS Photo Editor, we really appreciate your support and we're sure you'll have so much fun with this Mobile Application!

- 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 Display Name, so you'll see your own app's name underneath the app's icon (see below):



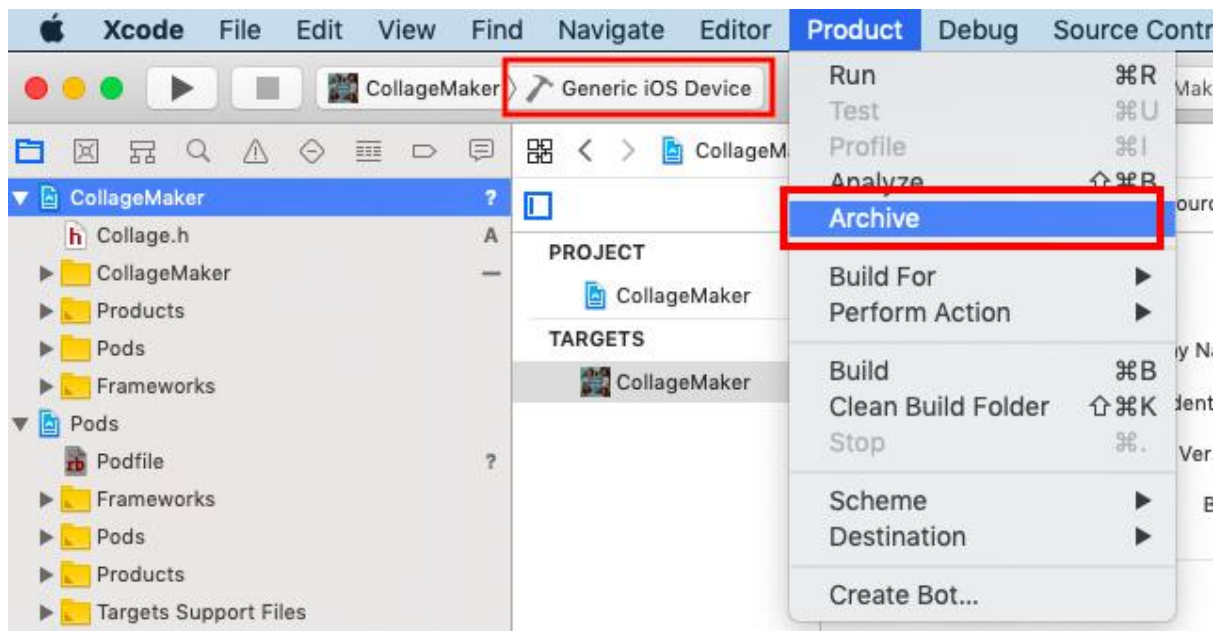
A screenshot of the Xcode project settings interface. A red rectangular box highlights the 'Display Name' and 'Bundle Identifier' fields. The 'Display Name' field contains the text 'Photo Collage Maker Editor'. The 'Bundle Identifier' field contains the text 'com.casoft.gridcollage'. Below these fields, the 'Version' field is set to '1.0' and the 'Build' field is set to '1'.

Display Name	Photo Collage Maker Editor
Bundle Identifier	com.casoft.gridcollage
Version	1.0
Build	1

