

ePOS-Print SDK for iOS

Application Development Setup Guide

M00048700

Rev. A

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Overview

This document describes the procedures to establish the development environment for the application used for printing from iOS device using Xcode 4. Set up the environment to run the sample program supplied with EPSON ePOS-Print SDK for iOS.

Environment for This Document

This document applies to the environment as described below. Information such as the Web page URLs and the download file versions are as of April 2012. If your environment is different from the following, interpret the descriptions accordingly.

- ❑ OS : MacOS X 10.7.3
- ❑ Xcode 4.3
- ❑ Sample program supplied with ePOS-Print SDK for iOS

Relevant Manual

ePOS-Print SDK for iOS User's Manual

Operation Workflow

1. "Setting Up Xcode" on page 4

Download and install Xcode.



2. "Executing Sample Application (Xcode)" on page 8

Execute the sample application using the simulator.

Setting Up Xcode

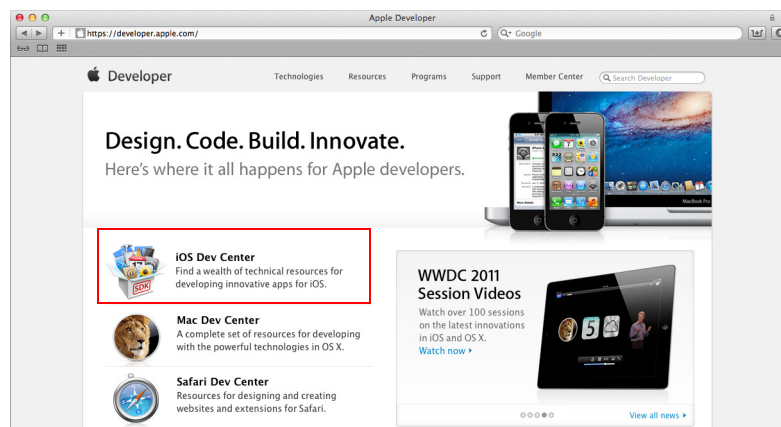
Download and install Xcode.

Downloading Xcode

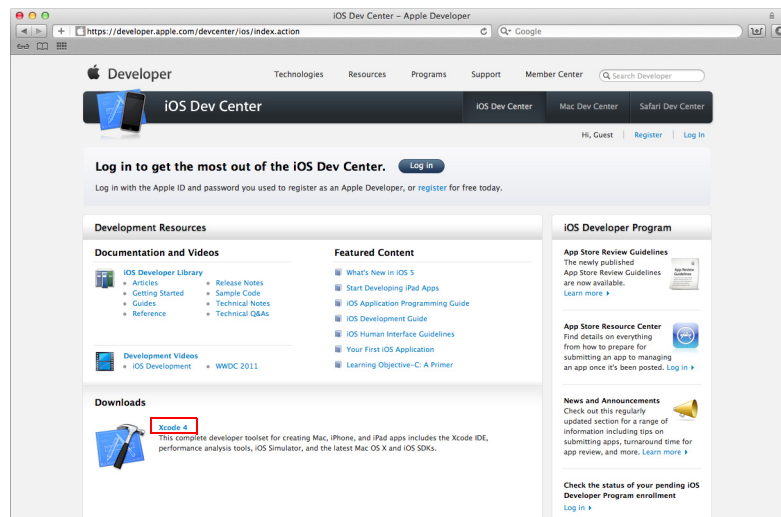


To download Xcode, an Apple ID is required.

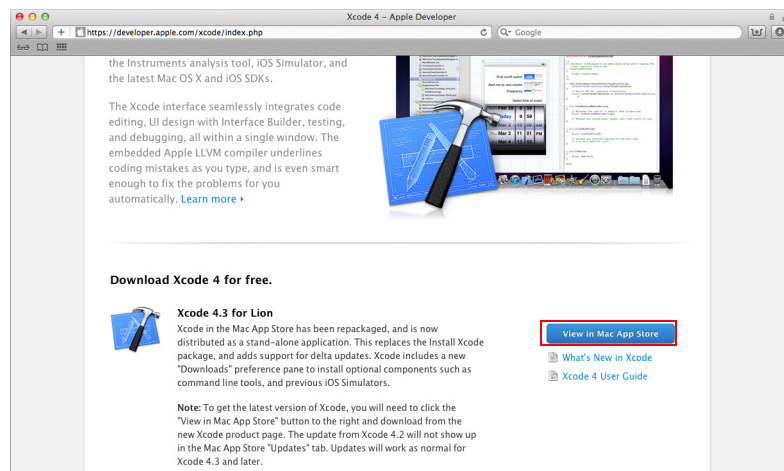
- 1 Access the following URL and select (iOS Dev Center).
<https://developer.apple.com/>



- 2 Select (Xcode 4).



