

# Setting up iOS Developer Environment

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Here are the steps required to get you started on adding Bluetooth connectivity to your iOS applications.

- Downloading and installing XCode – This will install eclipse and the Android SDK
- Opening up QSK Sample – Build and compile the iOS Hello Bluetooth Client included in the Quick Start Kit
- Install and run the app on the simulator or device

## Pre- Requisites

- Hardware: MAC device supporting OS X 10.7.4 or later
- Dual mode Bluetooth 4.0 controller (usually comes integrated on all latest MAC devices. It can also be purchased from [Bluetooth SIG store](#))



Bluetooth PTS Low Energy Radio  
Module

Price: \$99.00

 [View Details](#)

## Step 1: Downloading and installing XCode

- [Download Xcode](#). (At the time of writing this document, XCode 4.6 was used to run and build your app for devices running iOS 6.1).
  - The link will copy the .dmg to your downloads folder
  - Install the App and move it to the Applications folder

### Download Xcode 4 for free.



#### Xcode 4.6

Xcode in the Mac App Store has been repackaged, and is now distributed as a stand-alone application. This replaces the Install Xcode package, and adds support for delta updates. Xcode includes a new "Downloads" preference pane to install optional components such as command line tools, and previous iOS Simulators.

Looking for additional developer tools? [View Downloads](#) ▶

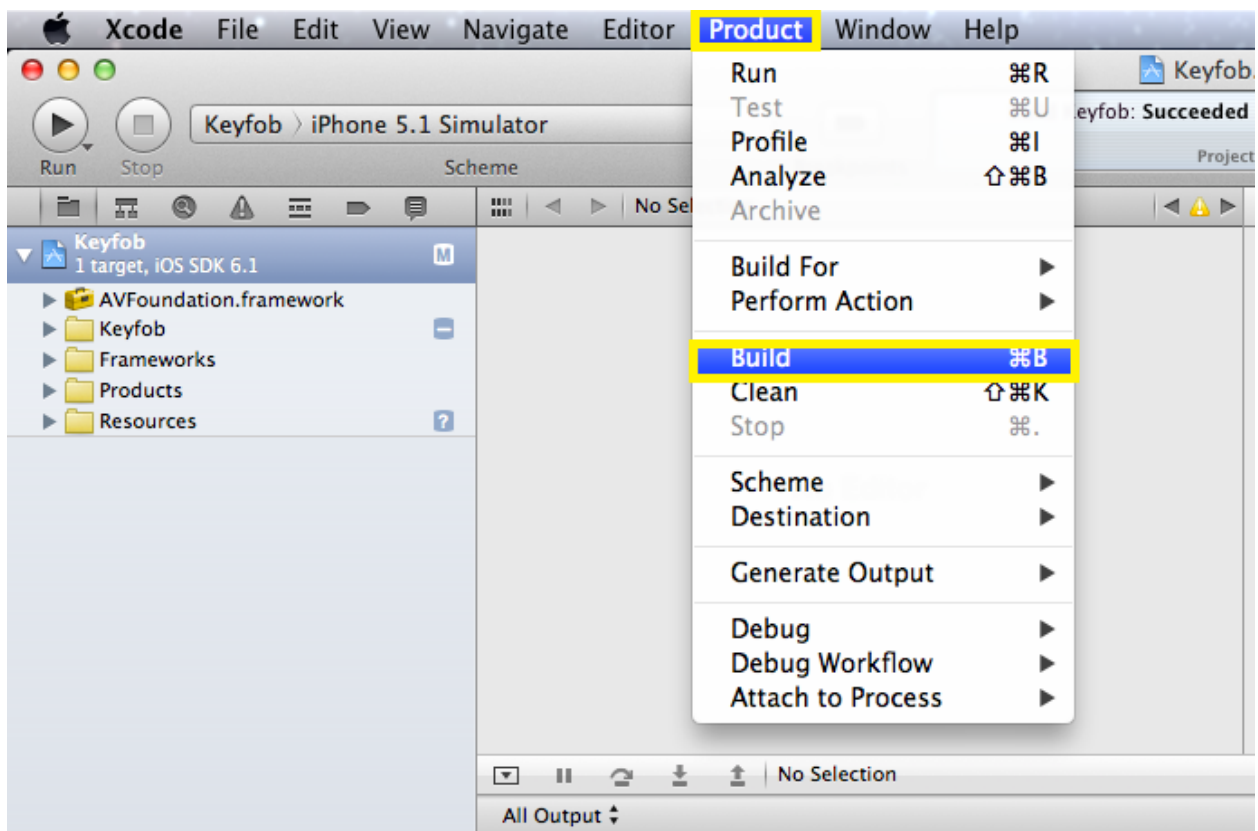
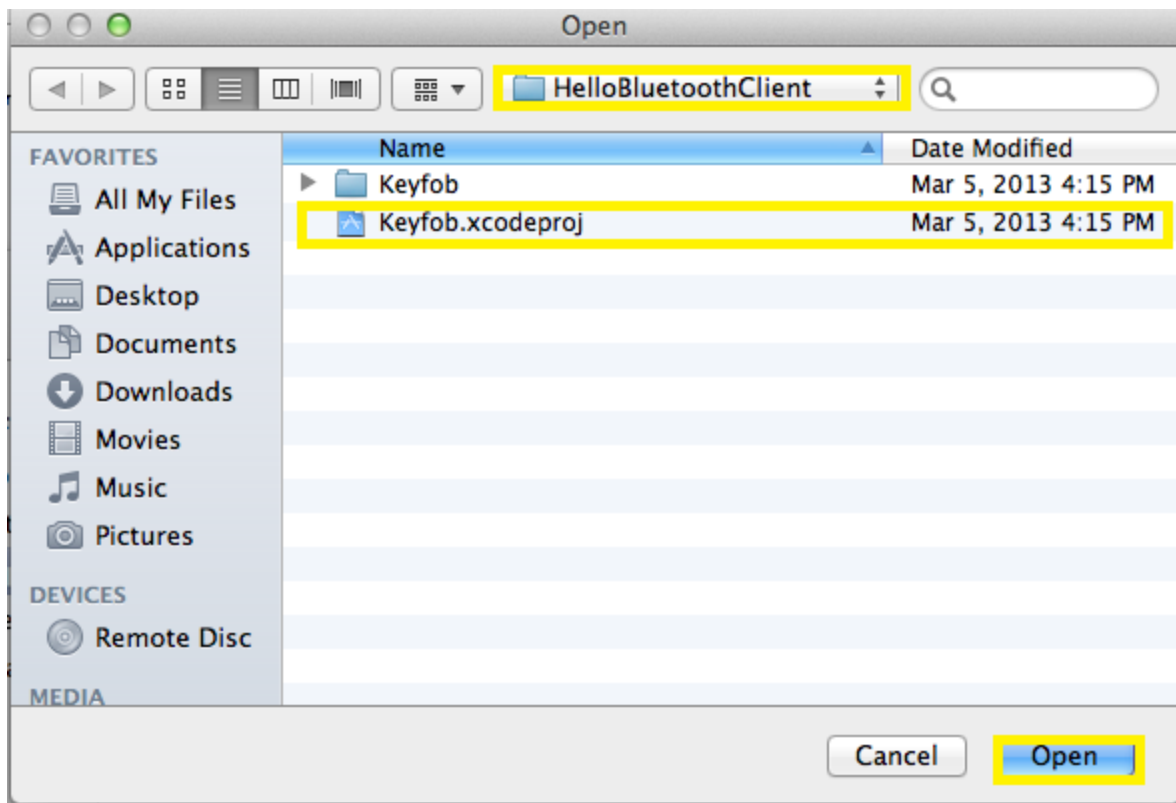
## Step 2: Opening up QSK Sample

