This document describes the procedures for building the provided source code and running the iOS sensor client from MonoDevelop. This document is not a tutorial on MonoTouch, Apple’s develop program, provisioning profiles, or debugging in MonoTouch. This knowledge is assumed since this application is not available via the App store.

1. Install latest versions of Mono, MonoTouch and MonoDevelop on a Macintosh
2. Open RemoteSensor.sln
3. Open the Settings.cs file in the Configuration folder of the RemoteSensor project

Change the DefaultWebServiceUrl property to point to the IP address of the intended IIS server

Existing code

public static string DefaultWebServiceUrl

{

get

{

return "http://192.168.0.128:8000/SensorService/";

}

}

Change to

public static string DefaultWebServiceUrl

{

get

{

return "http://**{YOUR IP ADDRESS}**:8000/SensorService/";

}

}

1. Set RemoteSensor as the active project and compile the solution
2. Recompile and debug as needed but make sure to change the target between the emulator and the actual device(s) being loaded. Note that compilation will require a working version of MonoTouch (including an eval version) but uploading to a device will require the following:
   1. A purchased copy of MonoTouch
   2. A developer account with Apple (so you can create provisioning profiles)
   3. A provisioning profile
   4. A registered device connected to the provisioning profile
   5. If any of the above steps are not well understood or if this is the first time the developer has used these processes, then try looking online at the Xamarin tutorials and also using the iOS provisioning portal wizard on Apple’s site: developer.apple.com. You must have a valid dev account and be logged in to see the provisioning portal.