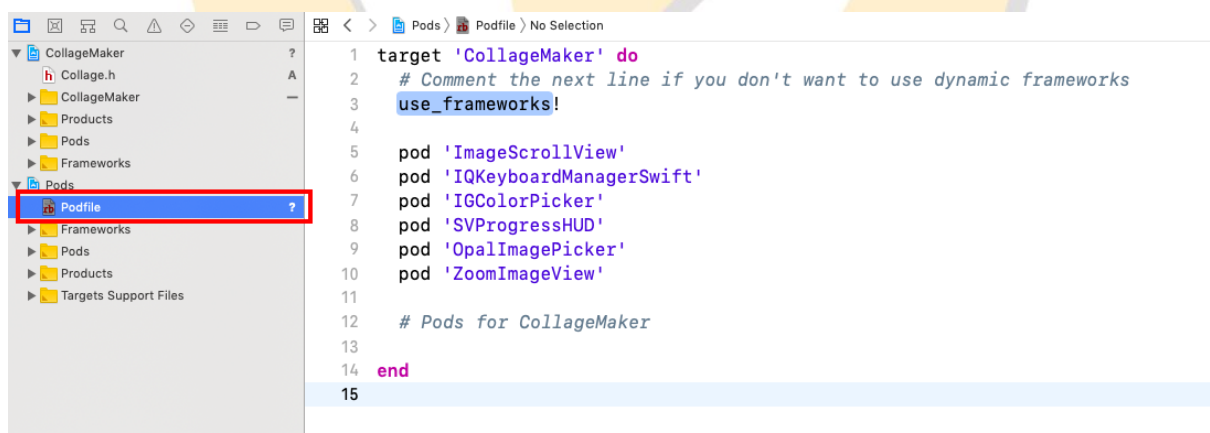
- NOTE -

Do not change the CollageMaker 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 **Generic iOS Device** on the device list and then click on **Product -> Archive** to launch the **Organizer** and archive the app (see below):



POD INSTALL



[1] Open terminal and type:

sudo gem install cocoapods

Gem will get installed in Ruby inside System library. Or try on 10.11 Mac OSX El Capitan, type:

sudo gem install -n /usr/local/bin cocoapods

If there is an error "activesupport requires Ruby version >= 2.xx", then install latest activesupport first by typing in terminal.

sudo gem install activesupport -v 4.2.6

[2] After installation, there will be a lot of messages, read them and if no error found, it means cocoapods installation is done. Next, you need to setup the cocoapods master repo. Type in terminal

pod setup

And wait it will download the master repo. The size is very big. So it can be a while. You can track of the download by opening Activity and goto Network tab and search for git-remote-https.

Alternatively you can try adding verbose to the command like so:

pod setup --verbose

[3] Once done it will output "Setup Complete", and you can create your XCode project and save it.

[4] Then in terminal cd to "your XCode project root directory" (where your **.xcodproj** file resides) and type:

pod init

[5] Then open your project's podfile by typing in terminal:

open -a Xcode Podfile

[6] Your Podfile will get open in text mode. Initially there will be some default commands in there. Here is where you add your project's dependencies. For example, in the podfile, type

pod 'AFNetworking', '0.9.1'

(this line is an example of adding the AFNetworking library to your project).

Other tips: Uncomment **platform :ios, '9.0'** Uncomment **user_frameworks!** if you're using Swift

When you are done editing the podfile, save it and close Xcode.

[7] Then install pods into your project by typing in terminal:

pod install

Depending how many libraries you added to your podfile for your project, the time to complete this varies. Once completed, there will be a message that says

"Pod installation complete! There are X dependencies from the Podfile and X total pods installed."

Now close your Xcode project. Then locate and open the **.xcworkspace** Xcode project file and start coding. (You should no longer open the **xcodproj** file)

- **Graphics:** You can easily change button icons and app icon graphics by replacing the existing ones with your own png images, check them out into Images.xcassets folder in XCode. remember to make 1x, 2x and 3x png's and name them as the original png's in their relative folders.

How to Use:-

- Select photo from Gallery or Camera. - Select PhotoGrid layouts and Edit Grid Collage Maker Editor.
- Zoom In & Zoom Out to selected photo, the Grid Collage Maker Editor will be changed. - Add text to photo, Over 50+ carefully chosen beautiful fonts, Change text color. - Grid Collage Maker Editor Tens of fancy filters to beautify your photos! - Easy to share – One Tap share photo on any social networking platform.

if you would like to add or remove any functionality, I would love to do that for you with some extra efforts.

Have fun with COLLAGE MAKER, and don't forget to rate it on your Download page!