3 Select (View in Mac App Store).



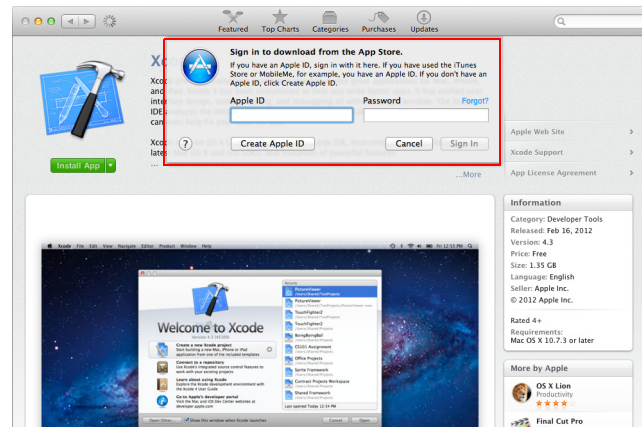
4 When App Store starts, select (Free).



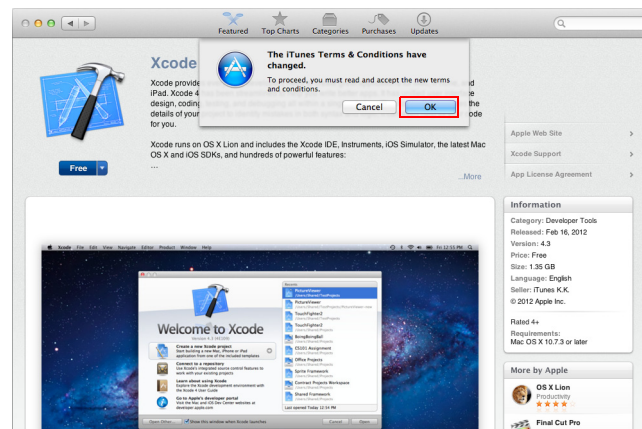
5 Select (Install App) to start installation.



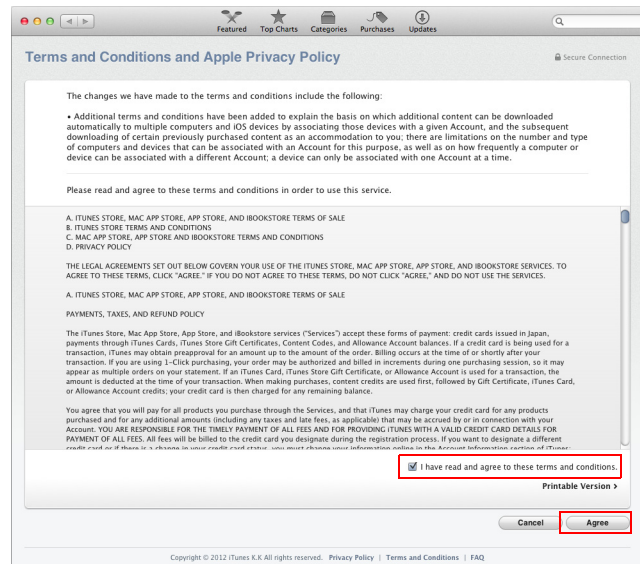
- 6 If you have not logged into App Store, you are prompted to log in. Enter the ID and password and click the (Sign in) button.



- 7 If the message shown below appears after login, click the (OK) button.



- 8 The license agreement appears. Read the contents and select the (I have read..) checkbox. Click the (Agree) button to continue installation.



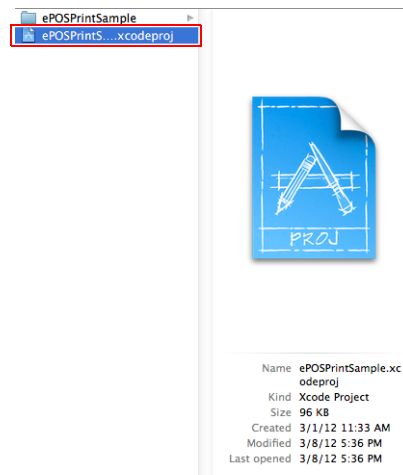
Executing Sample Application (Xcode)

Import the sample program supplied with ePOS-Print SDK for iOS into Xcode, and check operation using the simulator.

