

Blocks4All Installation Manual

Required Tools

- Mac laptop or desktop computer running OS X 10.10.4 or later
- Xcode 7 or later installed on Mac
 - To install Xcode, see Step 1
- Apple ID (same account you use for iCloud and downloading apps from the App Store)
- USB cable to connect iPad to Mac
- iPad running iOS 9 or later

Instructions

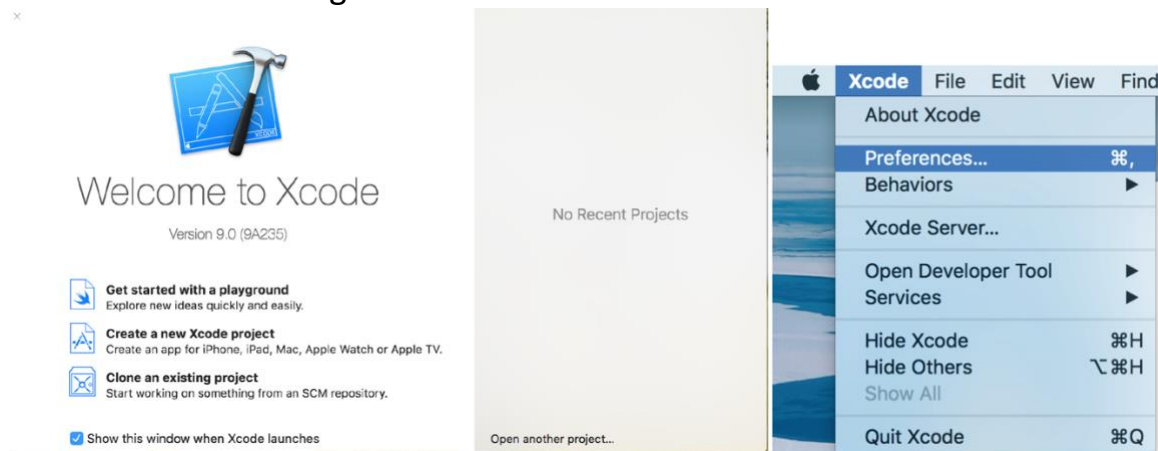
1. If you do not have Xcode 7 or above running on your Mac, download it from the Mac App Store here:

<https://itunes.apple.com/us/app/xcode/id497799835?mt=12>

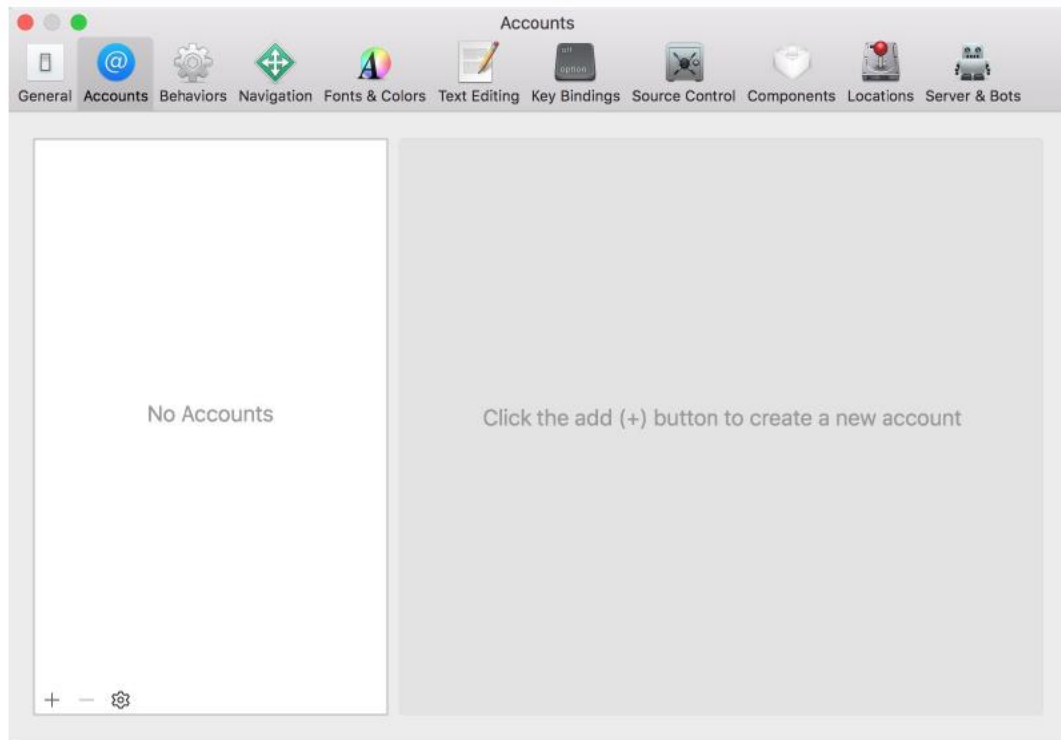
2. Get the Activity Generator code by downloading the files from this link:

