Classify

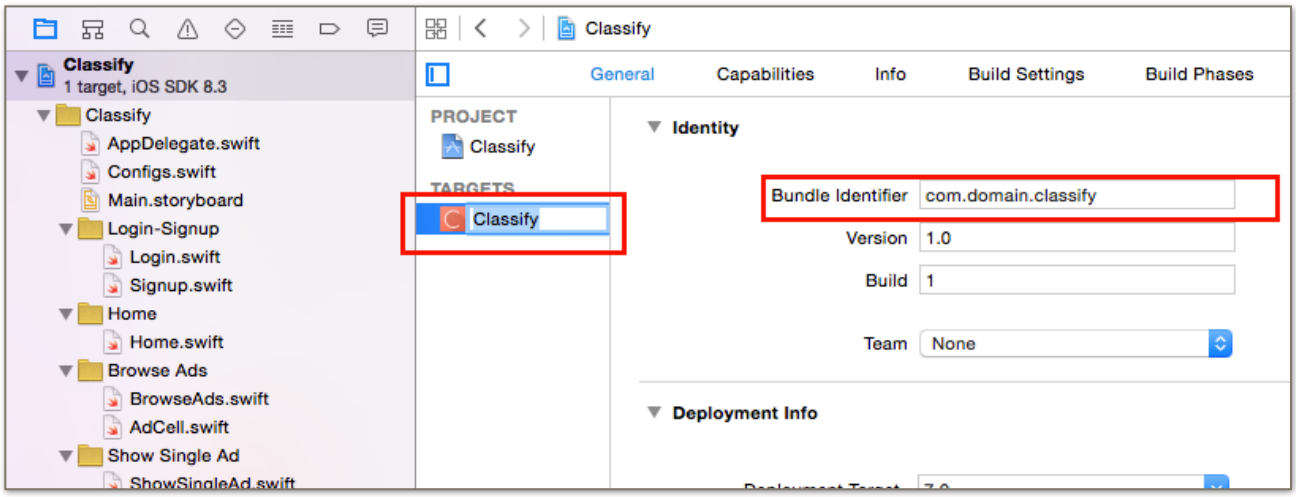
User Guide

Thanks for purchasing **Classify**, Full Swift iOS Classifieds App Template from CodeCanyon, we really appreciate your support and we're sure you'll have so much fun with this template!

Please note that if you've downloaded this app template as an update (so it's not your first purchase), we've changed the backend to Apple CloudKit since Parse™ will shutdown on January 2017, so if your app has data stored into your Parse database, you have to insert all your data manually into CloudKit Dashboard, after setting up the app with your iCloud account.

