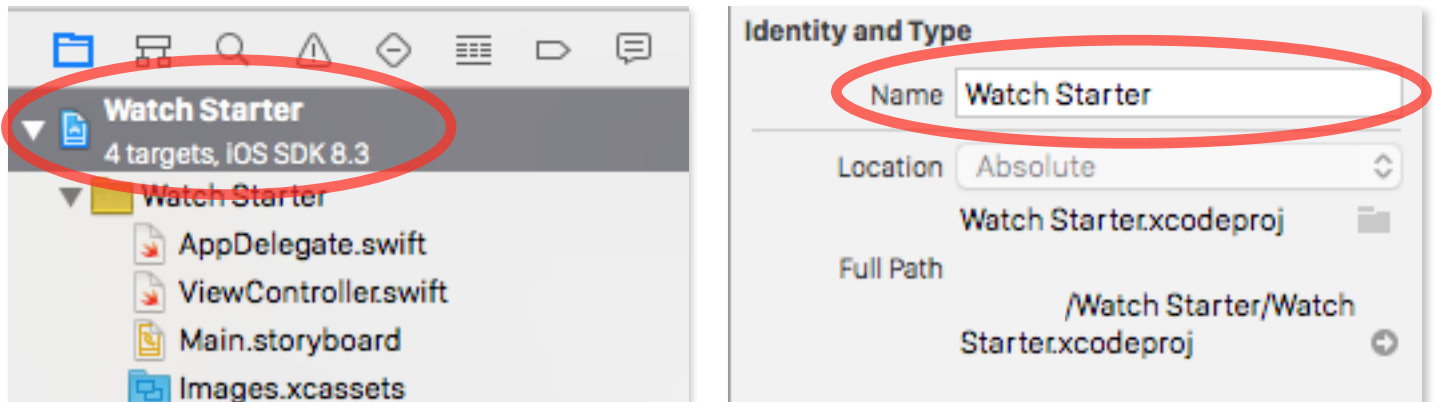


Getting started with Watch Starter Project (WatchKit 1.0)