<https://github.com/milnel2/blocks4alliOS/tree/master>

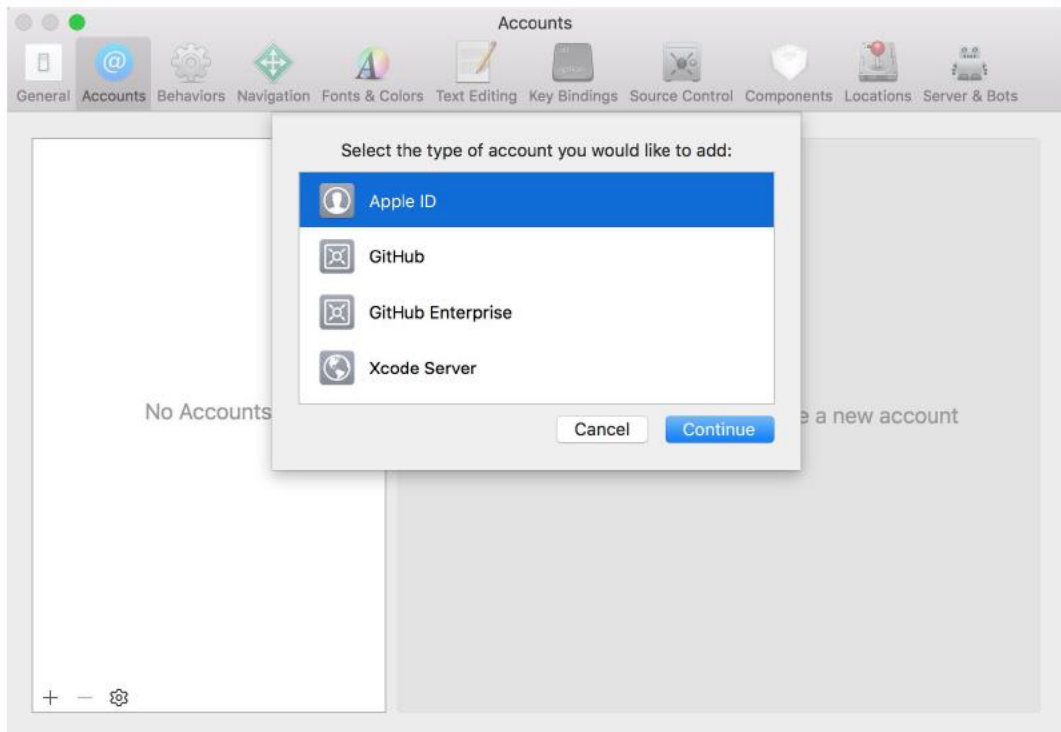
3. Launch Xcode and go to “Preferences”