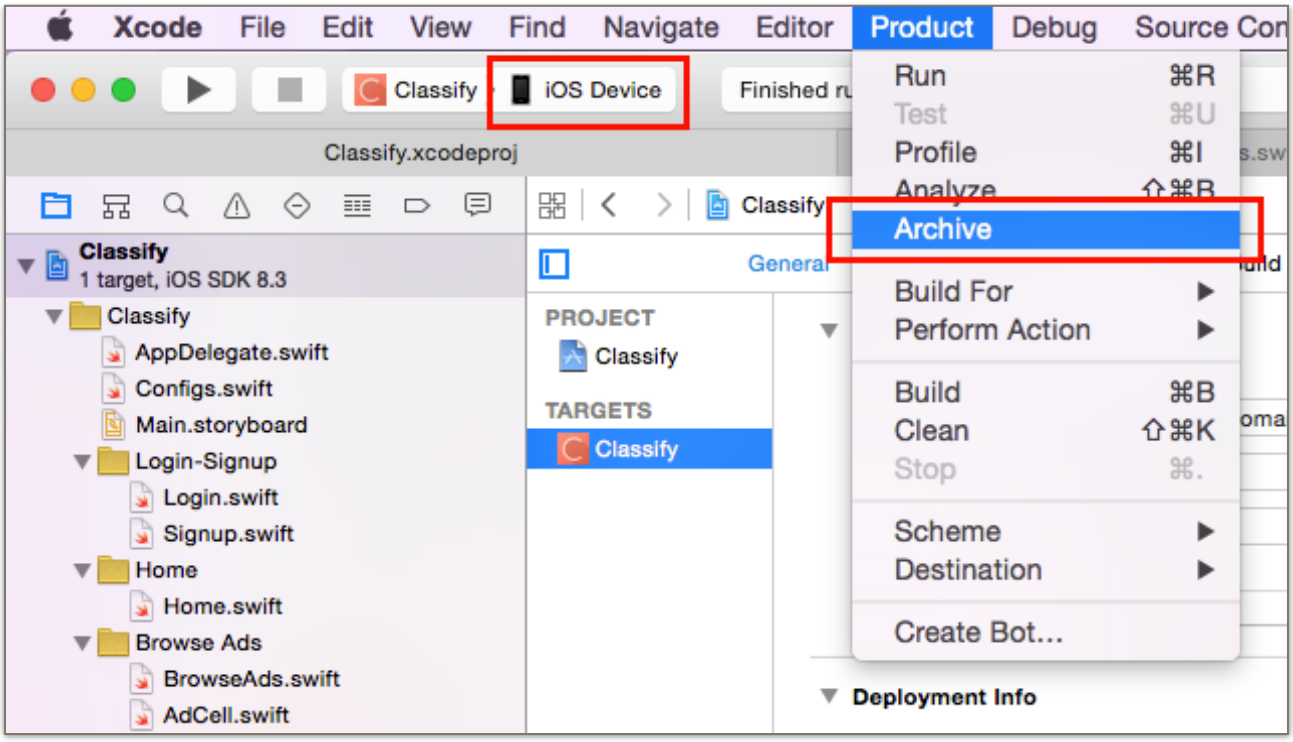
- First Setup -

- **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 App's name under **TARGETS** by double clicking on **Classify** and renaming it as you want, so you'll see your own app's name underneath the app's icon (see below):



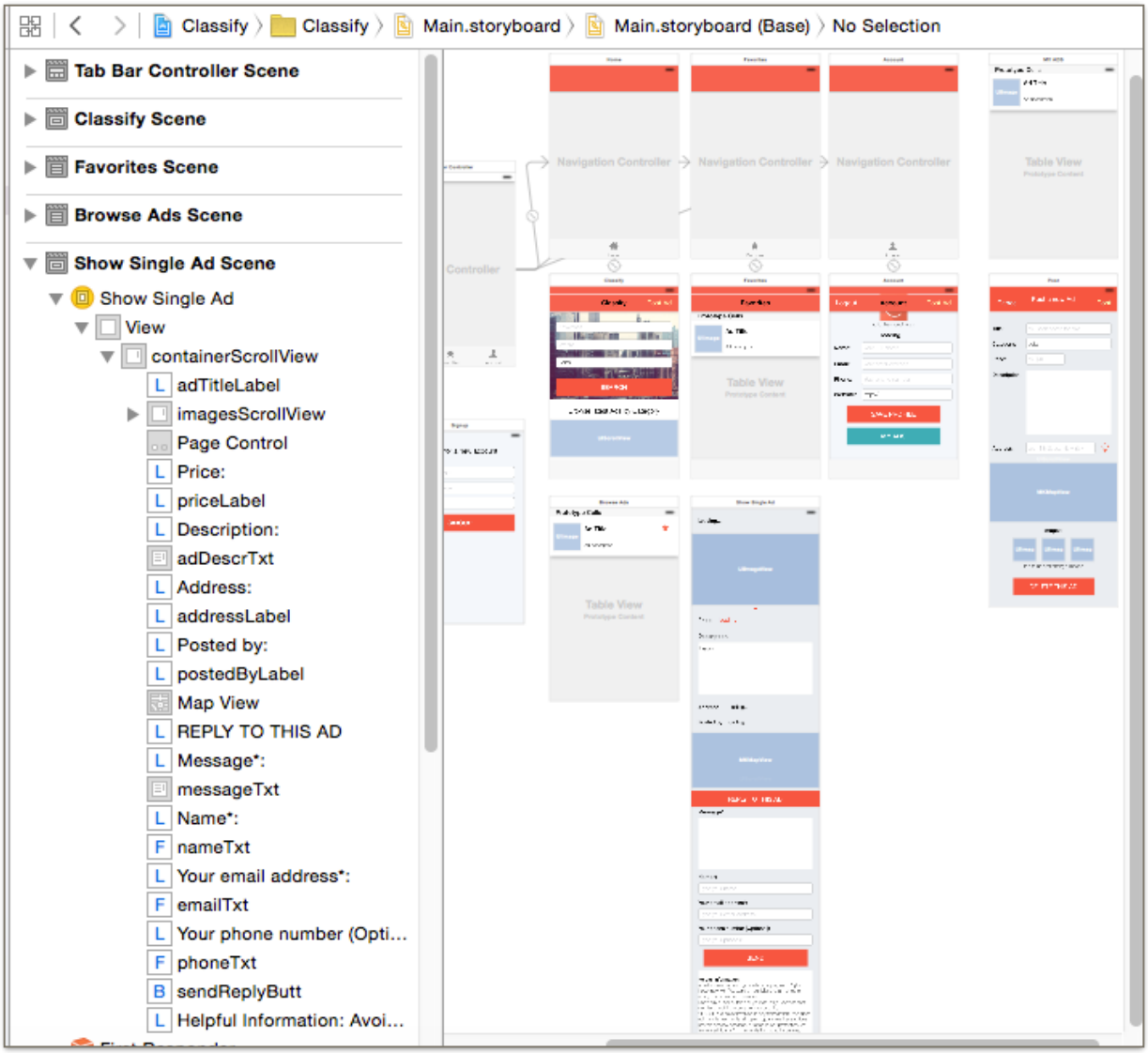
NOTE: *do not change the* **Classify** *folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.*

- **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 **Classify**, 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 below)



- **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.

