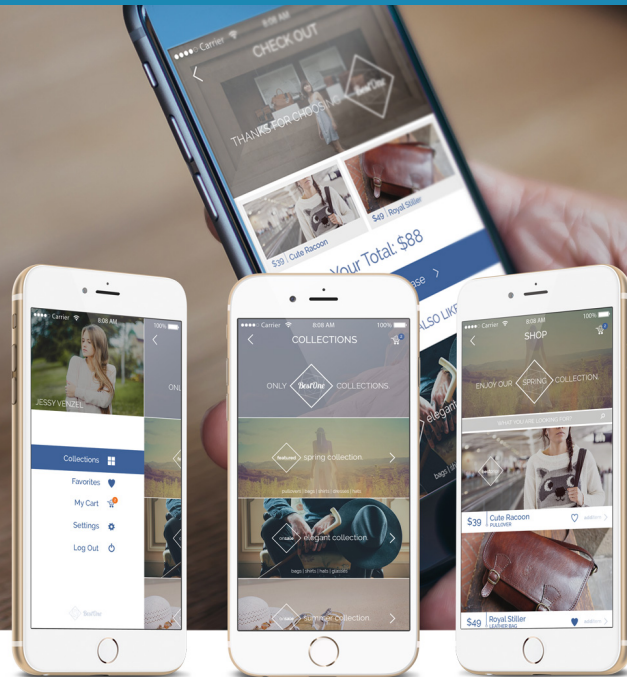




DOCUMENTATION

BestOne Shopping App Template for iOS



 **apps**
foundation
BUILD YOUR DREAM APP

Template Manual

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WHO THIS MANUAL IS FOR

This book is created for a customer who has bought a template on Apps Foundation. It will help you to understand what is in your hands, what you can change in template and how you can use it in your own interests.

WHAT DO YOU NEED FOR THIS MANUAL?

- To run project that you have purchased, you will need Xcode. You can download it here <https://developer.apple.com/xcode/downloads/>
- To open .psd graphic files you will need Adobe Photoshop. You can download it here <https://creative.adobe.com/products/download/photoshop>. You can preview graphic files using built-in Mac OS X software - Preview
- Fonts can be opened using built-in Mac OS software - Font Book
- For .ai file with vector graphics you will need Adobe Illustrator. You can download it here <https://creative.adobe.com/products/download/illustrator>. Also you can use some others vector graphics editor

READER FEEDBACK

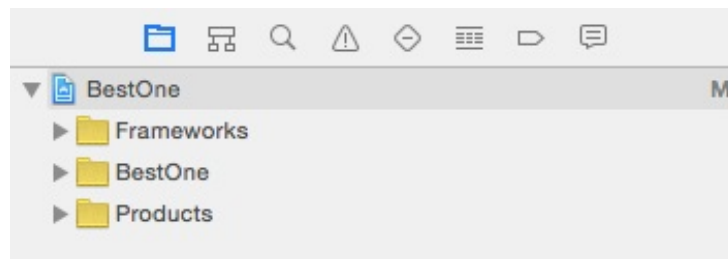
Feedback from our customers is always welcome. Let us know what you think about this manual - what you liked or may have disliked. Reader feedback is important for us to develop titles that you really get the most out of.

To send us general feedback, simply send an e-mail to info@appsfoundation.com, and mention the manual title via the subject of your message.

