

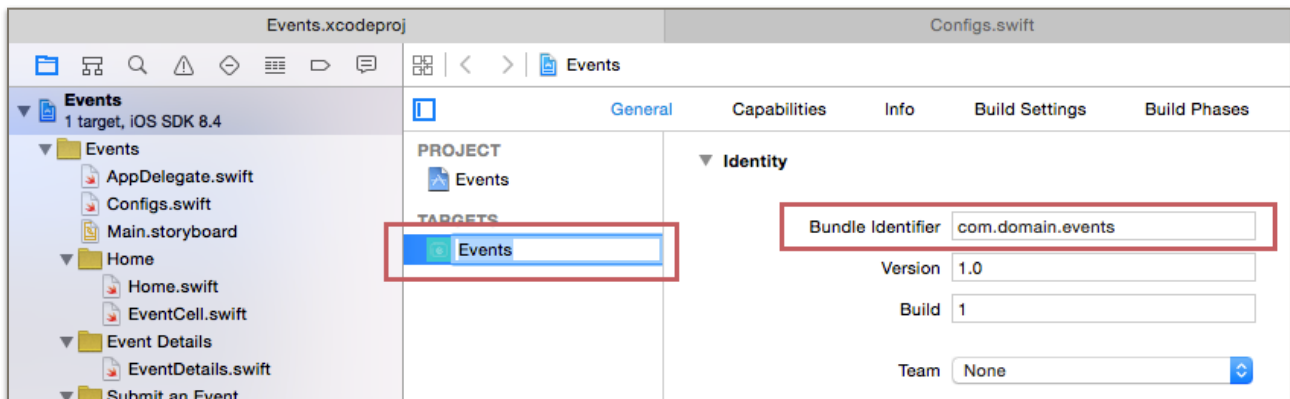
Events

User Guide

Thanks for purchasing **Events**, Full Swift iOS Universal Event Sharing App Template s from CodeCanyon, we really appreciate your support and we're sure you'll have so much fun with this template!

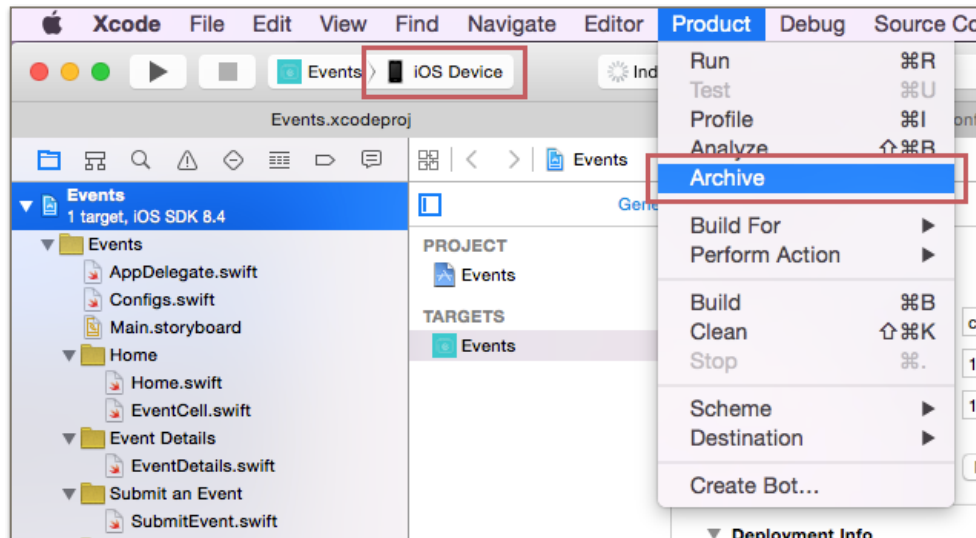
- First Setup -

- **Bundle Identifier & App name:** If you want to use the demo project included into the package, you can do so. Once you have generated a new **App ID** and **Distribution Provisioning** file from the **Apple Developer portal** (in order for you to be able to upload the binary of your app), you must change the **Bundle Identifier** accordingly to the one you generated in your provisioning profile. Also, you must change the App's name under **TARGETS** by double clicking on **Events** and renaming it as you want, so you'll see your own app's name underneath the app's icon (see below):



