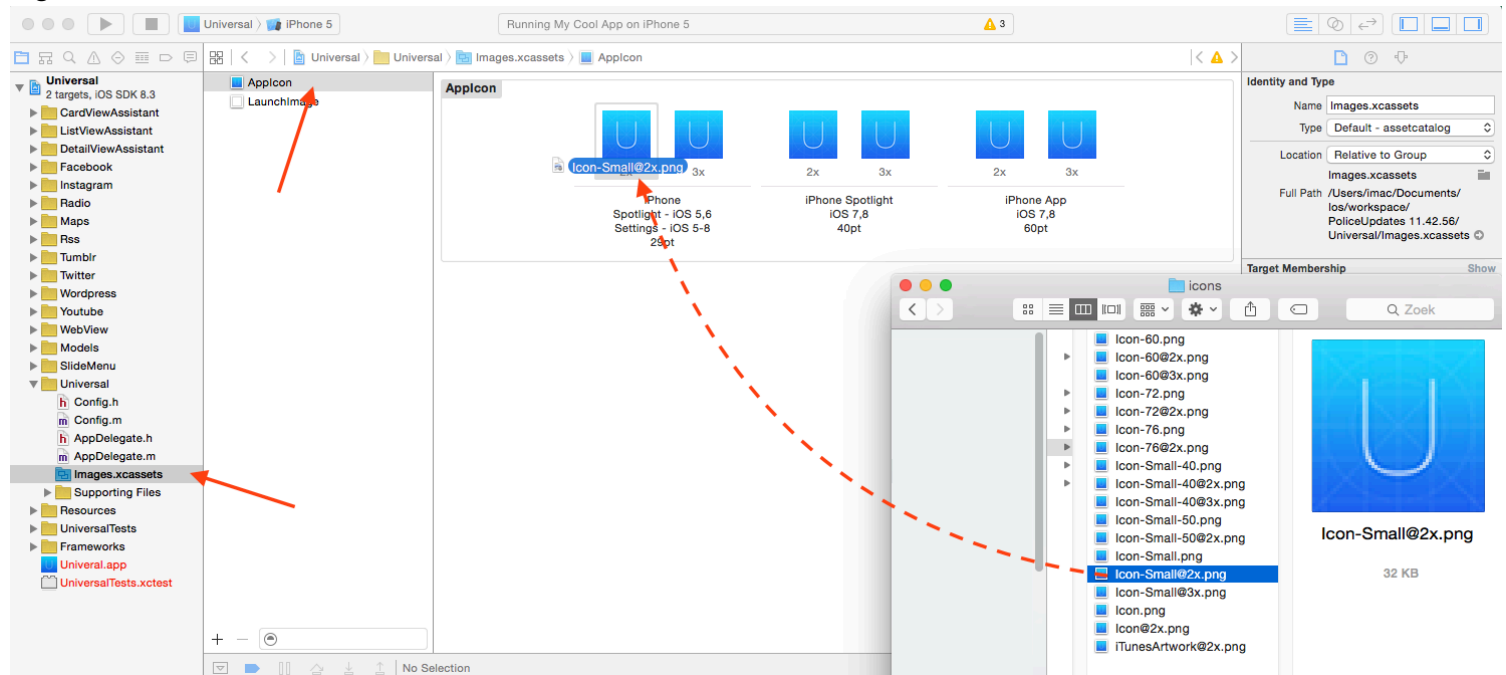


# Preparing for publishment (/support/documentation/index.php/universal-ios/16-preparing-for-publishment)

Before you can submit your app to the App Store, there are still some things to configure, like your apps icon, name and bundle identifier.

## Changing your app's icon

Figure 3



Open the Images.xcassets file found in the 'Universal' folder and click 'AppIcon' in the assets navigator to show your apps icons.

You will see a couple of placeholder icons for various OS versions and purposes. Unless you know your way with IOS icons and imagery, you should use a website like [icon.angrymarmot.org](http://icon.angrymarmot.org) (<http://icon.angrymarmot.org/>) to automatically resize and format your icon for you.

Simply drag the a generated icon into the right spot in the asset to replace it.