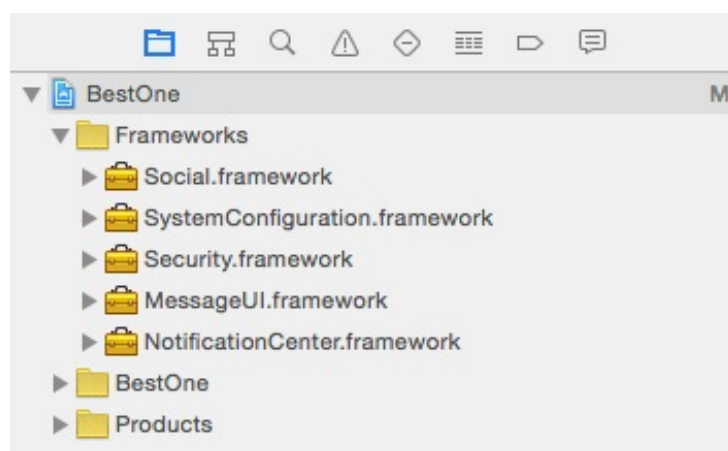
PROJECT STRUCTURE

Find file with .xcodeproj extension in root folder. Open it using Xcode.

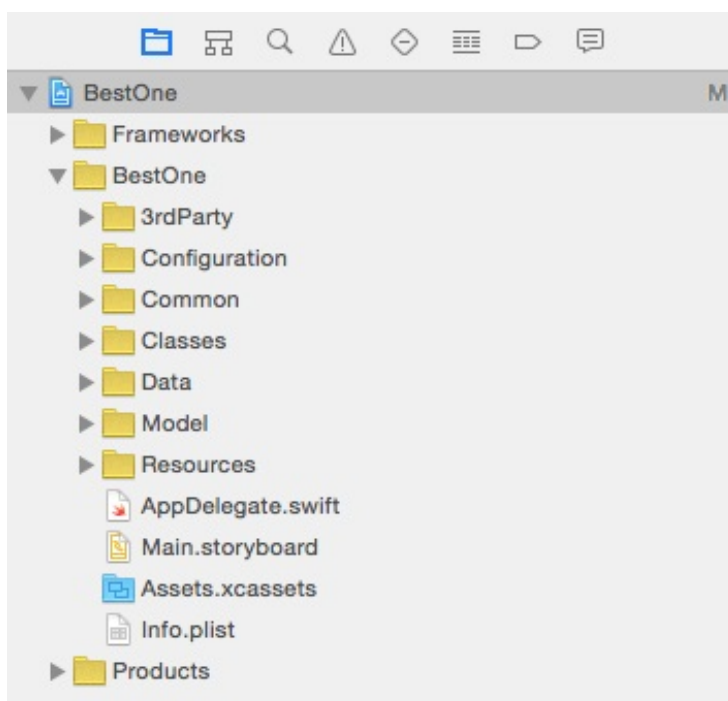
Your template xCode project is strongly structured according to MVC pattern. It contains 3 base folders:



“*Frameworks*” contains all needed frameworks for the template. Here you can find a framework for a mailing(MessageUI.framework) or framework for a social sharing(Social. Framework).



“*BestOne*” contains the main project files - resources, classes, icons and splash screens. Here every file has its concrete place.