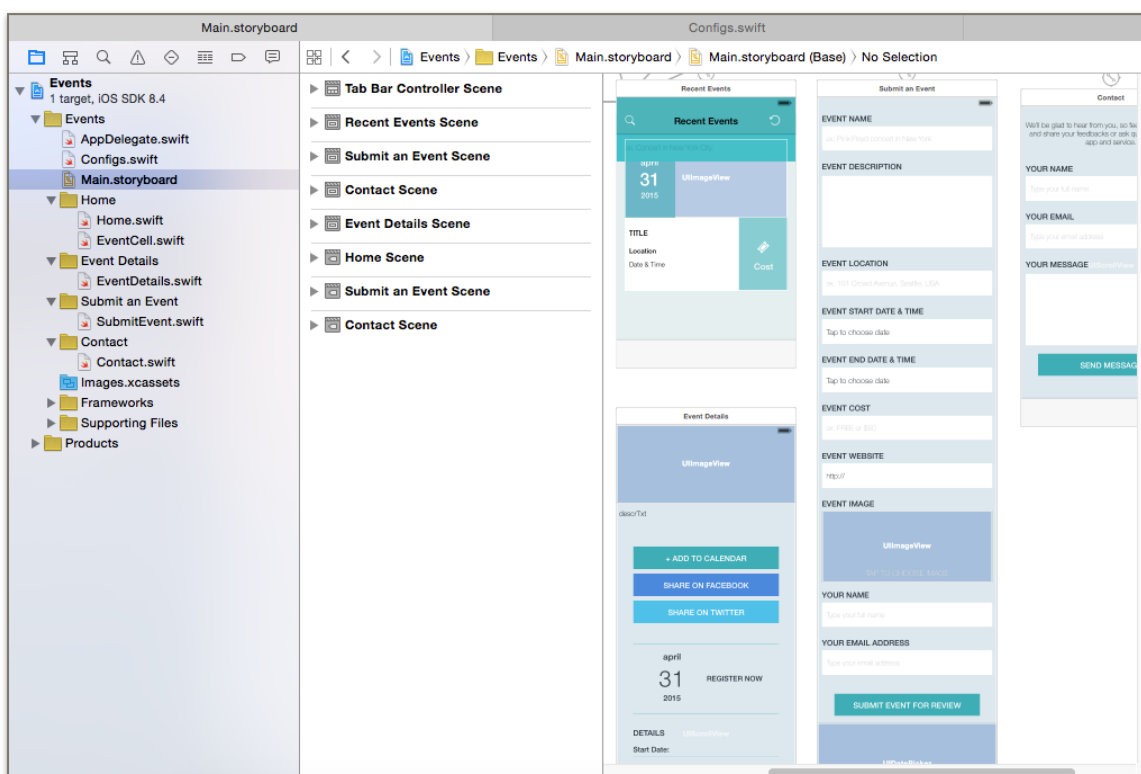
NOTE: do not change the Events folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.

- **Archive the App:** To archive the app and be able to upload it to the iTunes AppStore, select **iOS Device** on the device list and then click on **Product -> Archive** to launch the **Organizer** and archive the app (see below):



- Customization -

- **User Interface:** If you want to edit the User Interface of **Events**, you can do so by the Storyboards file called **Main.storyboard**. You can edit buttons, labels and image views via Inspector panel on the right side of the XCode window, and select them by the the Document Outline panel (see below)



- **Images:** You can easily change App icons, logo, buttons and other images by accessing **Images.xcassets** folder and editing the **.png** images in there, just do not rename them so XCode will still recognize them. Make your reskin and save **.png** files with the same names as the existing ones in the project.

- Configuration -

Head over **Configs.swift** file and check it out. It contains most of the keys/strings you have to set in order to customize your app and get connected to your own Parse App's database. Check out the **comments** in the swift file which will help you editing them.

- **Parse keys:** You must create your own app in Parse™ and grab its **App Key** and **Client Key** from *Settings* tab of your Parse app's page before running the app via XCode on the Simulator or real device. Replace the 2 red strings below with your own ones:

```
// PARSE CONFIGURATION
let PARSE_APP_KEY = "t2M4nmj8H6mi6JQuKdG3IeyYHAe86qkSTkWQlUZl"
let PARSE_CLIENT_KEY = "evWV61UdTEd33maIFo5ULVEMzZyPP102xLJCQ8id"
```

- **Parse database:**

If you don't have a **Parse** account yet, it's easy to create it (and a **FREE** account offers 20GB data storage, 30 API requests/sec.) just go to www.parse.com, sign up for a new account and choose **+Create App**. Give it a name and of course select **iOS** as platform. You don't need to download the Parse SDK since it's already included in the app.

DO NOT rename any of the strings relative to Parse (the ones below Parse Keys into **Configs.swift**), otherwise the app will not work properly.