4. Click on the “Accounts” tab

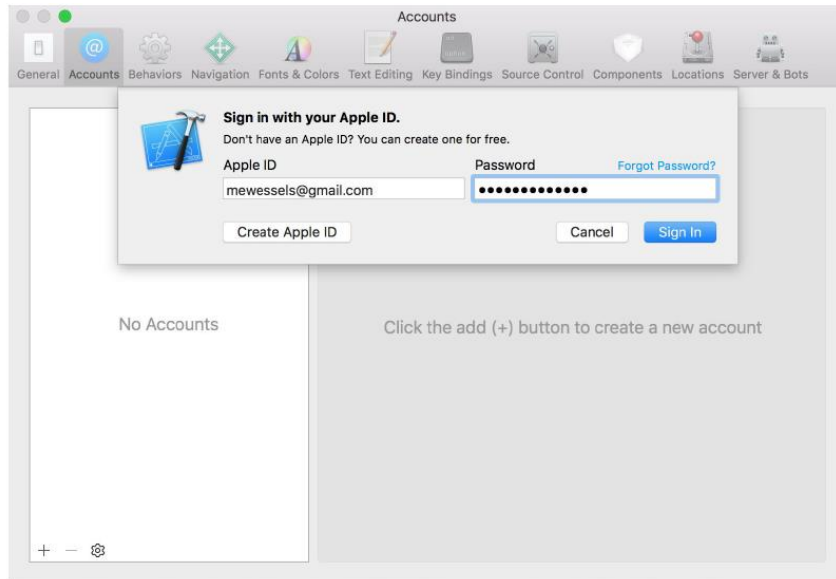


5. Click on the small “+” (plus) button at the bottom of the left panel

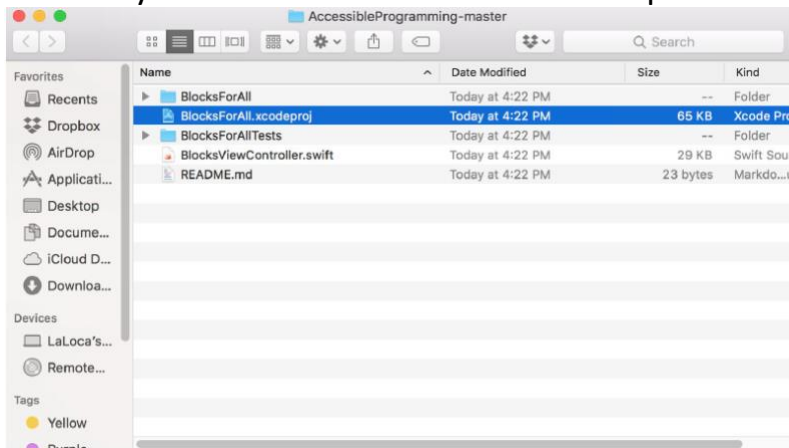


6. Click on “Add Apple ID...” and then type in the same username

(email) and password you used to download Xcode (You do not need to pay for a developer account)



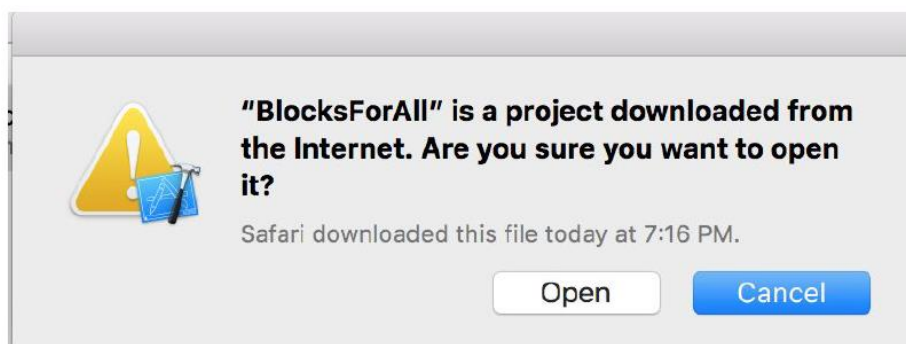
7. Go to your “Downloads” folder and unzip the file you downloaded earlier