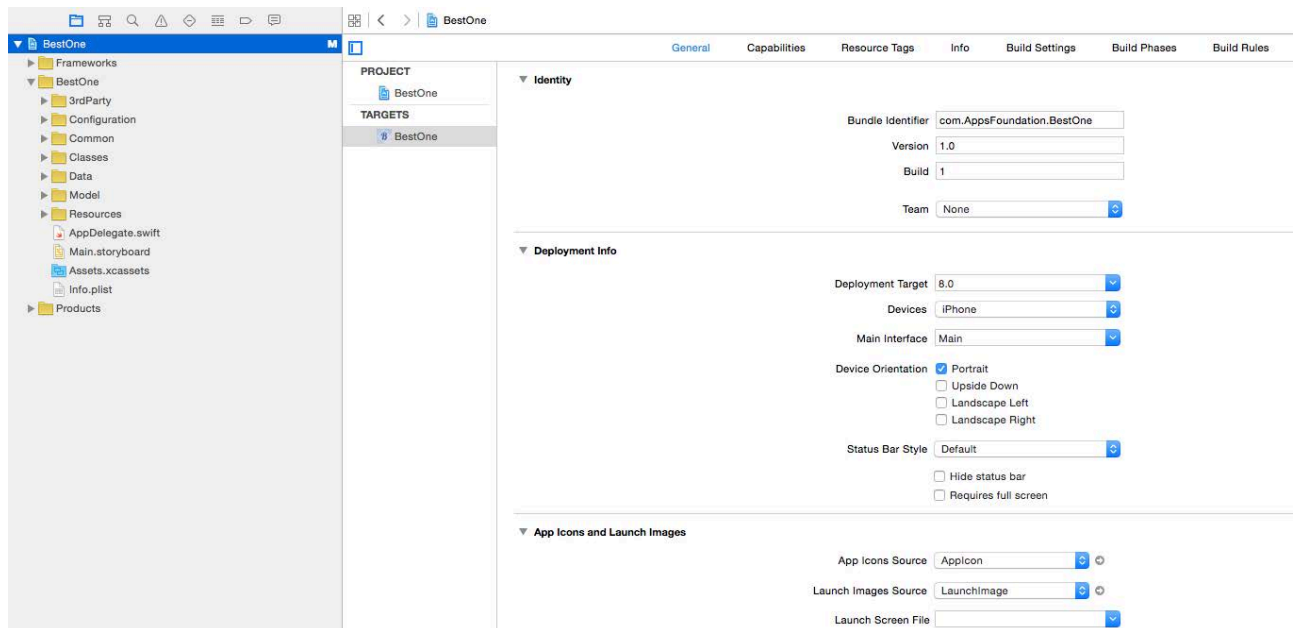


- “*3rdParty*” - other libraries or SDKs
- “*Configuration*” - configurations files
- “*Common*” - data managers, singletons and helpers
- “*Classes*” - all controllers, cells and source code files
- “*Data*” - .plist data files
- “*Model*” - model files
- “*Resources*” - graphic files and custom fonts
- “*Main.storyboard*” - UI layout
- “*Images.xcassets*” - app Icons and splash screens
- “*Products*” contains already built app. Control-click on the file with “.app” extension to see a short list of the most common operations. Choose Show in Finder to reach the app built.

[You should build your template project previously by choosing Product > Build to see a build here in the Product folder.]

PROJECT SETTINGS

Click on the project file to see project settings as seen on screenshot below. Here you can configure your project to run it on device or publish to the App Store.



