

Running the AHPP-iOS-App

Prerequisites

- OSX running 10.10 or greater
- Install Xcode 6.1.1
- Install all developer tools required by Xcode

Step One: Sign Up for GitHub

1. Make yourself a GitHub account signing up on the front page (<https://github.com/>).

Step Two: Install Git

1. To install open up Terminal.app and type `git`. It will prompt you to install.

- GitHub exists because of a version control application called `git`. - If you have any issues see the documentation: (<http://git-scm.com/book/en/v2/Getting-Started-Installing-Git#Installing-on-Mac>).

Step Two: Clone Repository

There are a few ways to get the repository of code: - Finding the "Download Zip" button is the easiest.

iOS Tutorials

The screenshot shows a GitHub repository page for 'iOS Tutorials'. The repository has 32 commits, 1 branch, 0 releases, and 1 contributor. The main content area lists several tutorials, including 'New Photo Tutorial', 'SSCollectionViewTutorial', 'SSCustomTabBar', 'SSDragAndDrop', 'SSGestures', 'SSMagazine', 'SSPhotoCollectionTutorial', 'SSPhotoLibrary', 'SSTasks', and 'SSiOSWidgets'. The sidebar on the right contains links to 'Code', 'Issues', 'Pull Requests', 'Wiki', 'Pulse', 'Graphs', and 'Network'. A red arrow points to the 'Download ZIP' button in the sidebar.

Tutorial	Commit Message	Time Ago
New Photo Tutorial	test	11 months ago
SSCollectionViewTutorial	Fixing the view hierarchy thanks to ariel.	10 months ago
SSCustomTabBar	Page Changed Delegate hooked up correctly	a year ago
SSDragAndDrop	Page Changed Delegate hooked up correctly	a year ago
SSGestures	Update	10 months ago
SSMagazine	License Fix	10 months ago
SSPhotoCollectionTutorial	New Photo Tutorial	10 months ago
SSPhotoLibrary	Page Changed Delegate hooked up correctly	a year ago
SSTasks	License Fix	10 months ago
SSiOSWidgets		

or- Run `git clone https://github.com/robovery/AHPP-iOS-App.git` from the terminal is good if you are a developer.

Step Three: Get Xcode set up

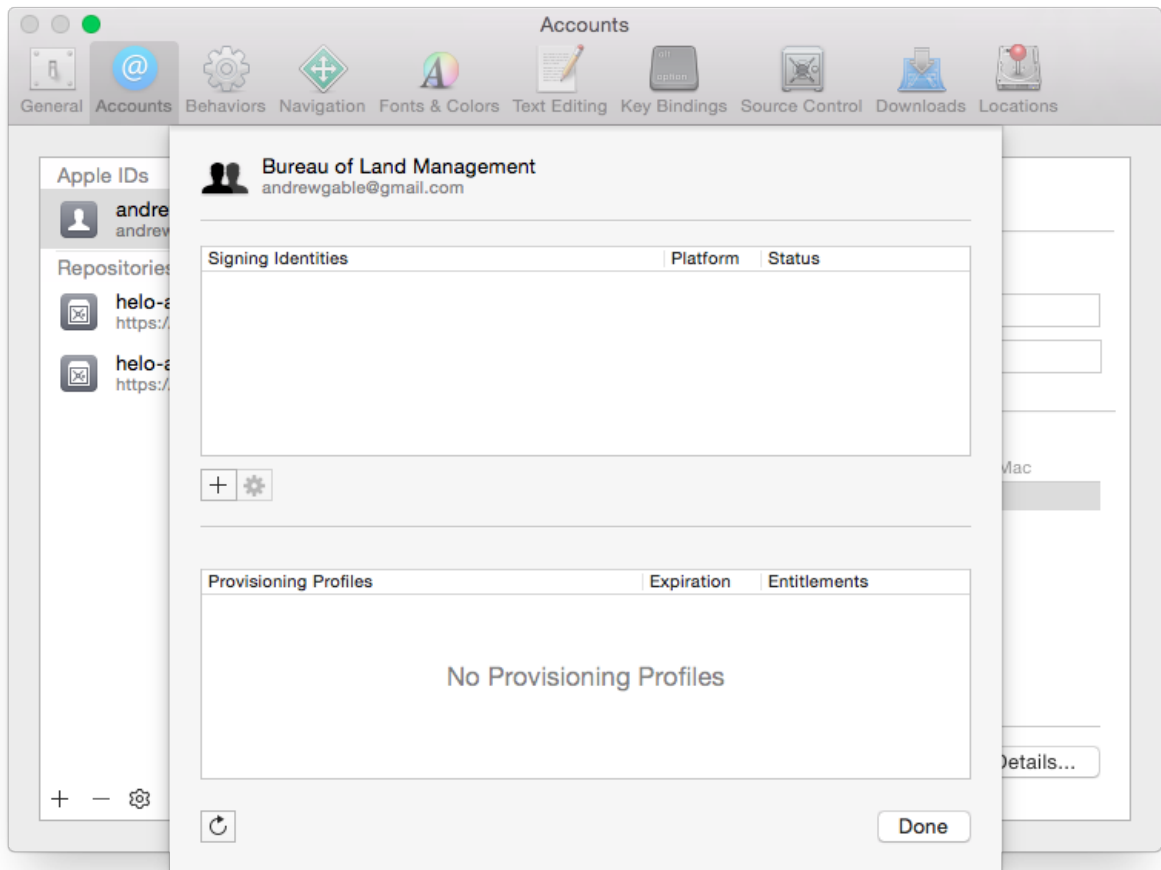
1. Download Xcode 6.1.1 from Apple Developer website (<https://developer.apple.com/downloads/index.action?name=Xcode>).
2. Install the application on your mac

