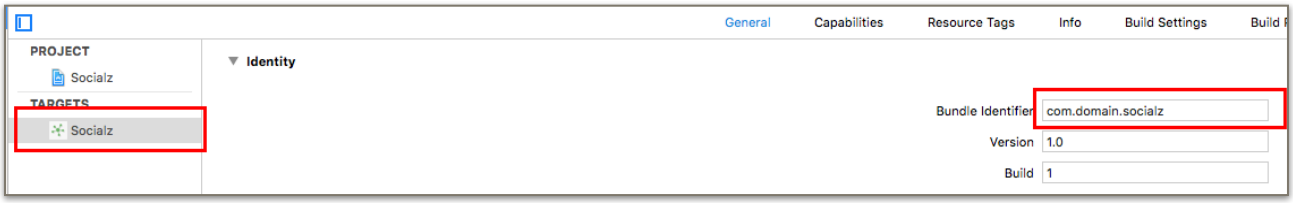
Socialz

User Guide

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

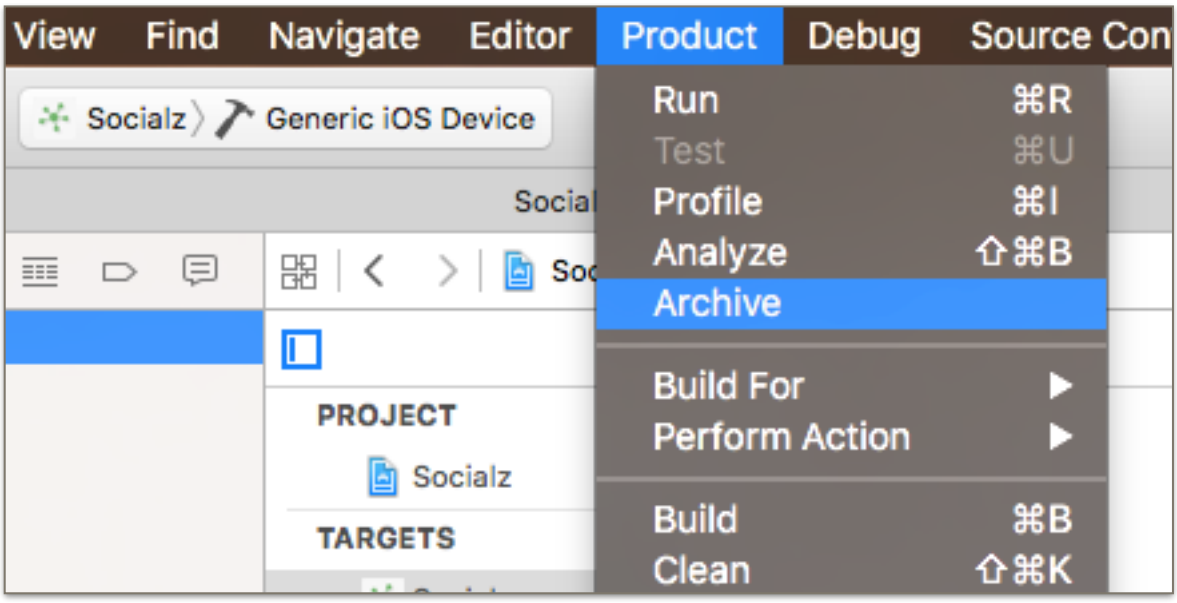
- First Setup -

- **Bundle Identifier & App name**: 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 (see below):



NOTE: *do not change the* **Socialz** *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.*