Terms Of Use HTML file: You can find an HTML file called you.html into the XCode project (in the Home folder on the left side), that's a file you can edit as you wish in order to get approved by Apple under the EULA agreement, since this app is providing public contents that may also be reported y users and must be moderated by you or who works with you.

- Configuration -

Head over **Configs.swift** file and check it out. It contains most of the keys/strings you have to set in order to customize your app and get connected to your own Parse App's database. Check out the comments in the swift file which will help you editing them.

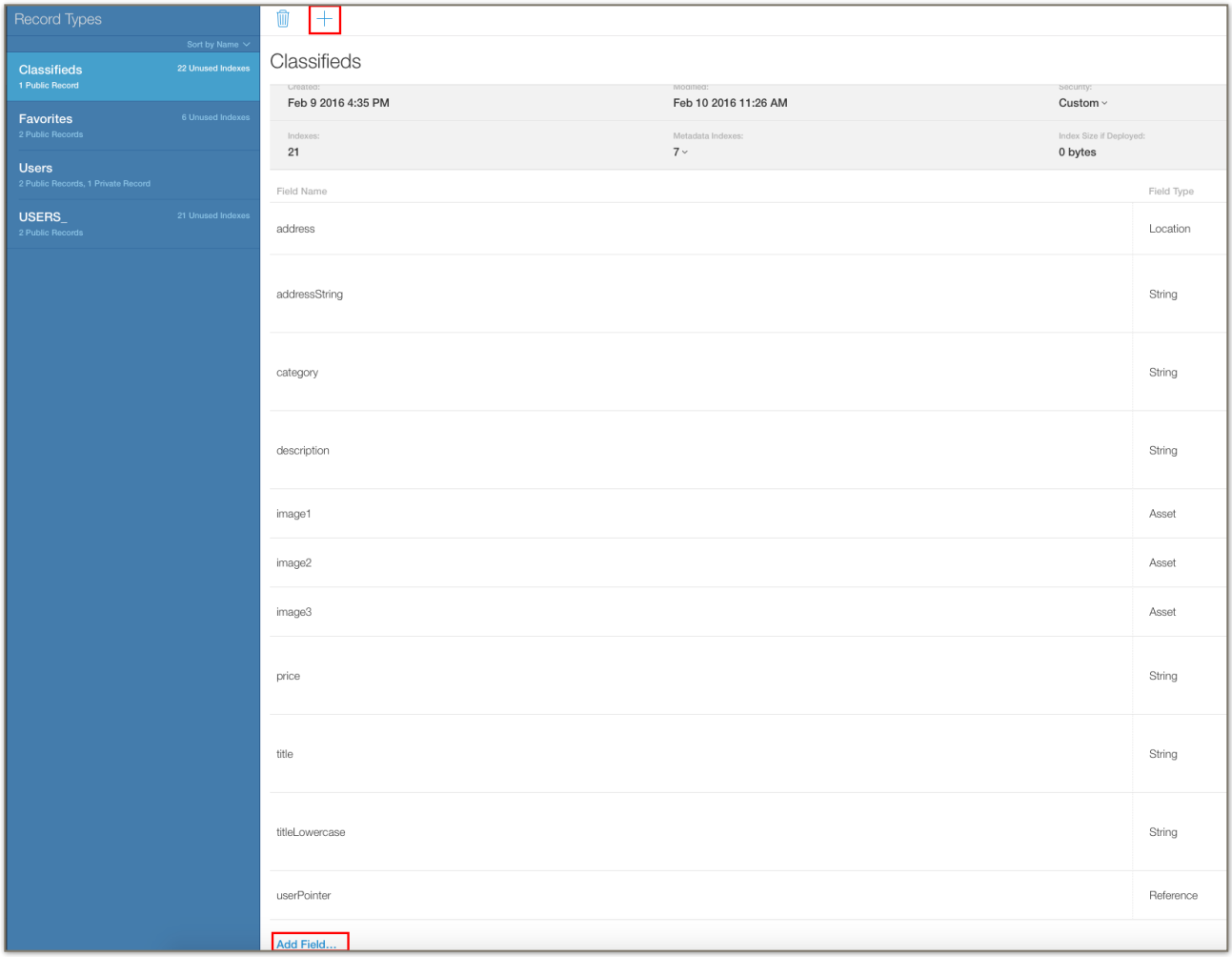
- CloudKit setup -

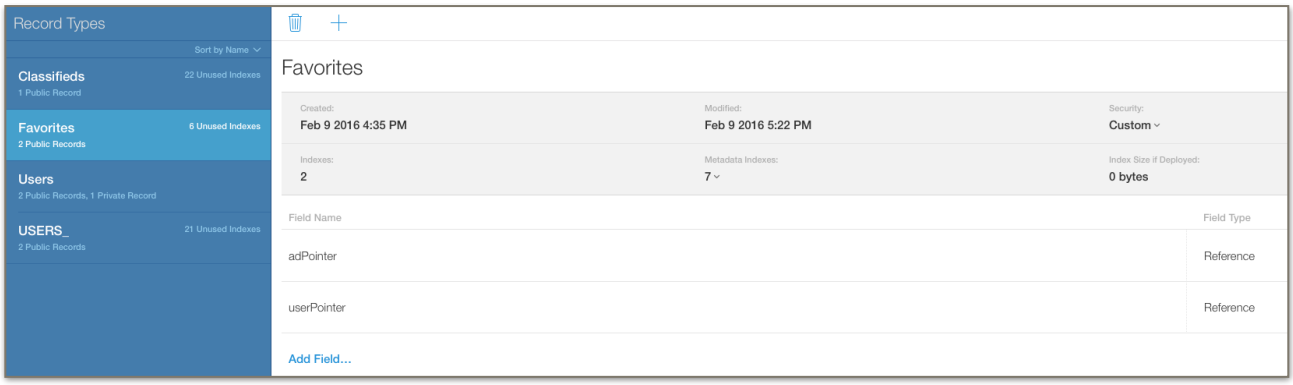
Before using the app, you must create your app ID and Bundle Identifier as mentioned in the beginning of this guide, then manually create all Record Type into your CloudKit Dashboard.

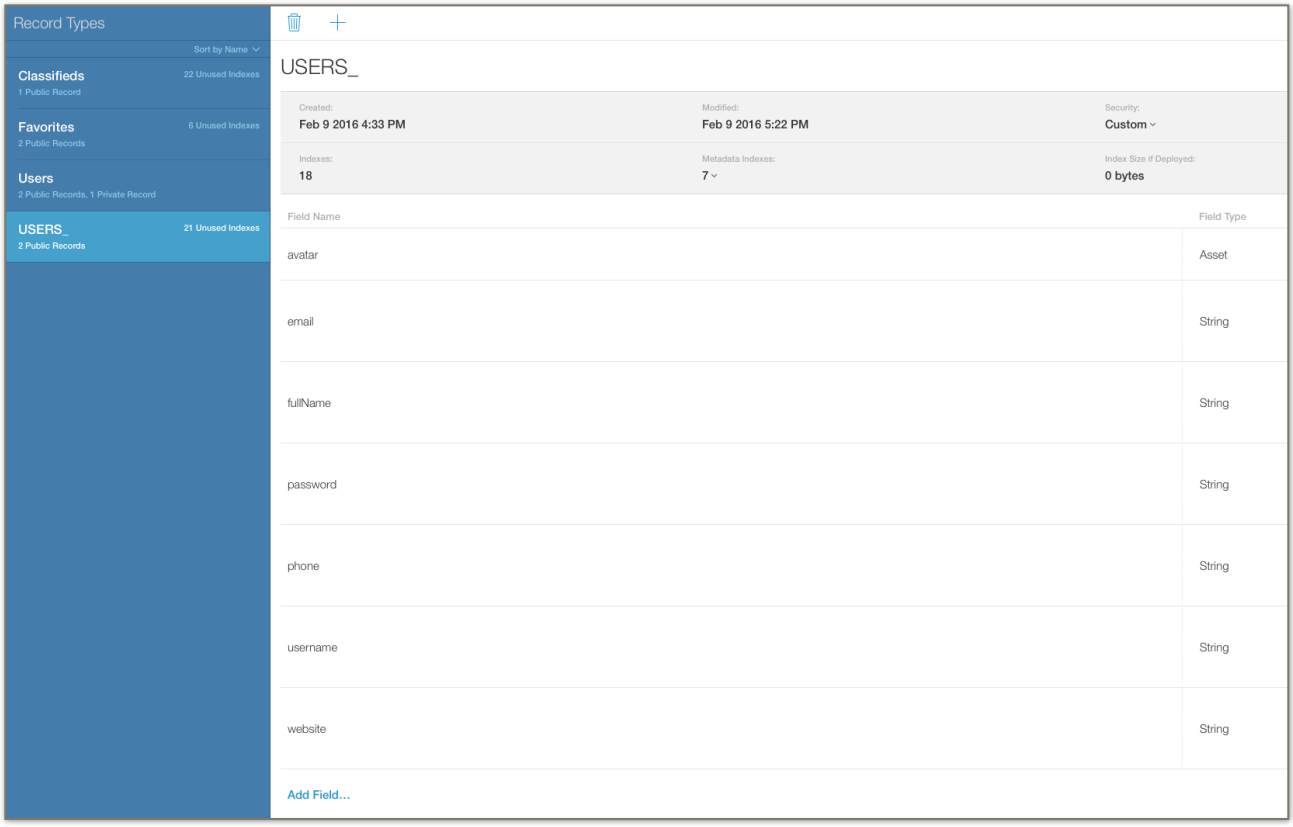
Select **Record Types** tab in the right-side panel, use the blue + button to add a new **Record Type**, give it the proper name (case sensitive) as shown in the screenshots below and click **Add Field…** button to add the necessary fields.