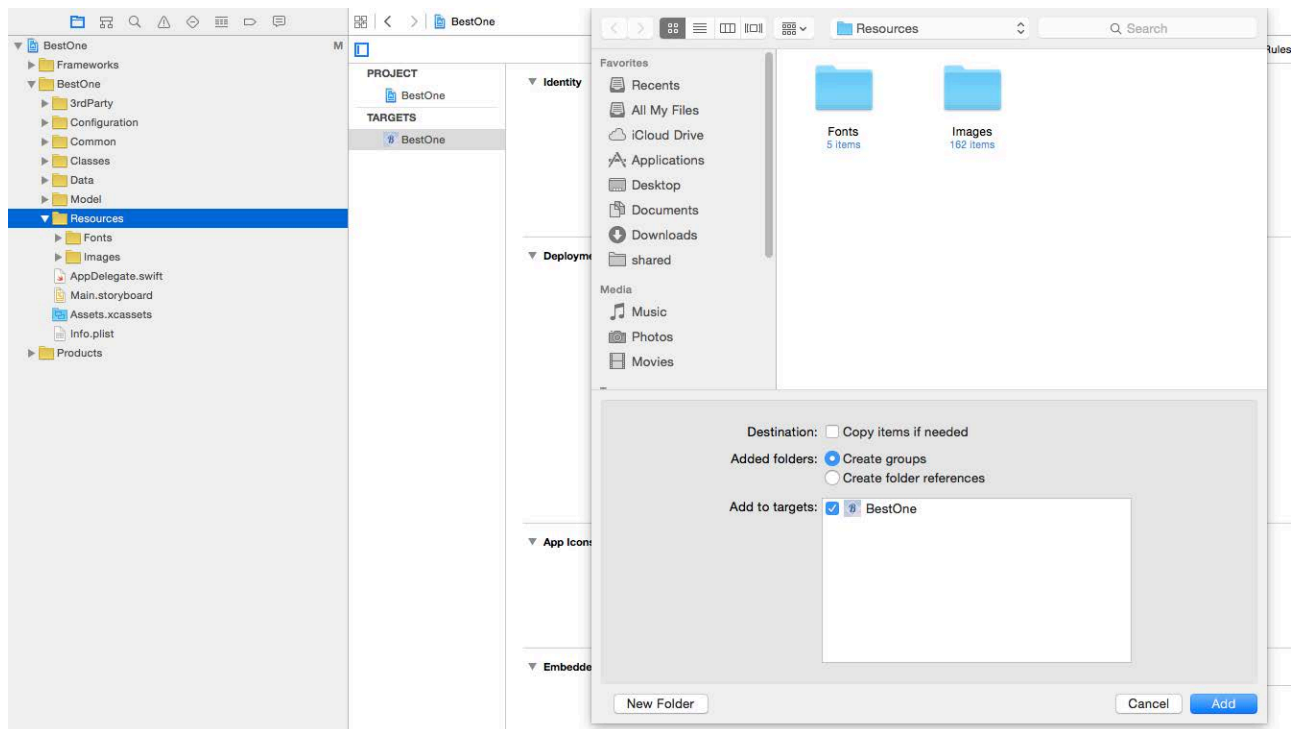
In the general tab you will be able to change the main app settings:

- **Bundle ID** - the bundle identifier, a string that identifies the app to the operating system and to the App Store. [Bundle ID must be unique. To create such please follow next scheme: com.yourCompany.yourAppTitle. Replace the parts with yours and use it.]
- **Version** - the version number under which you publish the app. [Version number in the app project file must be the same as in your iTunes account.]
- **Build** - the build number, which identifies a particular build of the app.
- **Team** - the name of your Apple Developer Program development team.
- **Deployment Target** - The deployment target, which is the earliest iOS version on which the app runs. We set it as "7.0" to allow you to use your template for iPhones with the iOS version starting from iOS 7.0.
- **Devices** - devices for which to build the app.
- **Main Interface** - the main user interface file to load when the app launches.
- **Device Orientation** - user interface orientations (portrait, upside down, landscape left, landscape right) that the app supports.

RESOURCES

All needed resources and fonts are in the “*Resource*” folder. Images are in three sizes – default (for iPhone 4/4s), @2x(for iPhone 5/5s/6) and @3x (for iPhone 6 Plus). You can easily add or remove any image from the resource folder.