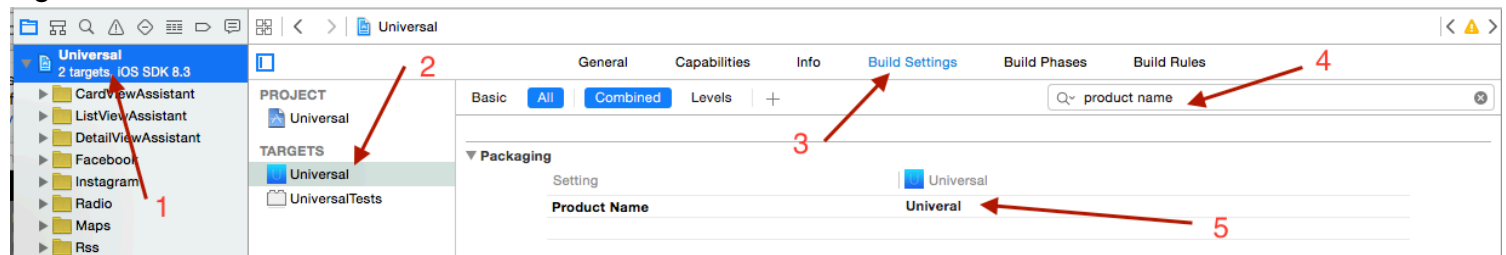
### Naming for icons

Don't know which icon to drop in what spot in the asset? Naming is usually straight forward and the name of the file should provides enough information to know which icon to drop where. The following examples should give more clarification:

The right icon to drop in the 2x spot for 29pt is usually called Icon-Small@2x.png (mailto:Icon-Small@2x.png). The right icon to drop in the 3x spot for 29pt is usually called Icon-Small@2x.png (mailto:Icon-Small@2x.png). The same way the icon for 40pt and 2x is usually called Icon-Small-40@2x.png (mailto:Icon-Small-40@2x.png) and the icon for 60pt and 2x is usually called Icon-60@2x.png (mailto:Icon-60@2x.png).

## Changing your app's name

Figure 4

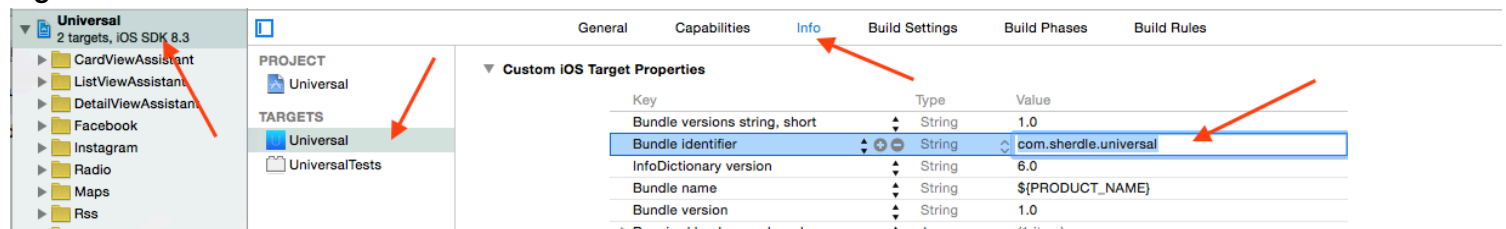


To change your app's name, perform the following steps:

1. Select the Project in the Project Explorer.
2. Select 'Universal' (the first target) under 'Targets'.
3. Go to 'Build Settings'.
4. Search for 'product name'.
5. Double click 'Universal' to change the value for Product Name (which is your app's name).
6. Enter a new name for your app and press Enter/Return.

## Changing bundle identifier

Figure 5



Now go to the 'Info' tab and change your Bundle Identifier.

Your app's bundle identifier is a unique app identifier, usually formatted like com.yourcompany.appname (or com.yourdomainname.appname).

## Changing launch screen

IOS requires a launch screen or launch image. To update the launch screen with your own logo, locate 'logo.png' inside the 'resources' folder and replace the logo with your own logo.

If you want, you can customize your splash screen even further, by opening LaunchScreen.storyboard (found in the 'Universal' folder) with the layout editor.

## Changing Slide Menu Header

In order to brand your app, you can place a logo in the sliding menu header. Locate 'logo\_white.png' inside the 'resources' folder and replace the logo with your own logo, the use of a white and transparent logo is recommended. If wish to not show a logo in the sliding menu open AppDelegate.h and set the value for APP\_DRAWER\_HEADER to NO.