Download the QSK and save it to your development folder

(NOTE: Sample code is also available on GIT repository: << URL >> and can be accessed via <<command>>)

1. Open up XCode
2. Open Project: File->'Open Project'
3. Compile and Build (XCode Menu: Product->Build)



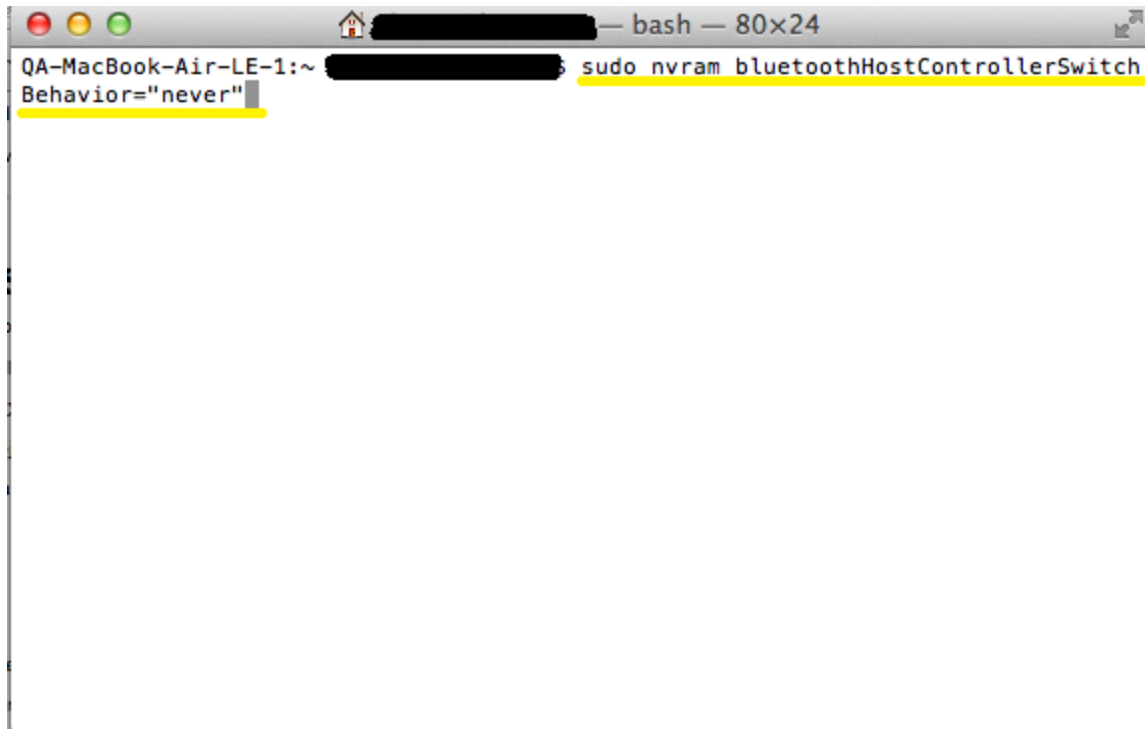


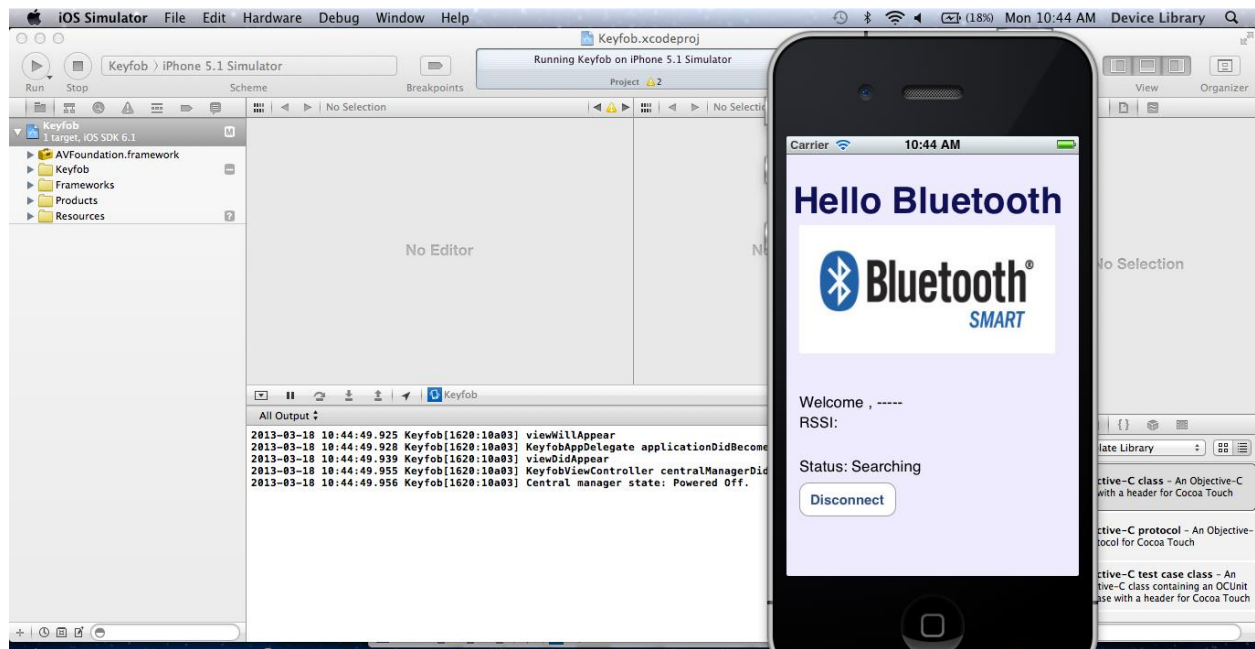
### Step 3: Running your app through simulator

Before running the app, make

This needs to be issued while the Simulator is NOT running, after this command, then launch the Simulator.

```
sudo nvram bluetoothHostControllerSwitchBehavior="never"
```





## References

### Technical Note from Apple

[http://developer.apple.com/library/ios/#technotes/tn2295/\\_index.html](http://developer.apple.com/library/ios/#technotes/tn2295/_index.html)