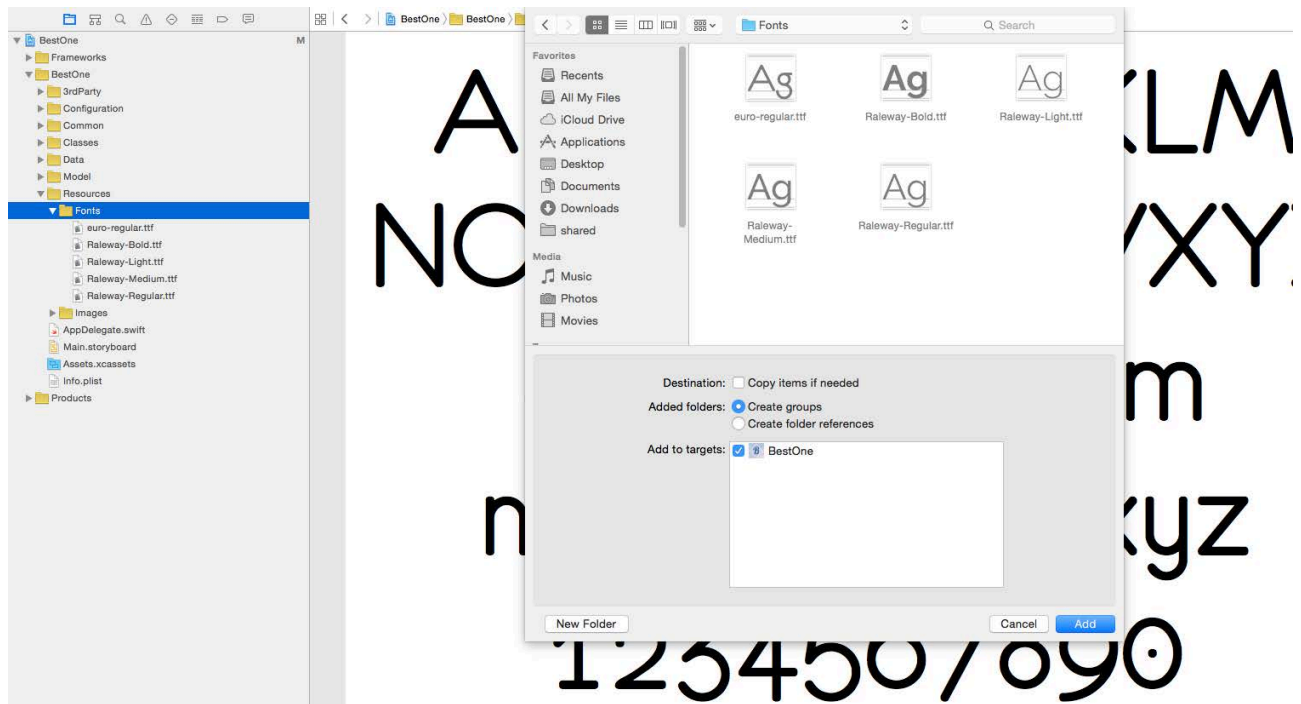
Control-click on the folder you want to add new image into. Choose *Add Files to “Resources”...* from a context menu. Select new image and press Add.



To remove an image, Control-click on an image and choose *Delete*. Select *Remove References* in case if you want to leave image in a project folder or *Move to Trash* to remove it totally.