8. Double click on the “BlocksForAll.xcodeproj”

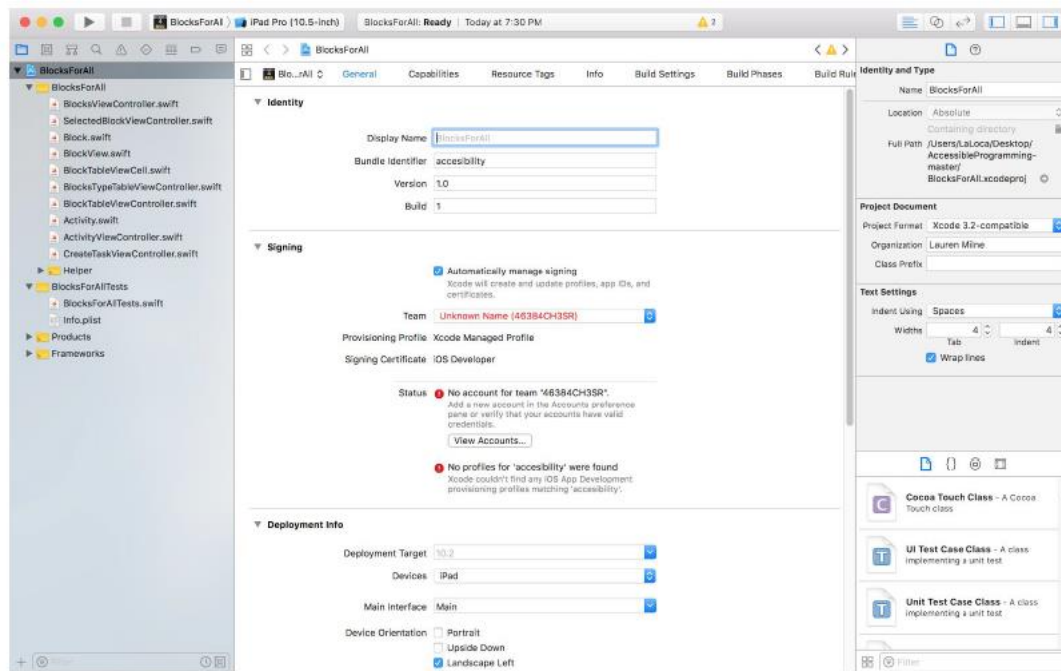
a. This should now open in Xcode

b. If XCode shows the following warning, hit “Open”