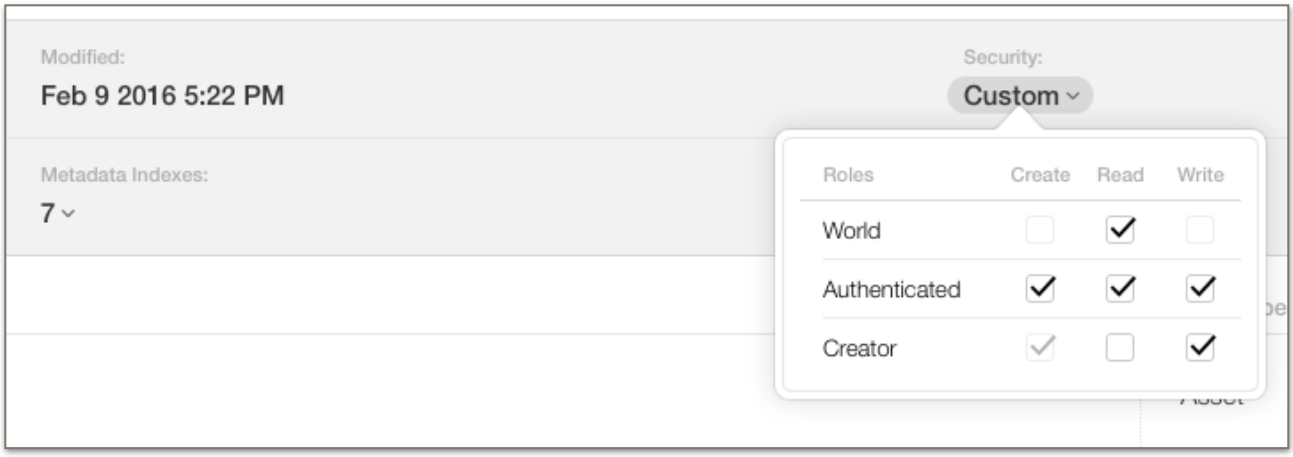
When you're done, select each **Record Type in the blue list on the left**, one by one, and set its **Security** option to **Authenticated -> Create, Read, Write.**
***** Ignore the **Users** Record Type, the right one is the one called **USERS_ ***

Please be careful while naming them and setting their Field Type, all data must be exactly as shown below:

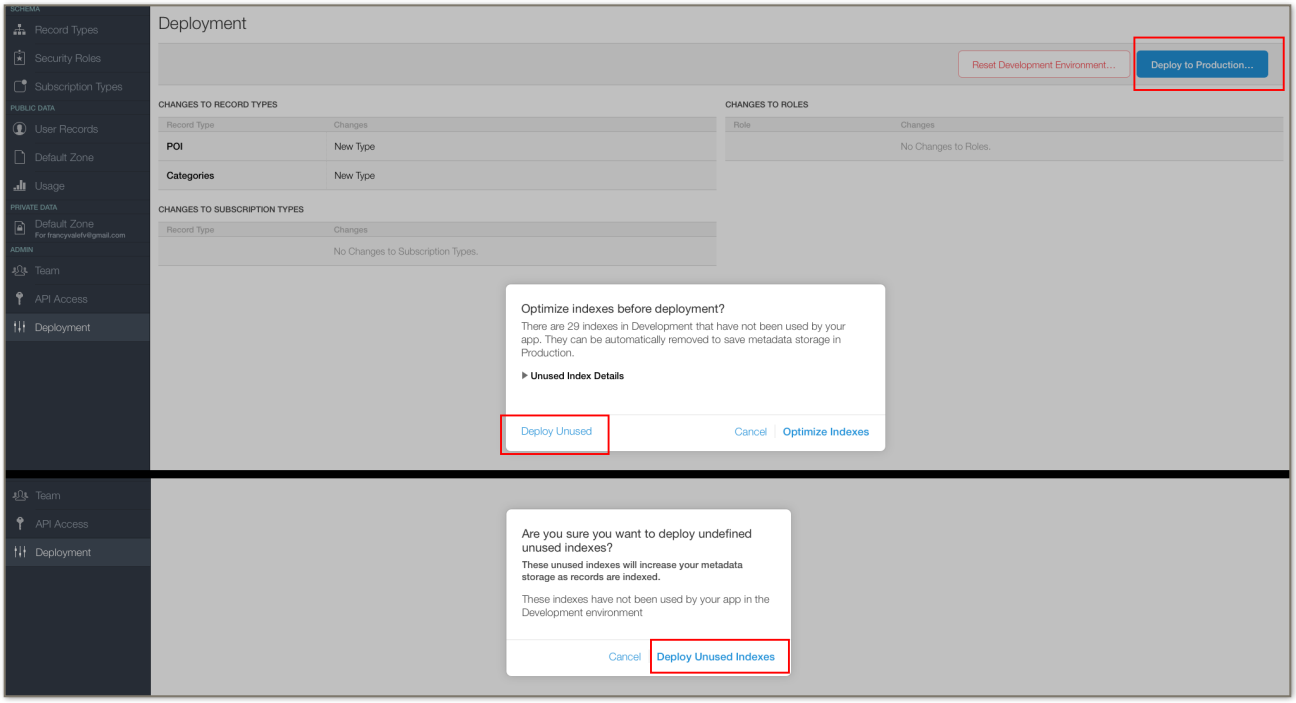

Record Types
Sort by Name
Classifieds
1 Public Record
22 Unused Indexes
Favorites
2 Public Records
6 Unused Indexes
Users
2 Public Records, 1 Private Record
USERS_
2 Public Records
21 Unused Indexes
Classifieds
Created:
Feb 9 2016 4:35 PM
Modified:
Feb 10 2016 11:26 AM
Security:
Custom
Indexes:
21
Metadata Indexes:
7
Index Size if Deployed:
0 bytes
Field Name
Field Type
address
Location
addressString
String
category
String
description
String
image1
Asset
image2
Asset
image3
Asset
price
String
title
String
titleLowercase
String
userPointer
Reference
Add Field...