3. Open the project from Xcode

Step Four: Generate iOS Signing Identity

To deploy the application locally to an iOS device you need a signing identity.

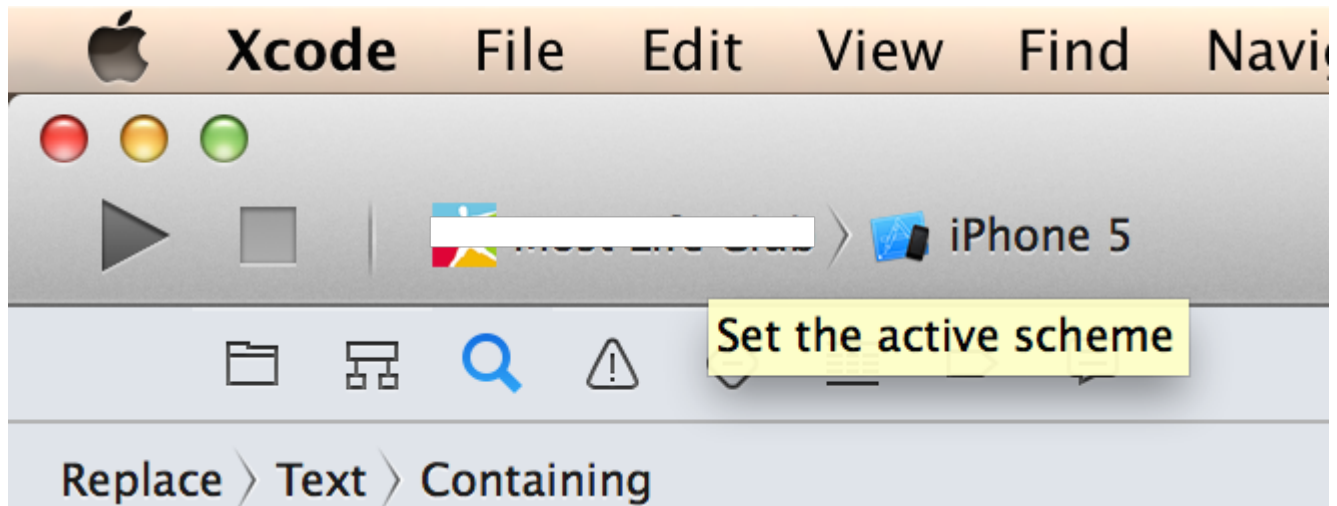
1. Xcode > Preferences
2. Accounts > More Details



3. Click + and Click **iOS Development**

4. An administrator will approve your request and you will be able to test on an iOS device.

Step Five: Run code on device



1. Select the device from the drop down menu where the photo says "iPhone 5". An example is **"Andrew's iPhone"**.
2. Click the "Play" button
3. Application should run on device after building

Document was last updated April 16th, 2015