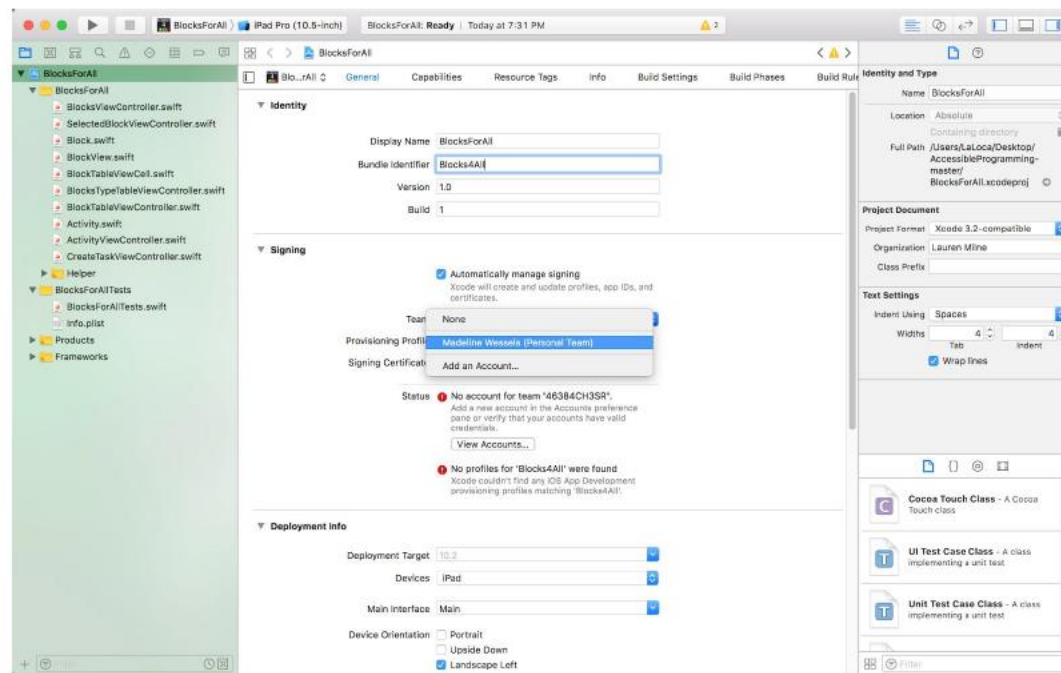


9. Click on “BlocksForAll” in the left side panel

10. Click on the “Identity” tab



11. Change the “Bundle Identifier” and “Display Name” fields to: “Blocks4All”



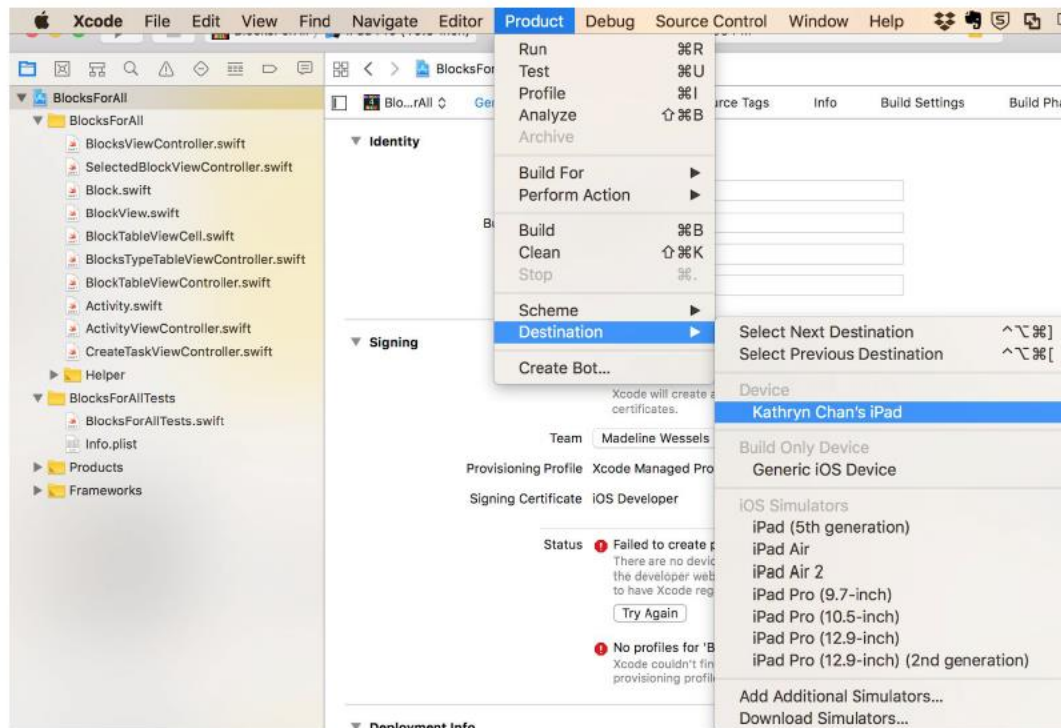
12. Change the “Team” field to the Apple ID you added in step 6

13. Connect the iPad to the computer with the USB cable

a. If the iPad asks if you want to trust the computer, hit “Trust”