## Removing unnecessary components

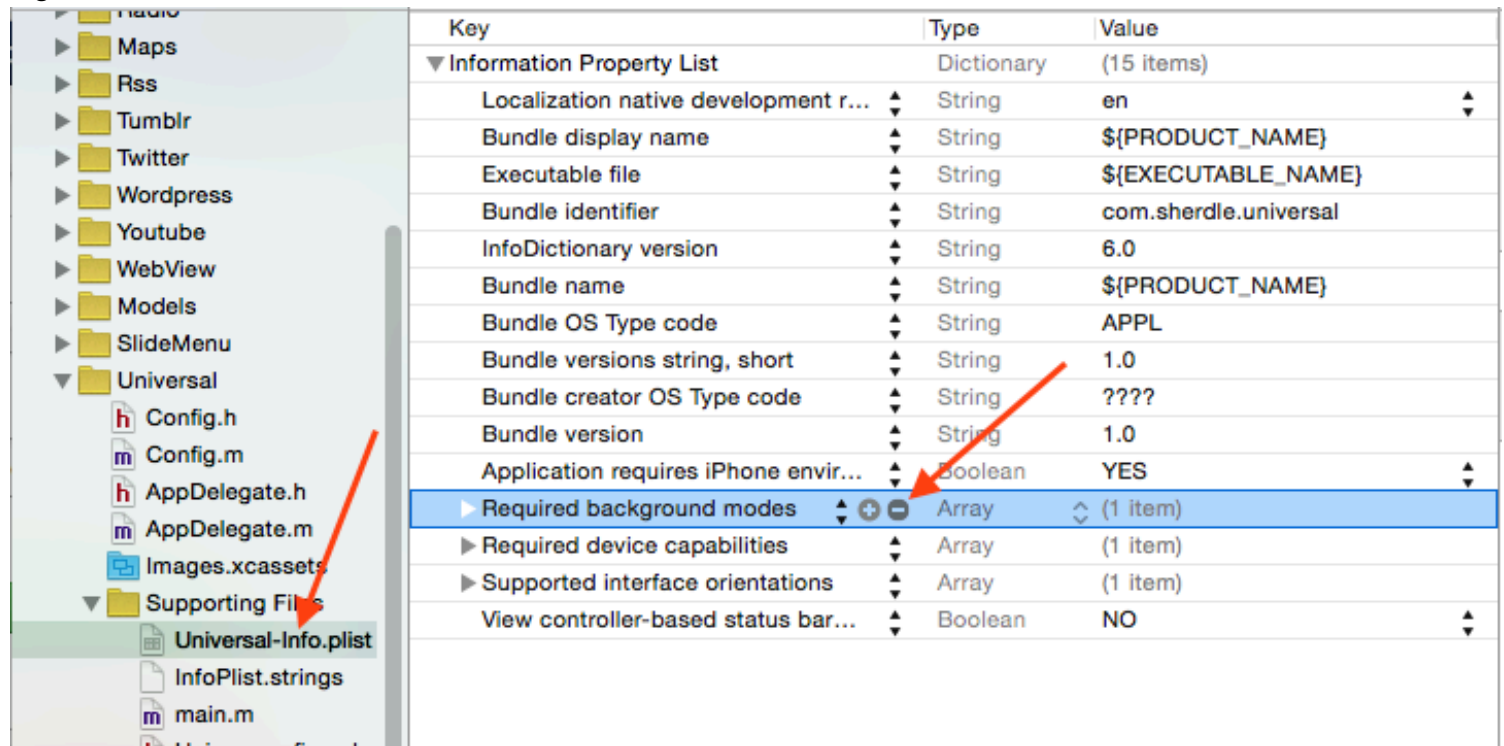
There is a chance you might not need some features of this template, like the Radio player for example. You can remove these components from your template to make your app a bit smaller.

### Mandatory removal

First, you need to remove any BundleExecutableKeys (/support/documentation/./community/index.php?action=artikel&cat=2&id=53&artlang=en&highlight=bundle)if you don't use Google Maps.

Next, Apple requires the removal of unnecessary permissions. Luckily, this does not take to much effort. If you are not using the in-app Radio player or SoundCloud player, perform the following steps.

**Figure 6**



1. Open Universal-Info.plist found in Universal/Supporting Files
2. Select the 'Required background modes' key.
3. Press 'Delete' or click the 'minus' button to remove the key.

### Optional removing of the Ad frameworks

You can remove the Admob framework from the project, in case you do not use advertisements in your app. First select the GoogleMobileAds.framework in the Project Explorer, pressing the 'delete' key and selecting 'remove reference'. After removing the reference to the framework, you need to remove the CJPAdmobHelper classes from Models. Finally remove the important statement (#import "CJPAdMobHelper.h") from AppDelegate.h and the Ad implementation from AppDelegate.m (the 'if statement' commented as Ads).

### Translating your app

Check our FAQ ([/support/documentation/./community/index.php?action=artikel&cat=2&id=62&artlang=en](http://support/documentation/./community/index.php?action=artikel&cat=2&id=62&artlang=en))