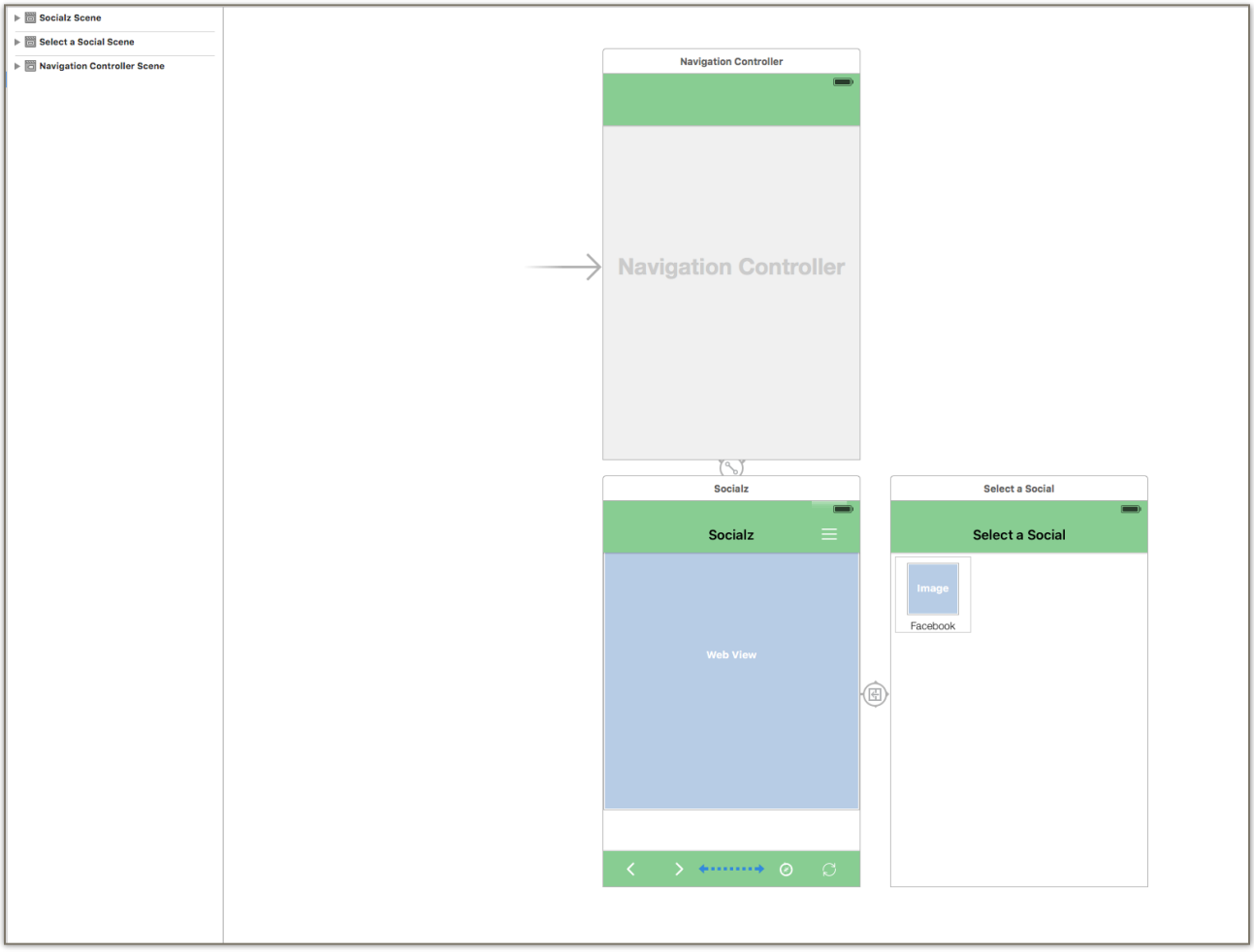
- **Archive the App:** To archive the app and be able to upload it to the **iTunes AppStore**, select **iOS Device** on the device list and then click on **Product -> Archive** to launch the **Organizer** and archive the app (see below):



- **Customization** -

- **User Interface**: If you want to edit the User Interface of **Socialz**, 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 **Assets.xcassets** folder and editing the *.png* 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.



- 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.