Importing Application

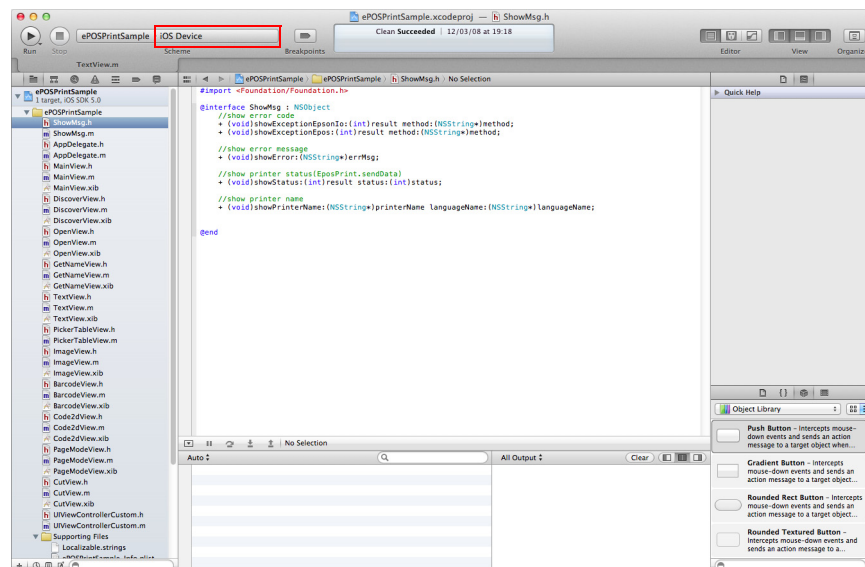
Import the sample application to Xcode.

- 1 Extract ePOS-Print SDK for iOS and save it to a desired location.
- 2 Double-click “ePOSPrintSample.Xcodeproj” in the folder extracted in Step 1 to open the project with Xcode.

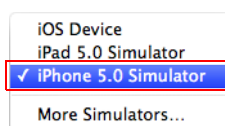


Executing Sample Application (Simulator)

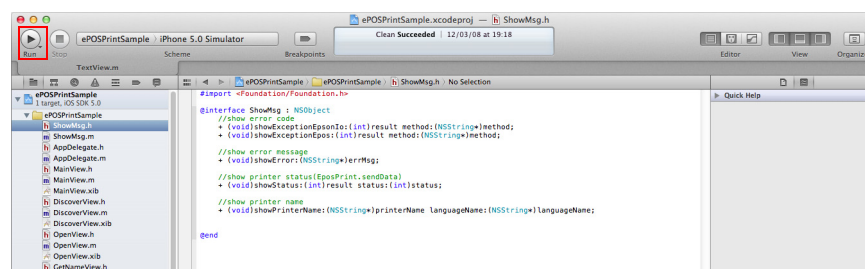
- 1 Click "iOS Device" and select the simulator.



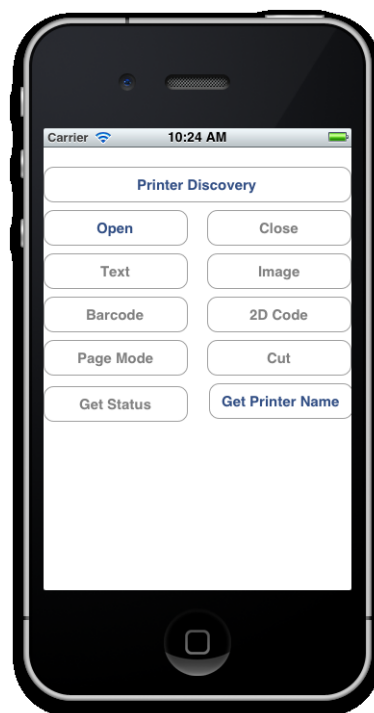
- 2 Select any device. ("iPhone 5.0 Simulator" in this example)



- 3 After selecting a device, click the (Run) button.



4 The application starts.



Executing Sample Application (iOS device)

To run the application using an actual iOS device, set up the device according to How-To's in the following URL:

(To access the following site, joining the iOS Developer Program is required.)

<https://developer.apple.com/ios/manage/overview/index.action>