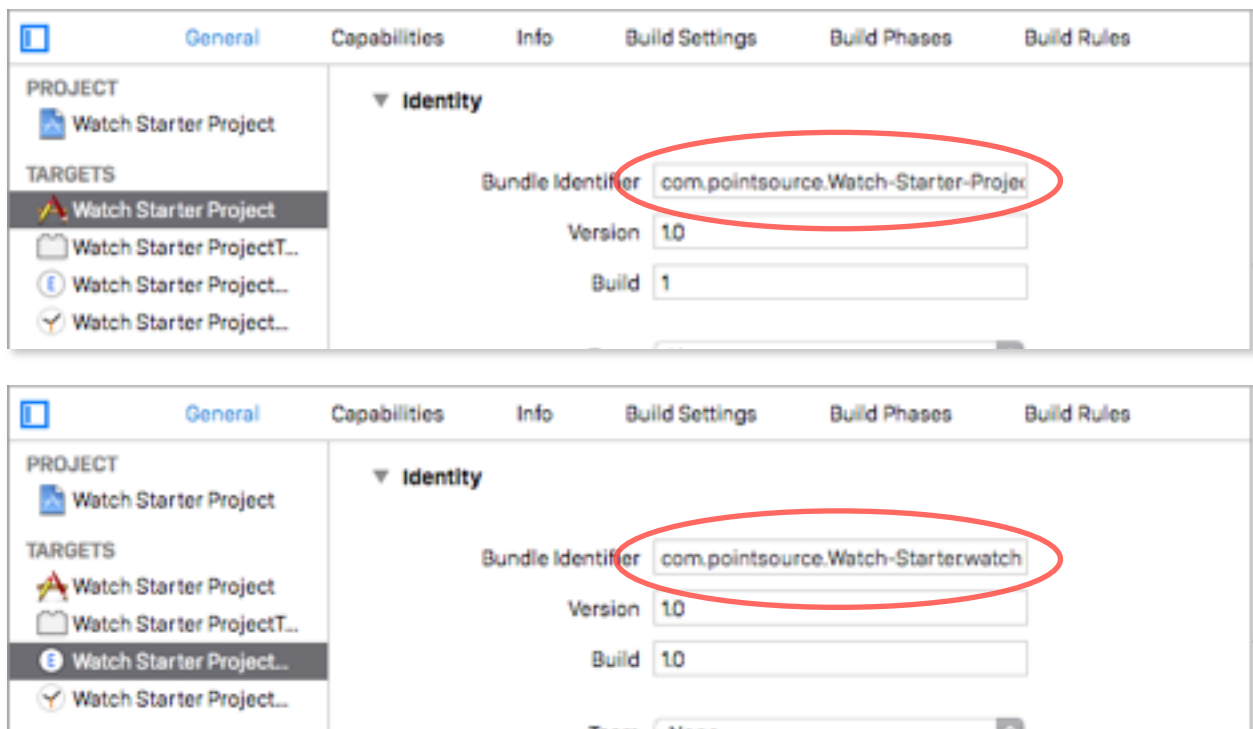
1. Rename Project

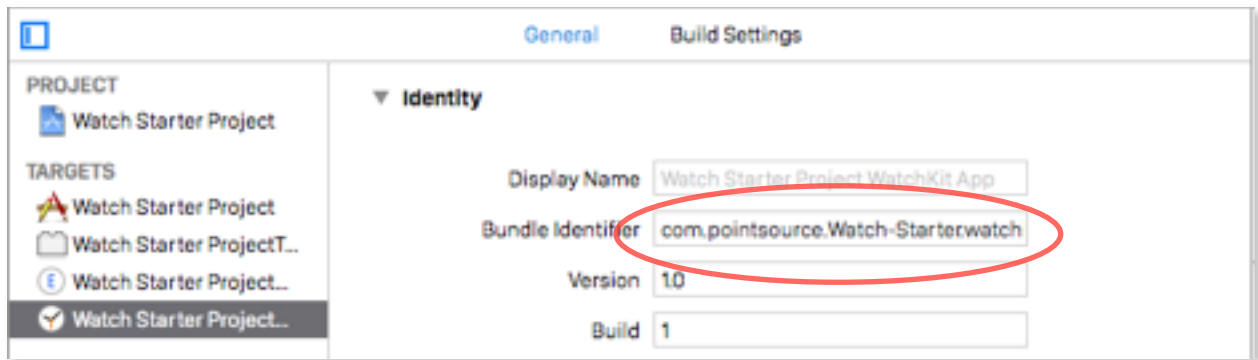
Change the name of the project by selecting the project in the Project Navigator and updating the name in the File Inspector.



2. Update Watch Bundle Identifiers

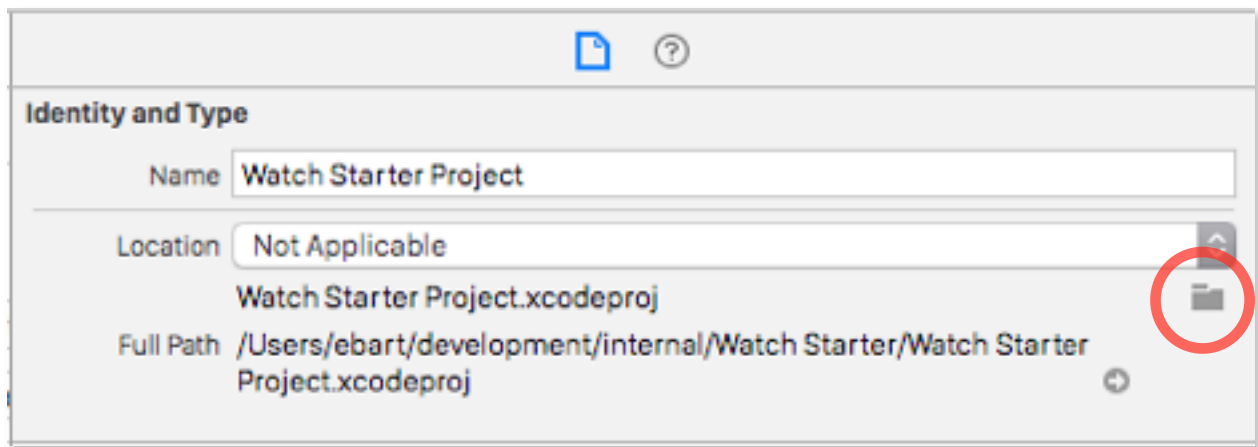
As of Xcode 6.4, the Watch's bundle identifiers don't get automatically updated when you change the project name. For each of the WatchKit targets, update the bundle identifier root to match the new project name. For example, use `com.pointsource.Watch-Starter-Project` to prefix the two watch target bundle identifiers.





