

Branding iPhone Application

1. Get Branding file from Patrick.
2. Go to IOS developer profile and check for spirit unify expiration date.
URL for that is: <https://developer.apple.com/account/ios/profile/production>
3. Copy Spirit_Unify.mobileprovision file from iPhone folder to over new app folder with same level as bin, Iris, resources folder.
4. Change BrandingDirectives.strings file, do the following changes:
 - a. Change: CFBundleIdentifier = "com.spiritcom.spiritunify"
 - b. Change: CFBundleName = "SpiritUnify", no spaces allowed.
 - c. Change: CFBundleDisplayName = "Spirit Unify".
 - d. Change: BrandingVersion = "0",
 - e. Change: AllowedLanguages = "en",

Save the file.
5. Change ConfigDefault.plist file, change userhost → as.voip.spirittelecom.com
6. Change UserDataDefaults.plist file, change hostname → <https://spirit.mycommppilot.com>
7. For all of the above changes you can refer to iPhone folder on desktop.
8. Step 4,5,6 is done within the resource folder.
9. Open the terminal, navigate to the current main folder for the app, Run the following script
`./bin/appbrand.sh -d Iris.app Spirit_Unify.mobileprovision ./resources`, (Command is also stored in file called Branding Command on Desktop)
10. While executing the command it will ask for Version number, refer to the old version and enter a new version according to the current version, for example if it is 1.0.0, change it to 2.0.0
11. While executing the command if something breaks refer to the iPhone folder on desktop.
12. SpiritUnify.ipa file will be created inside a new folder called appbrand-2.... After running the command on terminal.
13. Open Application Loader, by either double clicking it or searching it from the search bar on top right of the screen.
14. Choose the app, Navigate to application, and select the SpiritUnify.ipa file.
15. Hit next, it will upload the app to iTunes connect.
- 16 Hit Done.