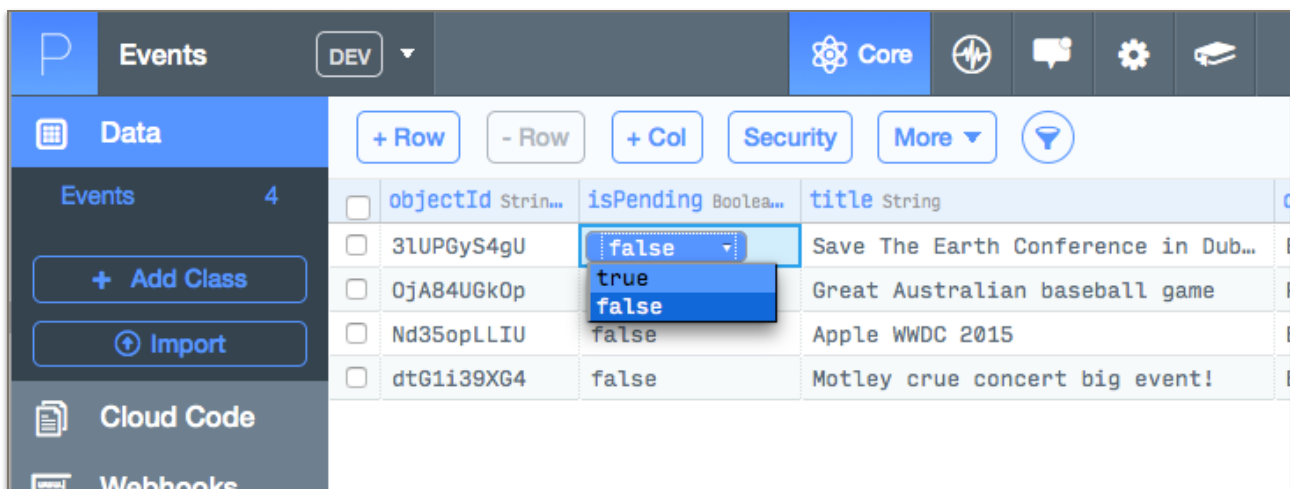
For the other few configurations, just read the comments we've placed in the code.

• **AdMob setup:** In order for you to display your own AdMob banners you must create an AD UNIT ID on www.apps.admob.com. Once you've got it, replace the red string below with your *AD UNIT ID* on the top of the **GameBoardVC.swift**:

```
/* IMPORTANT: REPLACE THE RED STRING BELOW WITH THE UNIT ID YOU'VE GOT BY  
REGISTERING YOUR APP IN http://www.apps.admob.com */  
let ADMOB_UNIT_ID = "ca-app-pub-9733347540588953/7805958028"
```

• **Approve Pending Events:** Once a user submits an event, it gets stored into **Events** class in your own Parse database, and you also get an email with all the details of such event (set a specific email address into **Configs.swift** file, as explained by comments)

All you'll have to do to approve that event is to login into your Parse Core database and flag the **isPending** column relative to that event to **false**. In that way the Event will appear on the home screen and also can be found by search (see below).



objectId	isPending	title
3LUPGyS4gU	false	Save The Earth Conference in Dub...
OjA84UGkOp	true	Great Australian baseball game
Nd35opLLIU	false	Apple WWDC 2015
dtG1i39XG4	false	Motley crue concert big event!

If you will not want to approve it for some reason (it may contain inappropriate contents or whatever your policy will be), you can reply to the user via Mail app. You may still reply to the user who submitted the event to just notify him that his Event has been published on the app. These are just suggestions, unleash your creativity and reskin this app as you wish.

•**AdMob Unit ID:** You must create a Banner Unit ID on www.apps.admob.com in order to get its Unit ID and replace the red one in **Configs.swift** with your own (check comments in **Configs.swift** file) in order to make your AdMob banner work.
iAd doesn't need configurations.

•**Apple Review process:** Sometimes it may happen that an app gets rejected once by Apple reviewers because of ads (iAd or AdMob doesn't matter), that's an issue we encountered too and we can't still understand why since we then re-submitted an app without any change and it got approved.

Anyway, check out the screenshot below, you'll get it after clicking on Submit For Review button on iTunes Connect, check the options shown below and everything should go smoothly.

Also, we suggest you to write something in the **Notes** field of your app's page on iTC telling the reviewer that "this app shows AdMob banners, test it for a while to see them showing up".

Advertising Identifier

Does this app use the Advertising Identifier (IDFA)?

☒ Yes ☐ No

The [Advertising Identifier \(IDFA\)](#) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

If your app is using the Advertising Identifier, check your code—including any third-party code—before you submit it to make sure that your app uses the Advertising Identifier only for the purposes listed below and respects the Limit Ad Tracking setting. If you include third-party code in your app, you are responsible for the behavior of such code, so be sure to check with your third-party provider to confirm compliance with the usage limitations of the Advertising Identifier and the Limit Ad Tracking setting.

This app uses the Advertising Identifier to (select all that apply):

☒ Serve advertisements within the app

☐ Attribute this app installation to a previously served advertisement

☐ Attribute this app installation to a previously served advertisement

If you think you have another acceptable use for the Advertising Identifier, [contact us](#).

Limit Ad Tracking setting in iOS

☒ I, Anne Johnson, confirm that this app, and any third party that interfaces with this app, uses the Advertising Identifier checks and honors a user's Limit Ad Tracking setting in iOS and, when it is enabled by a user, this app does not use Advertising Identifier, and any information obtained through the use of the Advertising Identifier, in any way other than for "Limited Advertising Purposes" as defined in the [iOS Developer Program License Agreement](#).

Good luck with Events template, and don't forget to rate it on your Downloads page!

