

# Generate branded iOS apps

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April 15th, 2014

# Scaling Up

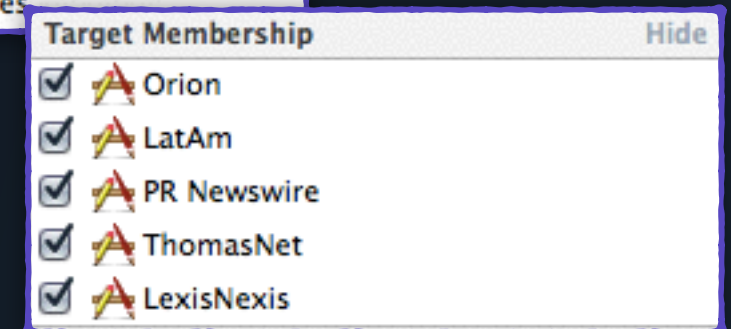
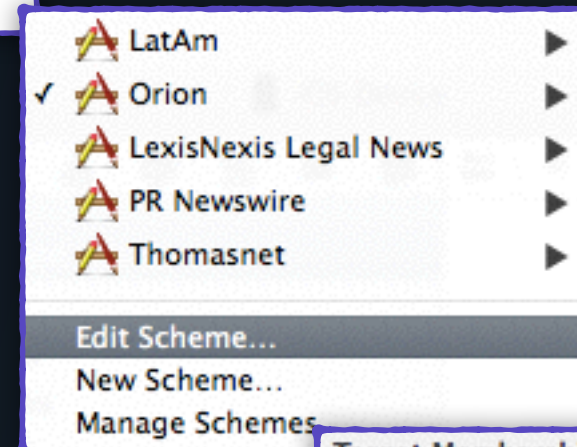
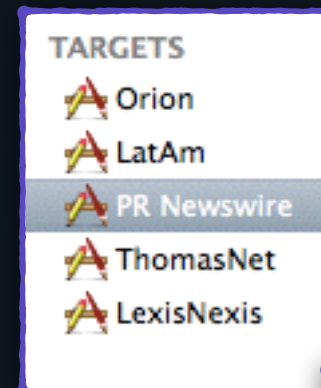
Ian Paterson  
Newstex, LLC

# 2011

## 5 Targets

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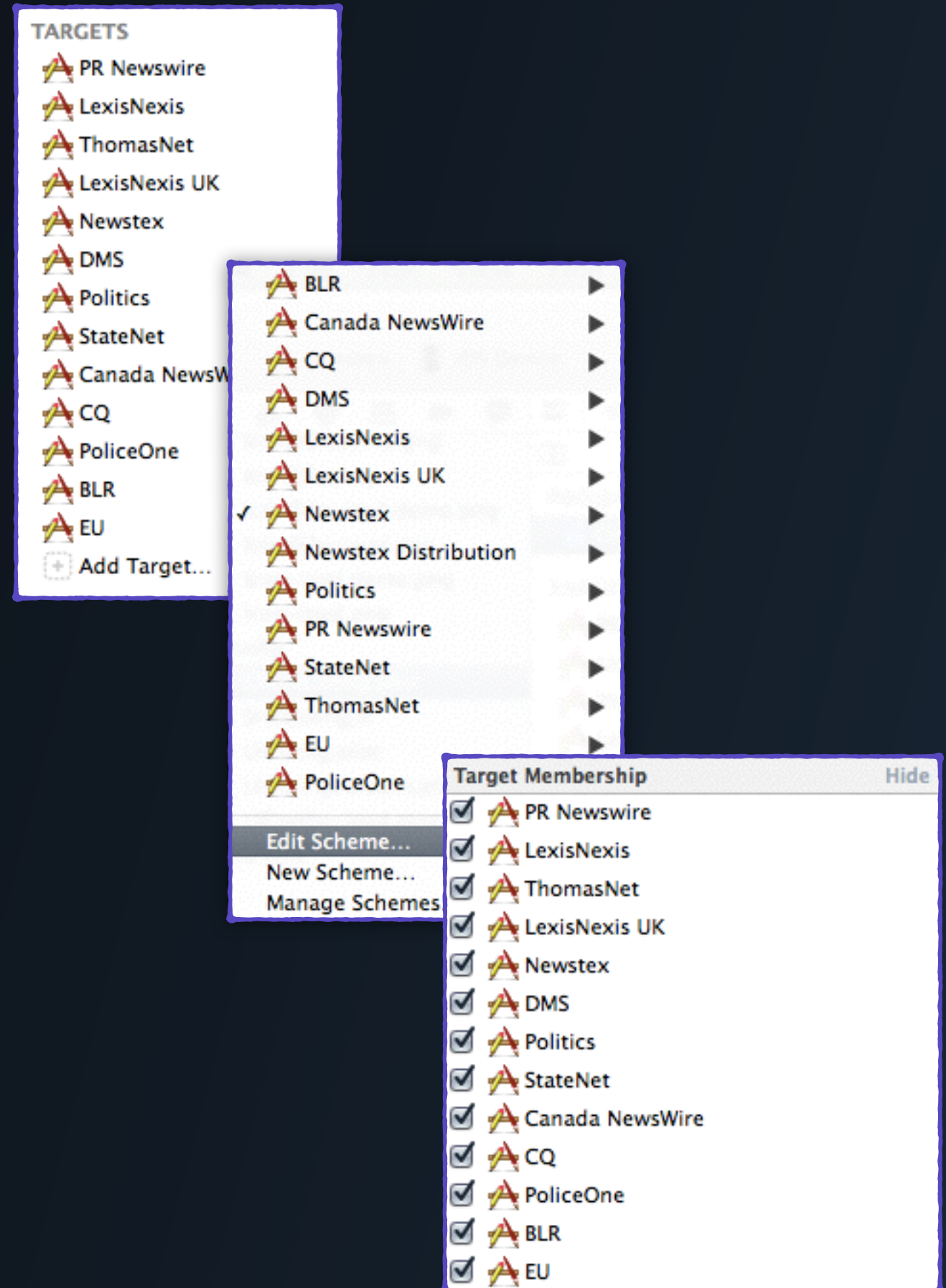
- White-label news app
- One target per app
- Few targets, all is well