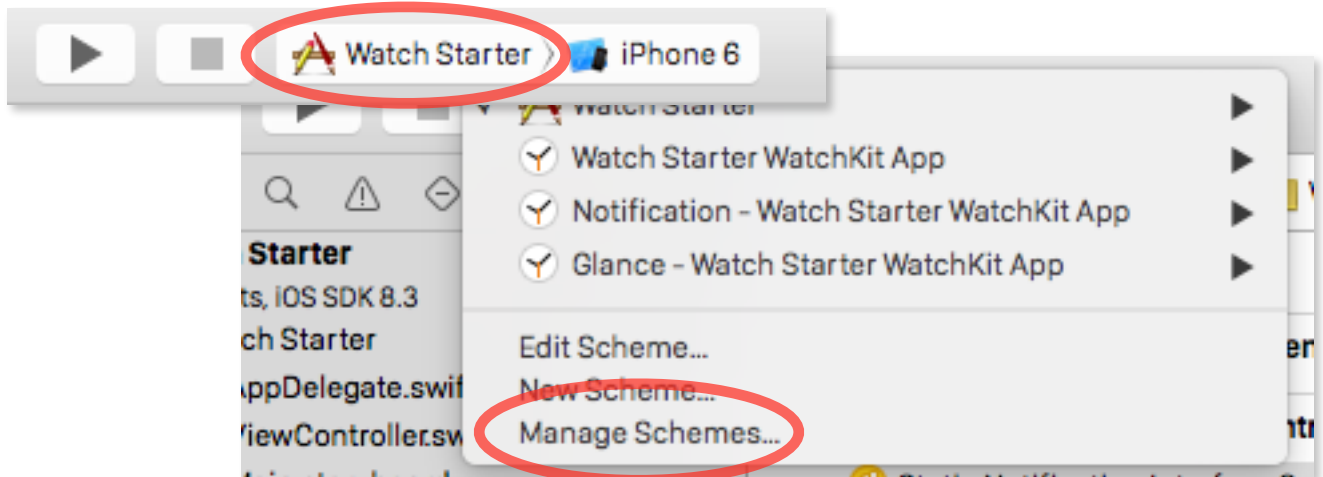
3. Optional: Update group (folder) names in project, and update folders on File System.

NOTE: When updating folder names on file system, be sure to update locations of those files in Xcode using the Folder icon in the File Inspector. Files that do not have correct full paths will show up in red in the Project Navigator.



4. Update Build and Run Schemes

Click on the Active Scheme button on the Run toolbar and select "Manage Schemes". Then, slow click twice on each scheme you'd like to rename to reflect the new project name.



| Show | Scheme | Container | Shared |
|-------------------------------------|---|-------------------------|--------------------------|
| <input checked="" type="checkbox"/> | Watch Starter | Watch Starter project ↕ | <input type="checkbox"/> |
| <input checked="" type="checkbox"/> | Watch Starter WatchKit App | Watch Starter project ↕ | <input type="checkbox"/> |
| <input checked="" type="checkbox"/> | Notification - Watch Starter WatchKit App | Watch Starter project ↕ | <input type="checkbox"/> |
| <input checked="" type="checkbox"/> | Glance - Watch Starter WatchKit App | Watch Starter project ↕ | <input type="checkbox"/> |

5. Random Thoughts:

Your Project Name will be displayed in the Notification sash by default. Because there is only a limited amount of space in a Watch view, you may want to provide a shortened version. To change this behavior, update the bundle display name in the WatchKit App group's Info.plist

Watch Starter Project
4 targets, iOS SDK 8.3

Watch Starter

| Key | Type | Value |
|--|------------|---|
| ▼ Information Property List | Dictionary | (13 items) |
| Localization native development region | String | en |
| Bundle display name | String | Watch Starter |
| Executable file | String | \$(EXECUTABLE_NAME) |
| Bundle identifier | String | com.pointsource.Watch-Starter.watchkitapp |
| InfoDictionary version | String | 6.0 |
| Bundle name | String | \$(PRODUCT_NAME) |

Watch Starter WatchKit App

Interface.storyboard

Images.xcassets

Supporting Files

Info.plist

Products

To debug iOS code that is called while running a Watch app in the simulator:

- Run relevant WatchKit target.
- Before you call parent app from the watch:
 - Start iPhone app in simulator manually by clicking on the App icon
 - In Xcode menu, go to Debug > Attach to Process > [Select process name of iOS app - will most likely be under *Targets*]
- Continue with WatchKit app execution. Breakpoints in iOS app should now be active.

6. Helpful Resources

Apple Watch Programming Guide: <https://developer.apple.com/library/ios/documentation/General/Conceptual/WatchKitProgrammingGuide/>

Apple Watch Human Interface Guidelines: <https://developer.apple.com/watch/human-interface-guidelines/>

CocoaPods: <https://cocoapods.org/>

For information about notifications and how to configure: <http://natashatherobot.com/watchkit-actionable-notifications/>