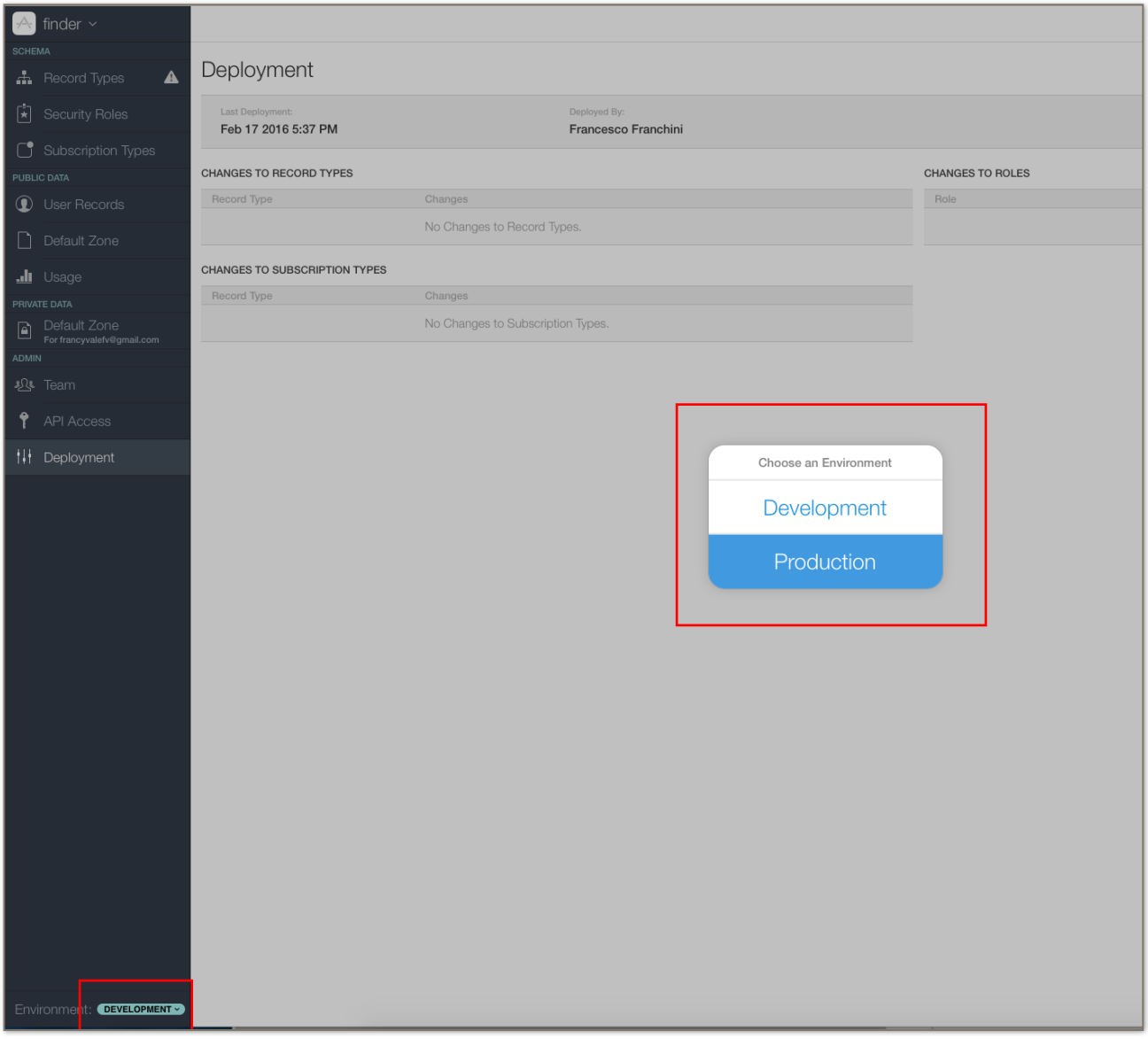

Record Types
Sort by Name
Classifieds
1 Public Record
22 Unused Indexes
Favorites
2 Public Records
6 Unused Indexes
Users
2 Public Records, 1 Private Record
USERS_
2 Public Records
21 Unused Indexes
Favorites
Created:
Feb 9 2016 4:35 PM
Modified:
Feb 9 2016 5:22 PM
Security:
Custom
Indexes:
2
Metadata Indexes:
7
Index Size if Deployed:
0 bytes
Field Name
Field Type
adPointer
Reference
userPointer
Reference
Add Field...





If you've created all ***Record Types*** correctly as shown above, you have now to click on **Deployment** -> **Deploy to Production.** Click **Deploy Unused** and **Deploy Unused Indexes** when asked.


Record Types
Security Roles
Subscription Types
PUBLIC DATA
User Records
Default Zone
Usage
PRIVATE DATA
Default Zone
For francyvalefv@gmail.com
ADMIN
Team
API Access
Deployment
Deployment
Reset Development Environment...
Deploy to Production...
CHANGES TO RECORD TYPES
Record Type
Changes
POI
New Type
Categories
New Type
CHANGES TO ROLES
Role
Changes
No Changes to Roles.
CHANGES TO SUBSCRIPTION TYPES
Record Type
Changes
No Changes to Subscription Types.
Optimize indexes before deployment?
There are 29 indexes in Development that have not been used by your app. They can be automatically removed to save metadata storage in Production.
Unused Index Details
Deploy Unused
Cancel
Optimize Indexes
Team
API Access
Deployment
Are you sure you want to deploy undefined unused indexes?
These unused indexes will increase your metadata storage as records are indexed.
These indexes have not been used by your app in the Development environment
Cancel
Deploy Unused Indexes


finder
SCHEMA
Record Types
Security Roles
Subscription Types
PUBLIC DATA
User Records
Default Zone
Usage
PRIVATE DATA
Default Zone
For francyvalefv@gmail.com
ADMIN
Team
API Access
Deployment
Environment:
DEVELOPMENT
Deployment
Last Deployment:
Feb 17 2016 5:37 PM
Deployed By:
Francesco Franchini
CHANGES TO RECORD TYPES
Record Type
Changes
No Changes to Record Types.
CHANGES TO ROLES
Role
CHANGES TO SUBSCRIPTION TYPES
Record Type
Changes
No Changes to Subscription Types.
Choose an Environment
Development
Production

After that, switch to **PRODUCTION** Environment and your Dashboard will become green. You'll now be able to test the app like if it was live on the App Store, or even manually insert records in your CloudKit Dashboard: go into the **Default Zone**, select the *Record Type* you need from the menu on the top-left corner of the green area and use the green + button to add records, or update the existing ones.

• **Categories:** We've set a few categories into **Configs.swift** file, they're stored into a simple Array:

```
var categoriesArray = [
    "Jobs",
    "Real Estate",
    "Services",
    "Electronics",
    "Vehicles",
    "Shopping",
    "Community",
    "Pets",
    "Free stuff"

    // You can add more Categories here....
]
```

As the comment above says, you can add new categories underneath the existing ones, or you can also edit the existing ones as you wish, the app will show them in the Home screen and wherever they get called.
One important thing is that you name their relative .png images exactly like the strings you've edited/added in the `categoriesArray`.

- **Path to the .php file that will send a reply to a user:** This app package includes a .php file called ***sendReply.php***. You need to upload it into a folder in your web server (you should have an active domain and hosting with some provider like GoDaddy or whatever you like, you must be able to access it via FTP, and make sure that it has PHP 5 or above enabled. Most of the hosting providers in the world have PHP included even in their basic plans, so you don't need to buy an expensive hosting service).