You'll find a Dictionary of social names and links and an array of UIColors, they are the ones you can edit as you wish, the schema is simple, just remember a few things:

1. If you edit an item into **socials** Dictionary, remember to keep the same number of items into the **socialColors** array too, otherwise the app will crash.
2. The strings into "name" item must be equal to the names of the social images you'll put into **SOCIAL ICONS** folder in Assets.xcassets (for instance, if you add "**Badoo**" as new social items into **socials** Dictionary, name its icon as "**Badoo**")

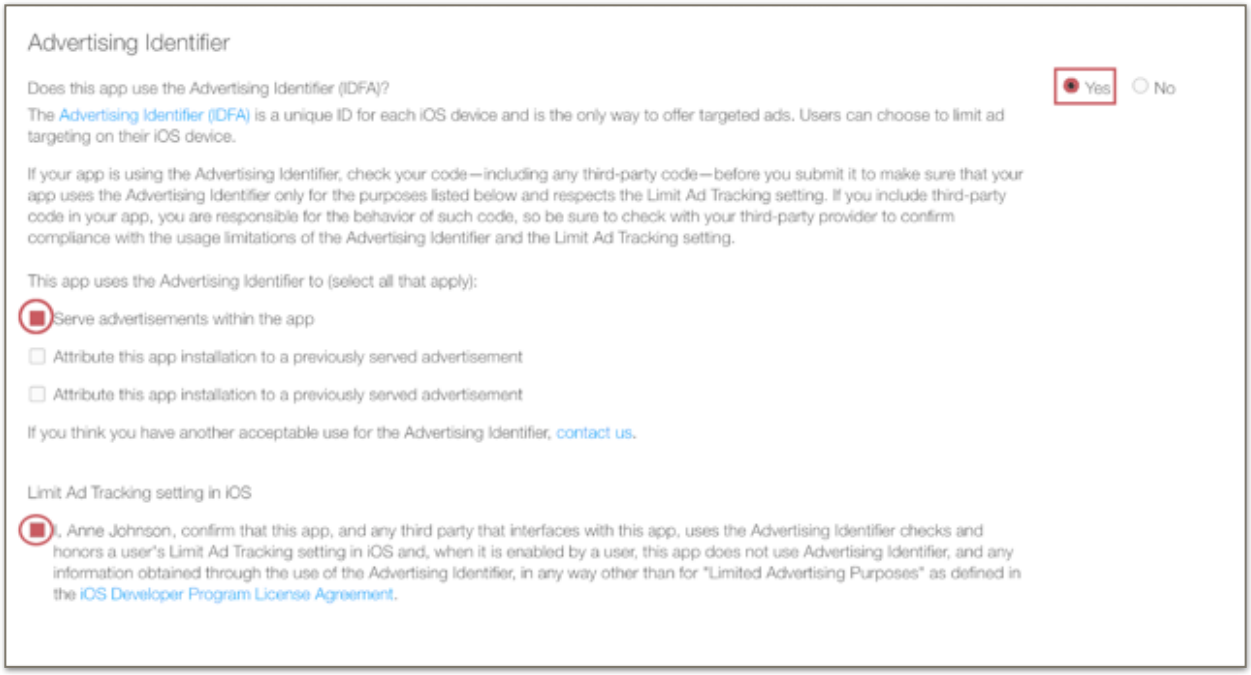
- Ad banners setup -

•**AdMob Unit ID:** You must create a Banner Unit ID on apps.admob.com in order to get its Unit ID and replace the red string in **Configs.swift** with your own in order to make your AdMob banner work in the app.

```
let ADMOB_BANNER_UNIT_ID = "ca-app-pub-9733347540588953/7805958028"
```

•**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.
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.

Also, we suggest you to write something in the **Notes** field of your app's page on iTC telling the reviewer that "this app shows AdMob banners, test it for a while to see them showing up".



Good luck with Socialz template, and don’t forget to rate it on your Downloads page!