14. Click on the “Product” menu

15. Click “Destination” and select the device you just connected

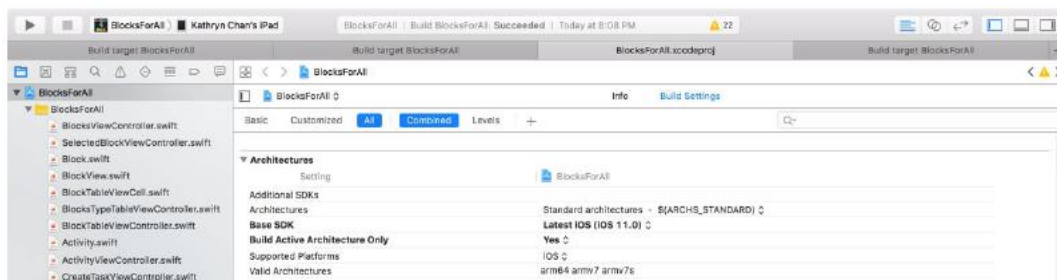


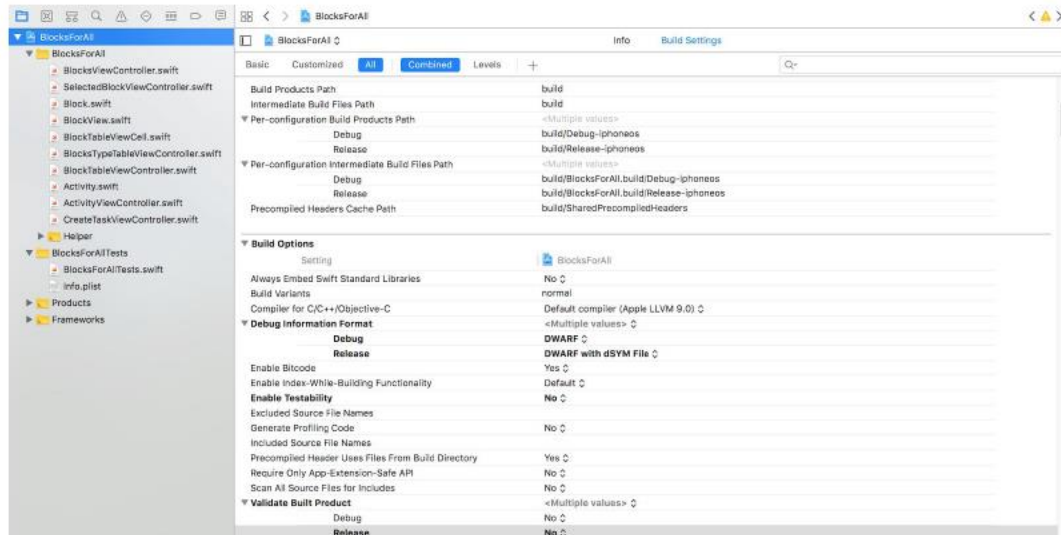
16. Double click on the left side bar where it says BlocksForAll

a. Change the Base SDK field to “Latest iOS”

b. Change the Build Active Architecture Only to “Yes”

c. Scroll down to Build Options. Change the Validate Built Product options “Debug” and “Release” to “No”