Once you've uploaded ***sendReply.php*** into your directory, get its **path**.

Example: if your domain name is richarddoe.com, and you've created a folder into the root called "*classify*", then your **path** will be the following:

http://www.richarddoe.com/classify/

It's important to add the "**/**" (slash) symbol at the end of the folder's name, as shown in the example above.

Lastly, replace the following red string into your own url path:

```
// IMPORTANT: Change the red string below with the path where you've stored
the sendReply.php file (in this case we've stored it into a directory in our
website called "classify")
var PATH_TO_PHP_FILE = "http://www.fvimagination.com/classify/"
```

In this way users will be able to send messages to the ones who posted ads in the app (of course, they must have updated their profiles with a valid email address).

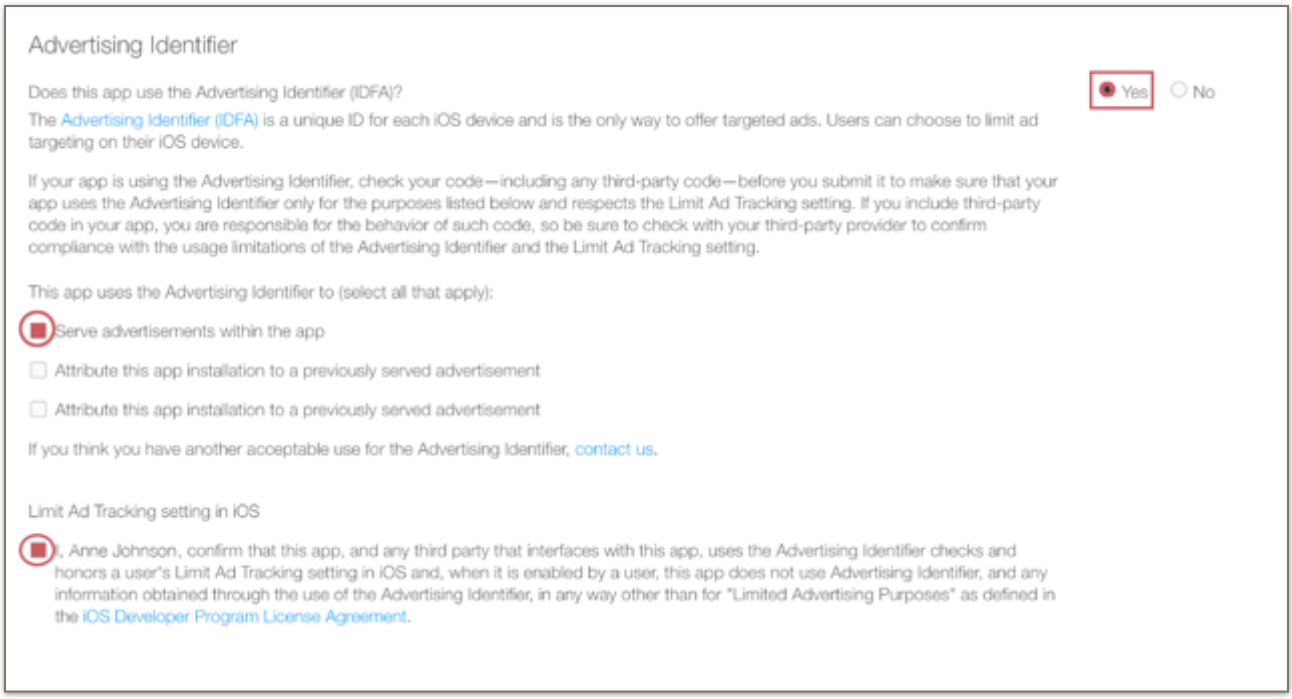
In order for you to test this awesome feature, create a test user via **Classify** app, update its profile with your own email address, post an Ad and get back to the same ad from the Home screen (not from My Ads), like if you were another users. Fill the Text Fileds of the ad and tap SEND button. If you've done all things right, you should received an email with your message and details.

- Ad banners setup -

•**AdMob Interstitial ads setup**: In order for you to display your own AdMob interstitials you must create an **AD UNIT ID** on www.apps.admob.com. Once you've got it, replace the red string below with your *AD UNIT ID* in **Configs.swift**:

```
// IMPORTANT: Replace the red string below with your own AdMob INTERSTITIAL's
Unit ID
var ADMOB_UNIT_ID = "ca-app-pub-3940256099942544/2934735716"
```

•**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.
If your app will get rejected once because of IDFA issue, don't get mad, just resubmit a new binary to iTunes Connect via XCode and make sure to check the options below.



Good luck with Classify, and don't forget to rate it on your Downloads page on CodeCanyon!

fvimagination.com