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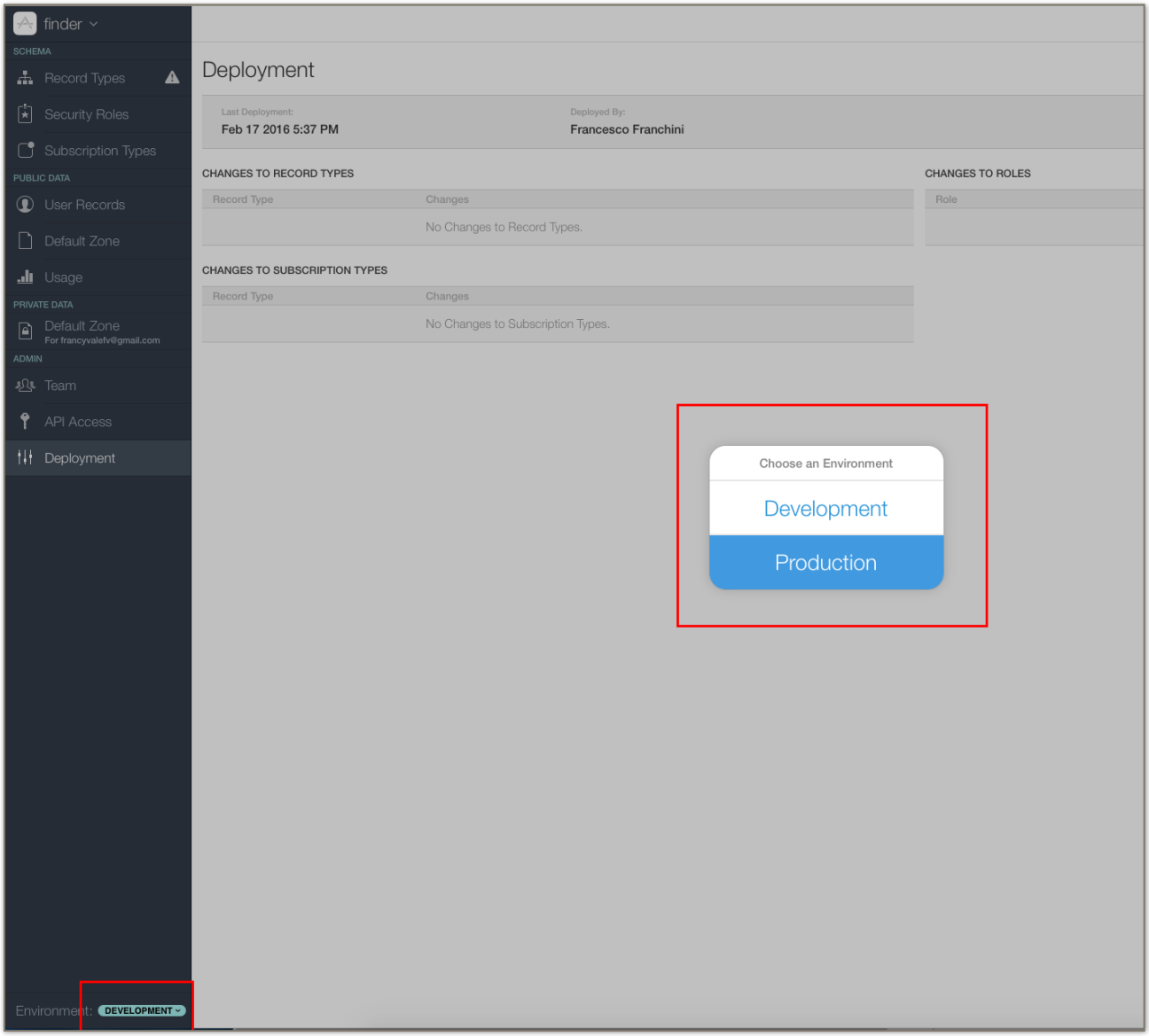
finder
SCHEMA
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Security Roles
Subscription Types
PUBLIC DATA
User Records
Default Zone
Usage
PRIVATE DATA
Default Zone
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Team
API Access
Deployment
Environment: DEVELOPMENT
Deployment
Last Deployment:
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