Ray Wenderlich para mim   13 de ago

José, welcome back to the **raywenderlich.com iOS Apprentice Email Course**!

Bull's Eye is looking good, the gameplay elements are done, and there's one item left in your to-do list - "Make it look pretty".

You have to admit the game still doesn't look great. If you were to put this on the App Store in its current form, I'm not sure many people would be excited to download it. Fortunately, iOS makes it easy for you to create good-looking apps, so let's start giving **Bull's Eye** a makeover and add some visual flair.

Today, we'll start with something short and sweet: disabling the status bar.

> **Note:** I'm not the only one behind my site (or even this email course); I actually work with a team of the brightest minds in our industry. Meet the team here.

Landscape orientation revisited

First, let's quickly revisit another item in the to-do list - "Put the app in landscape orientation." You already did this, right? But there's a little bit of clean up to be done with regards to that item.
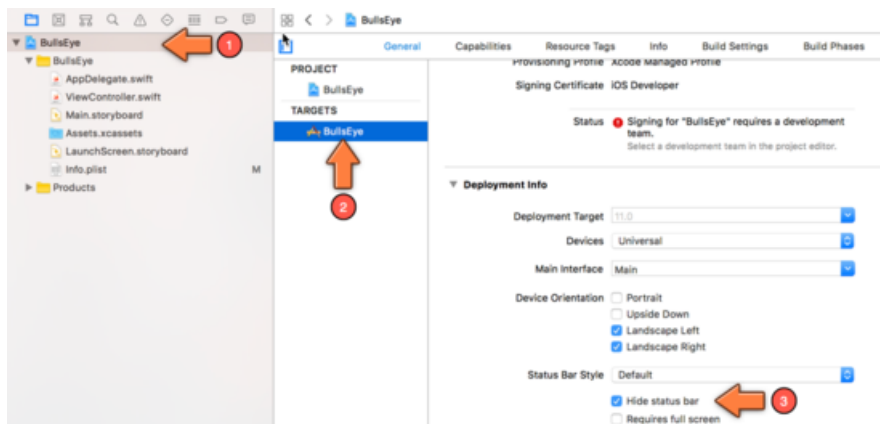
Apps in landscape mode do not display the iPhone status bar, unless you tell them to. That's great for your app - games require a more immersive experience and the status bar detracts from that.

Even though the system automatically handles not showing the status bar for your game, there is still one thing you can do to improve the way **Bull's Eye** handles the status bar.

To get started, open up the Bull's Eye project where you left it off last time (or download the starter project from the corresponding forum discussion thread).

➤ Go to the **Project Settings** screen and scroll down to **Deployment Info**. Under **Status Bar Style**, check the option **Hide status bar**.

This will ensure that the status bar is hidden during application launch.

It's a good idea to hide the status bar while the app is launching. It takes a few seconds for the operating system to load the app into memory and start it up, and during that time the status bar remains visible, unless you hide it using this option.

It's only a small detail, but the difference between a mediocre app and a great app is that great apps get all the small details right.

➤ That's it. Run the app and you'll see that the status bar is history.
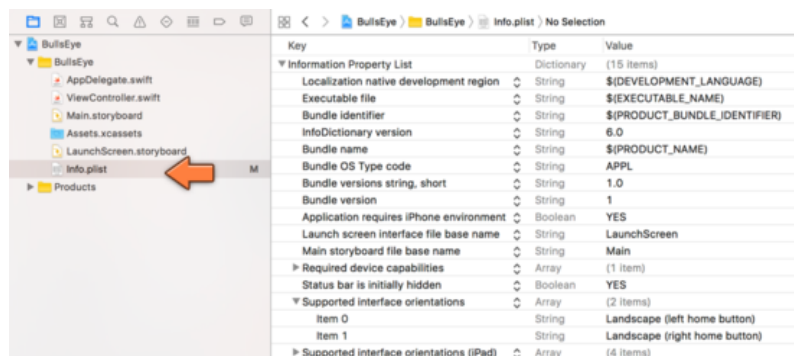
Info.plist

Most of the options from the Project Settings screen, such as the supported device orientations and whether the status bar is visible during launch, get stored in your app's Info.plist file.

Info.plist is a configuration file inside the application bundle that tells iOS how the app will behave. It also describes certain characteristics of the app, such as the version number, that don't really fit anywhere else.

With some earlier versions of Xcode, you often had to edit Info.plist by hand, but with the latest Xcode versions this is hardly necessary anymore. You can make most of the changes directly from the Project Settings screen.

However, it's good to know that Info.plist exists and what it looks like.

➤ Go to the **Project navigator** and select the file named **Info.plist** to take a peek at its contents.

The Info.plist file is just a list of configuration options and their values. Most of these may not make sense to you, but that's OK – they don't always make sense to me either.

Notice the option **Status bar is initially hidden**. It has the value YES. This is the option that you just changed.

See, I told you today would be short and sweet! Cya next time,

- Ray

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