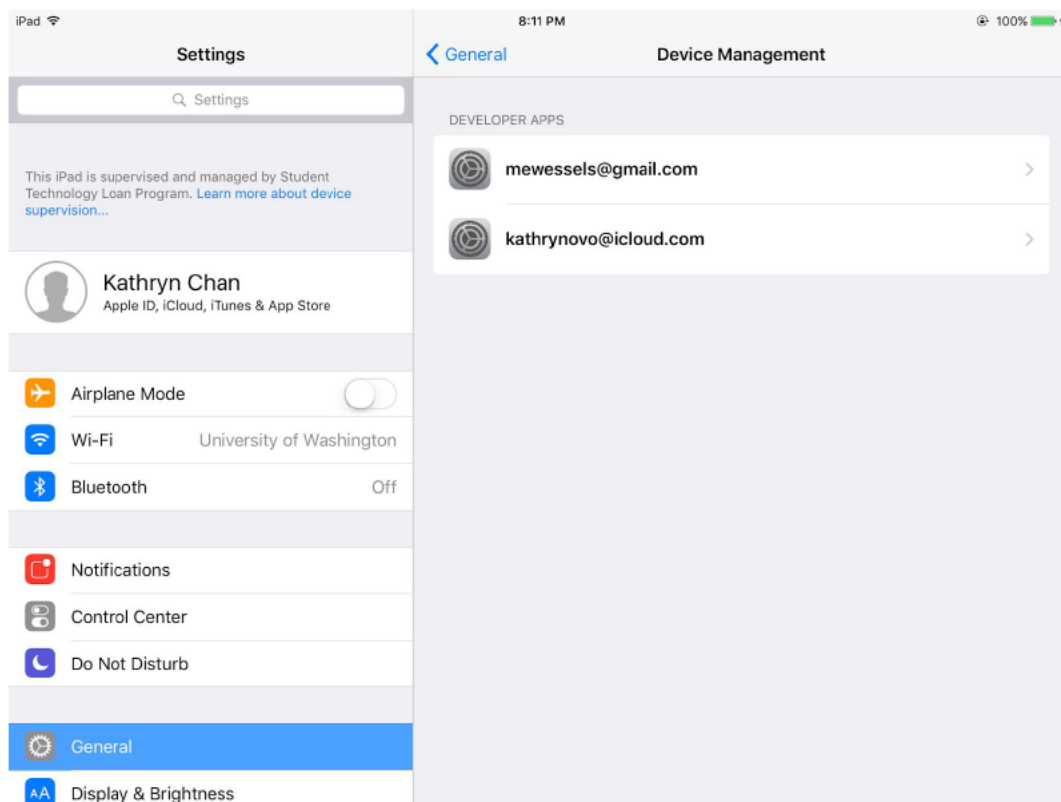


17. Unlock the iPad screen by entering the iPad's passcode

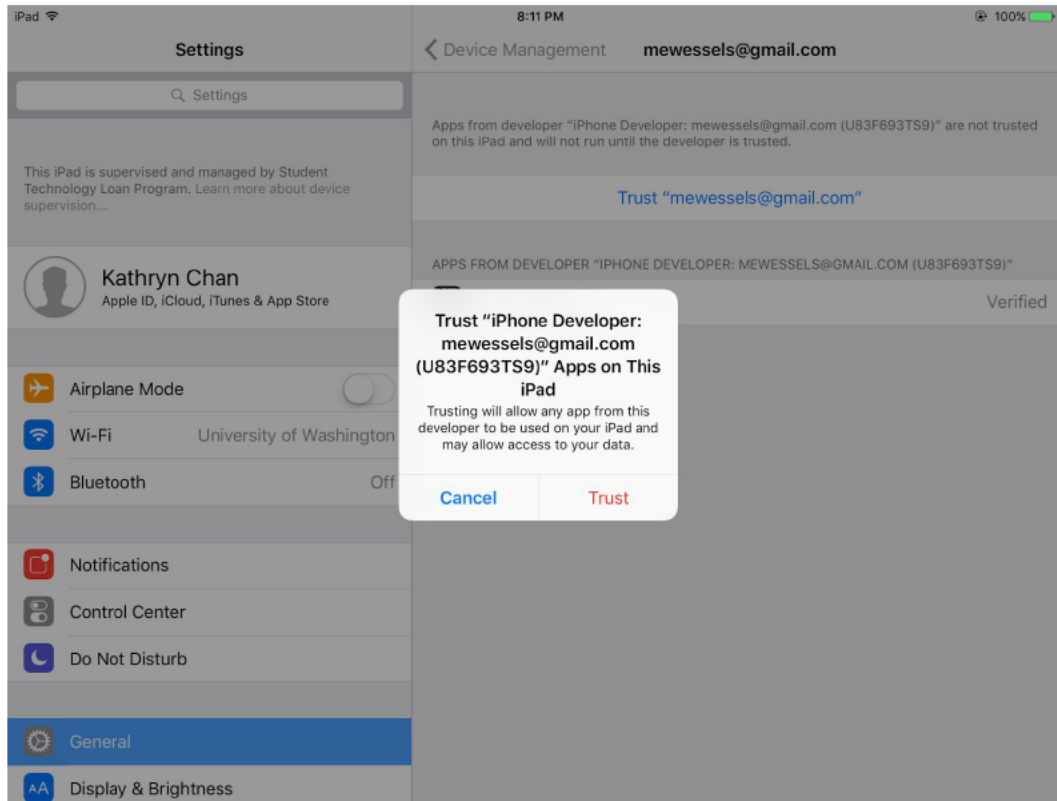
18. On the iPad, go to "Settings"

a. Tap on "General"

b. Tap on "Device Management"



19. Tap on the developer account and select "Trust"



20. Back in Xcode, click on “Run”

a. If you get the following pop-up, “Codesign wants to access key "access" in your keychain”, enter your Mac user password and hit “Always Allow”

21. Wait for a few minutes for Xcode to load the iPad app to the device

a. You will know the loading has finished when the Blocks4All app shows up on the iPad screen!