# 2012

## 13 Targets

- Project file management becomes a burden
- Difficult to add and remove targets
- Frequent mistakes



# project.pbproj

contains everything about every target

in an ugly format

multiple times

in multiple places

# Remove a class

---

20

changes

# Add a class

---

16

changes

13 checkboxes

# Add a target

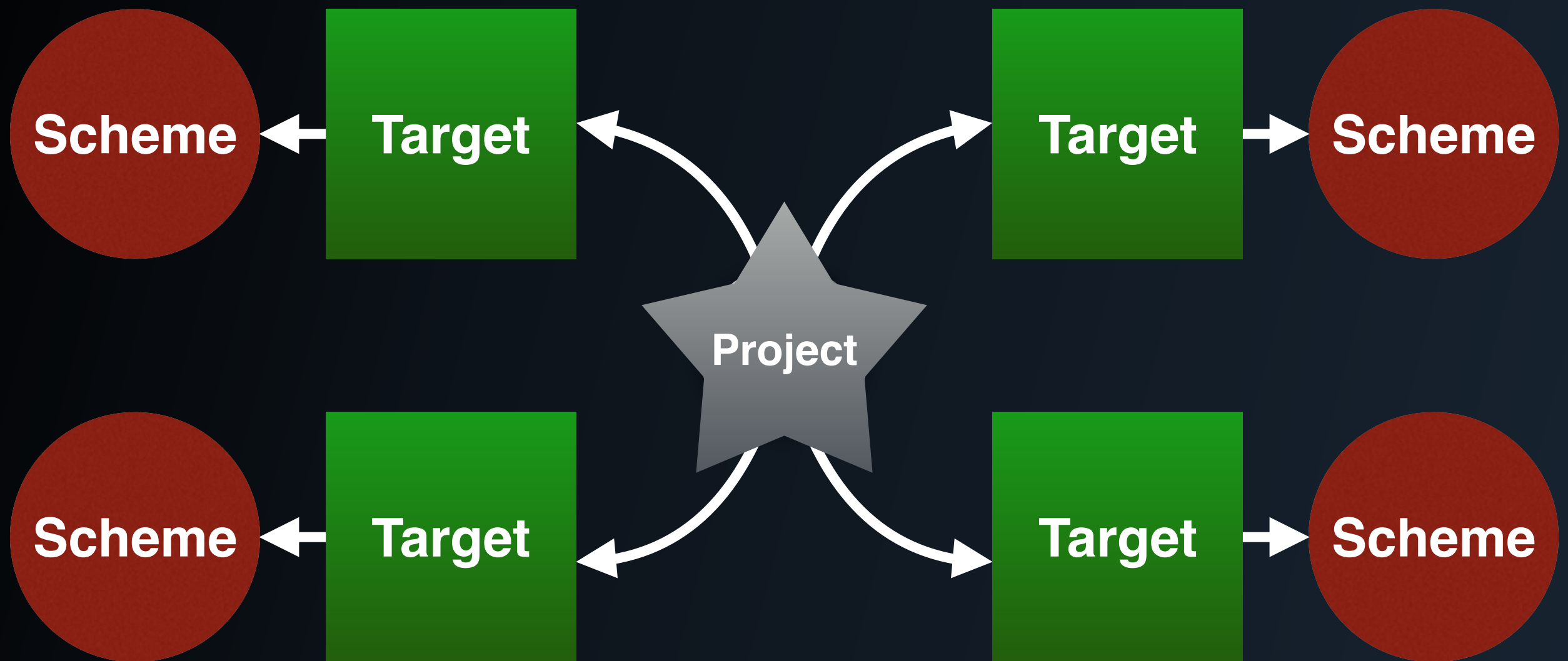
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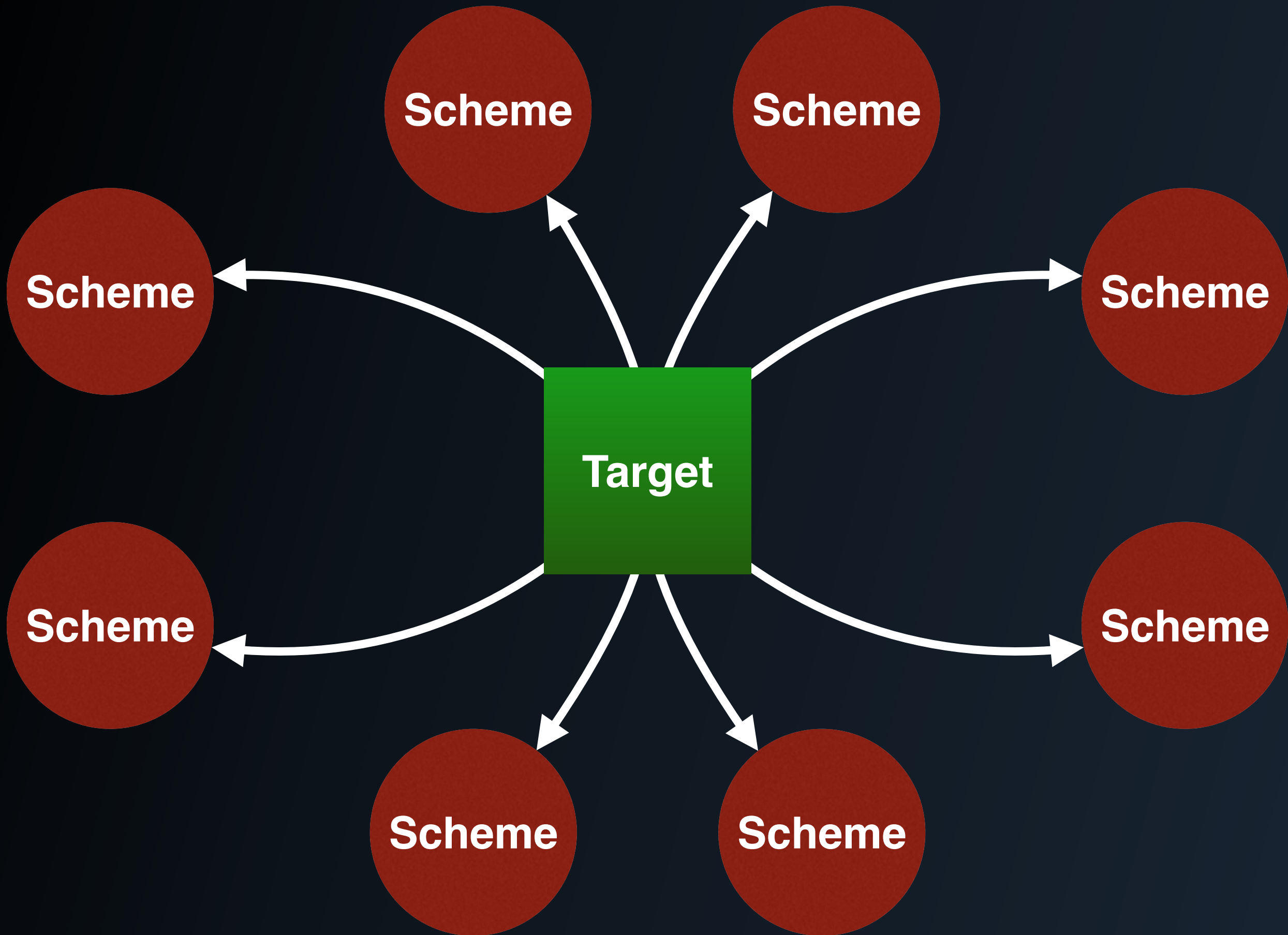
11

changes

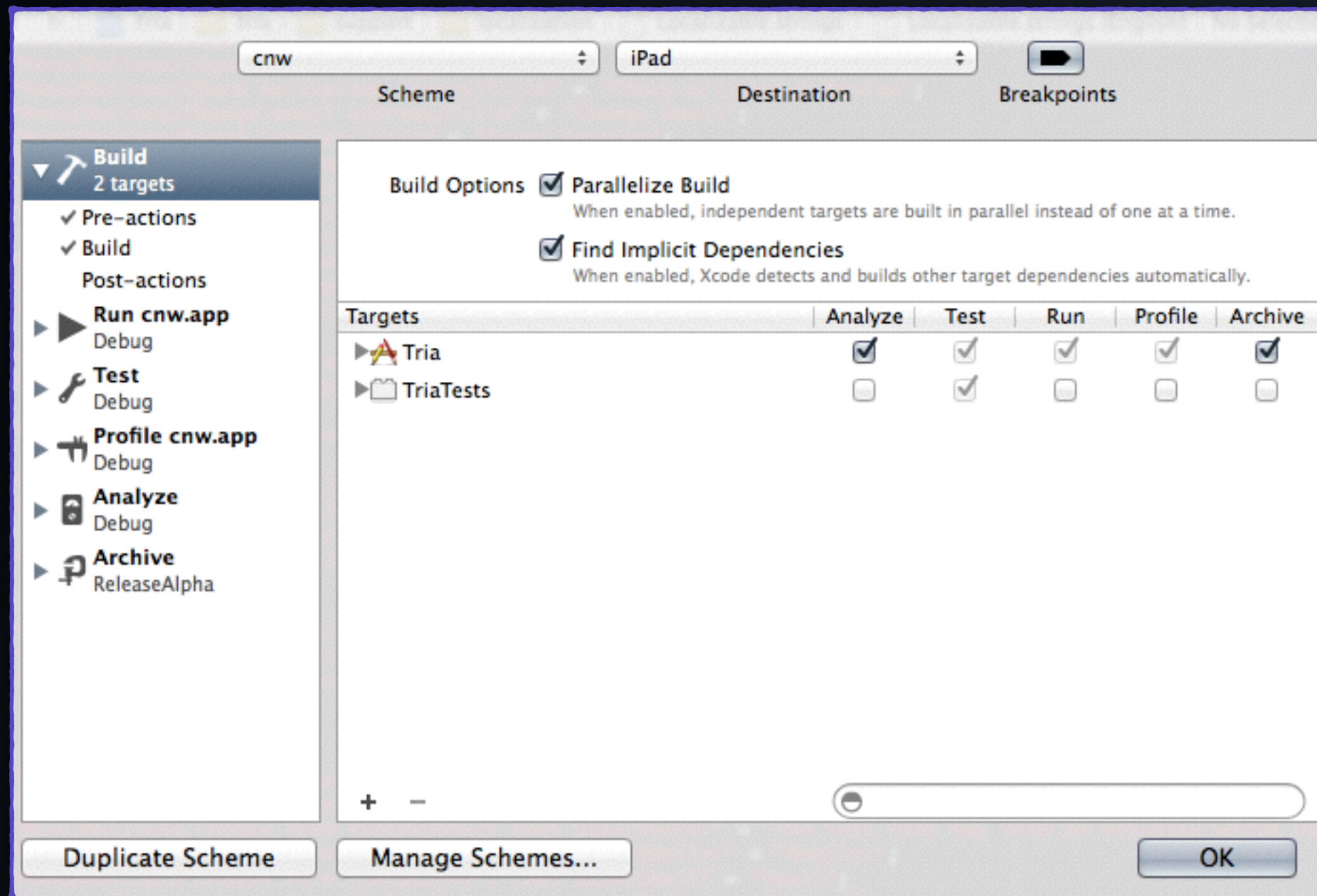
1119 lines added





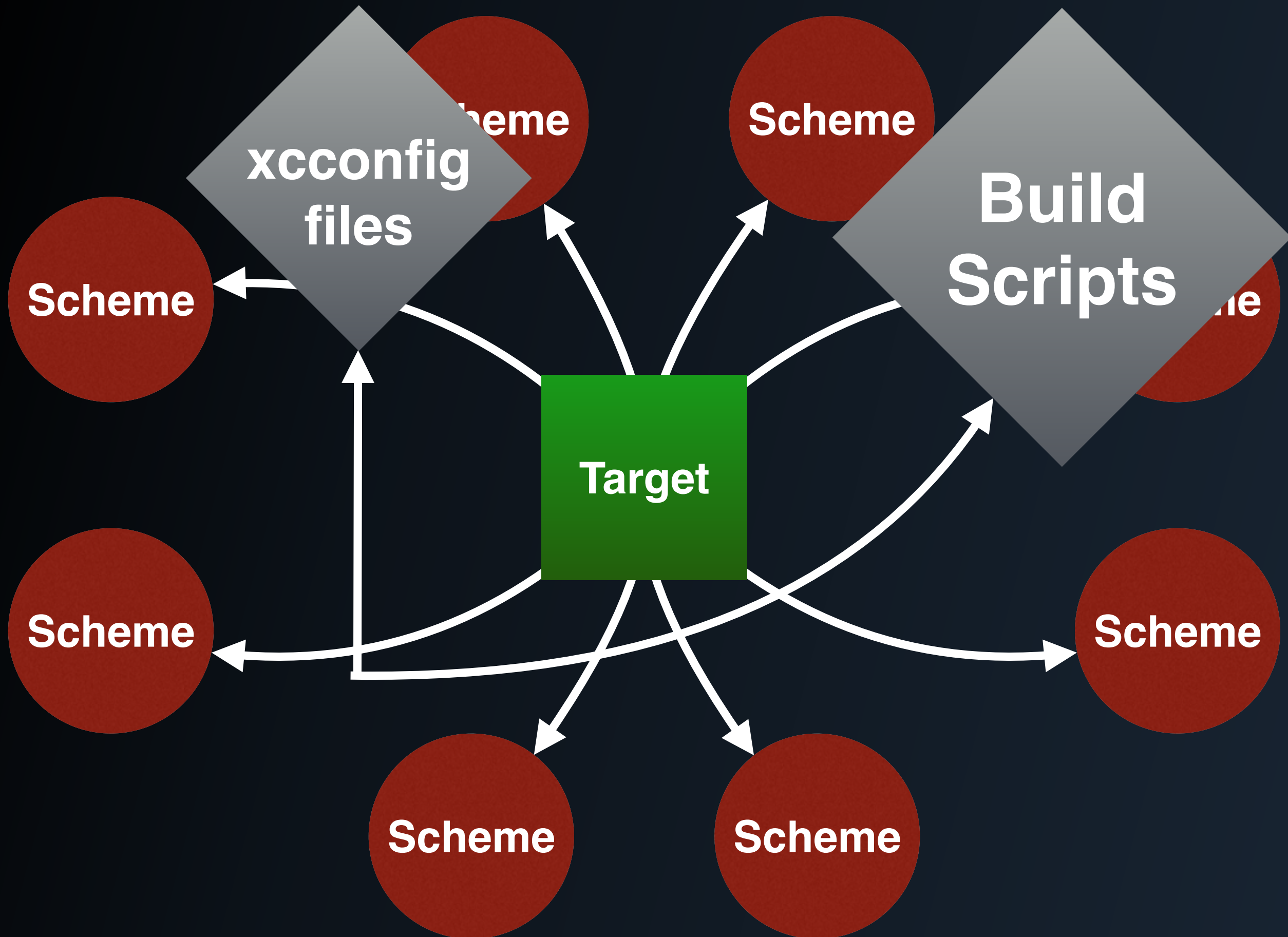


# Implementation



# Benefits

- Schemes are lightweight, no merge conflicts
- Eliminates inconsistent settings between targets
- Can maintain leads in separate branches
- Higher scalability than multiple targets
- Works with xcodebuild



# Build Scripts

- Copy static assets specific to the app
  - Cannot use Copy Bundle Resources
- Generate theme, configuration plists, etc
- Optimized PNGs, binary plists
- Enforce app's .xcconfig for current scheme



# Problems

- Cannot run script before xcconfig is parsed
- Difficult to conditionally include frameworks
- Even more difficult to conditionally compile code
- Always a few insignificant changes in project and scheme files (references to product name)

# Questions?

or ideas about how to better solve our problem...



# Contact Info

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