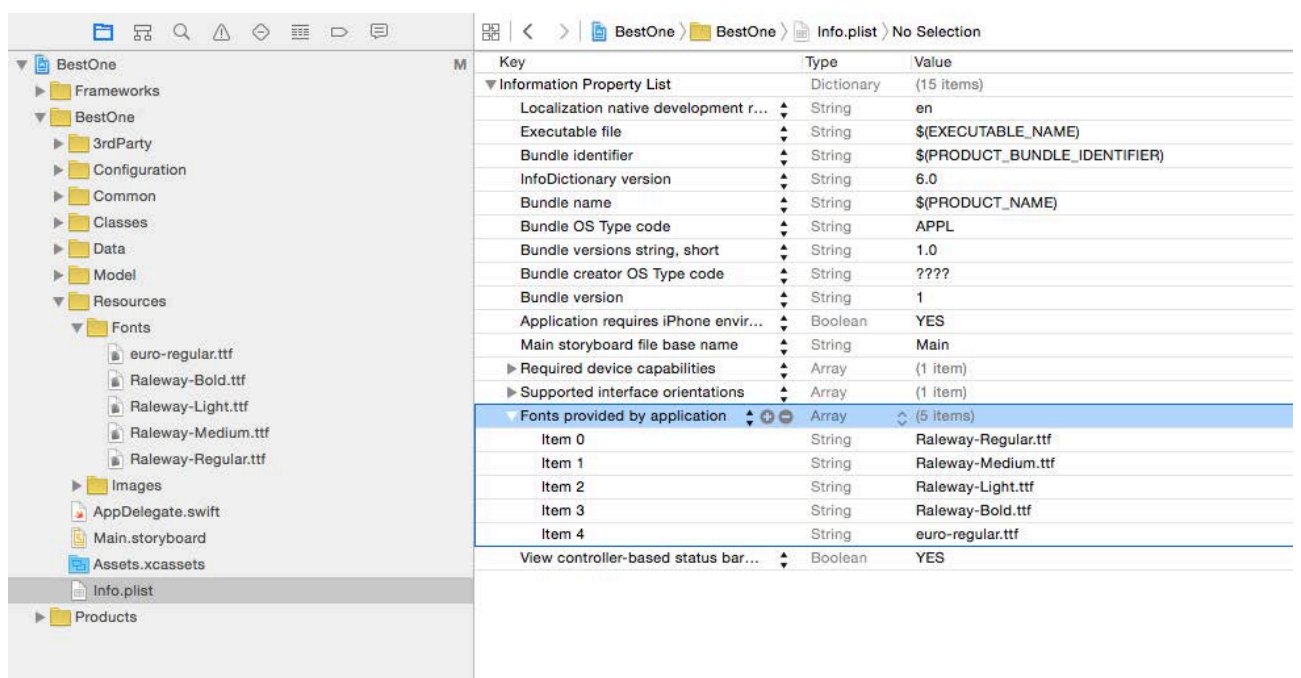
FONTS

There are several custom fonts available in the template. Control-click on the folder you want to add new font. Choose *Add Files to Fonts ...* from a context menu. Select your new font and press Add.



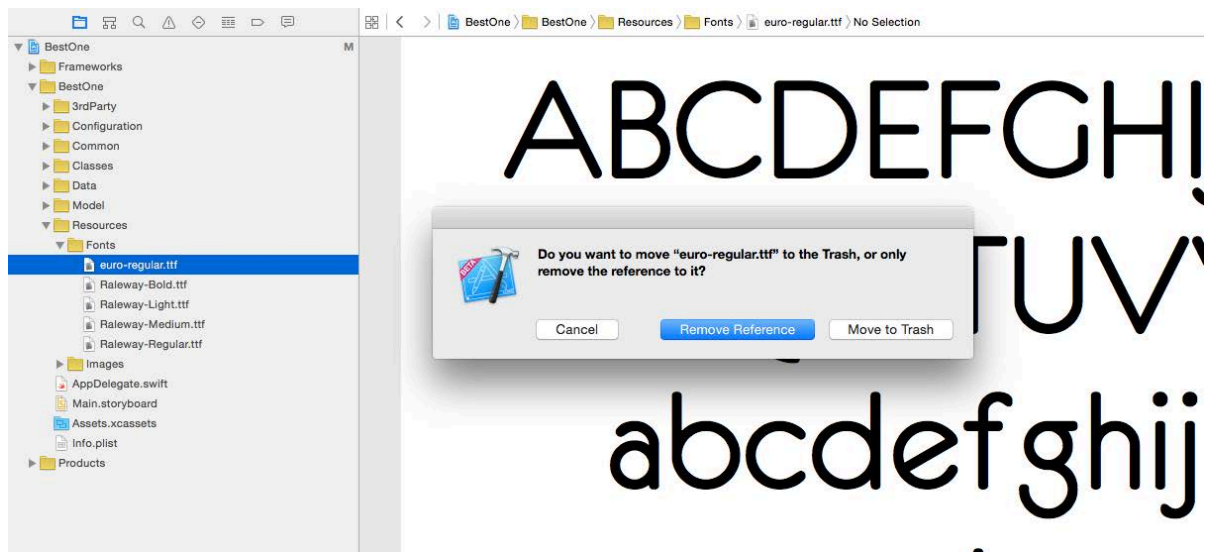
[We recommend you to keep your fonts inside Fonts folder.]

Find Info.plist file in the “Supporting Files” folder that is located in the root. Edit Info.plist file next way: Add a new entry with the key “*Fonts provided by application*”. For each of your font files, add the file name to this array.

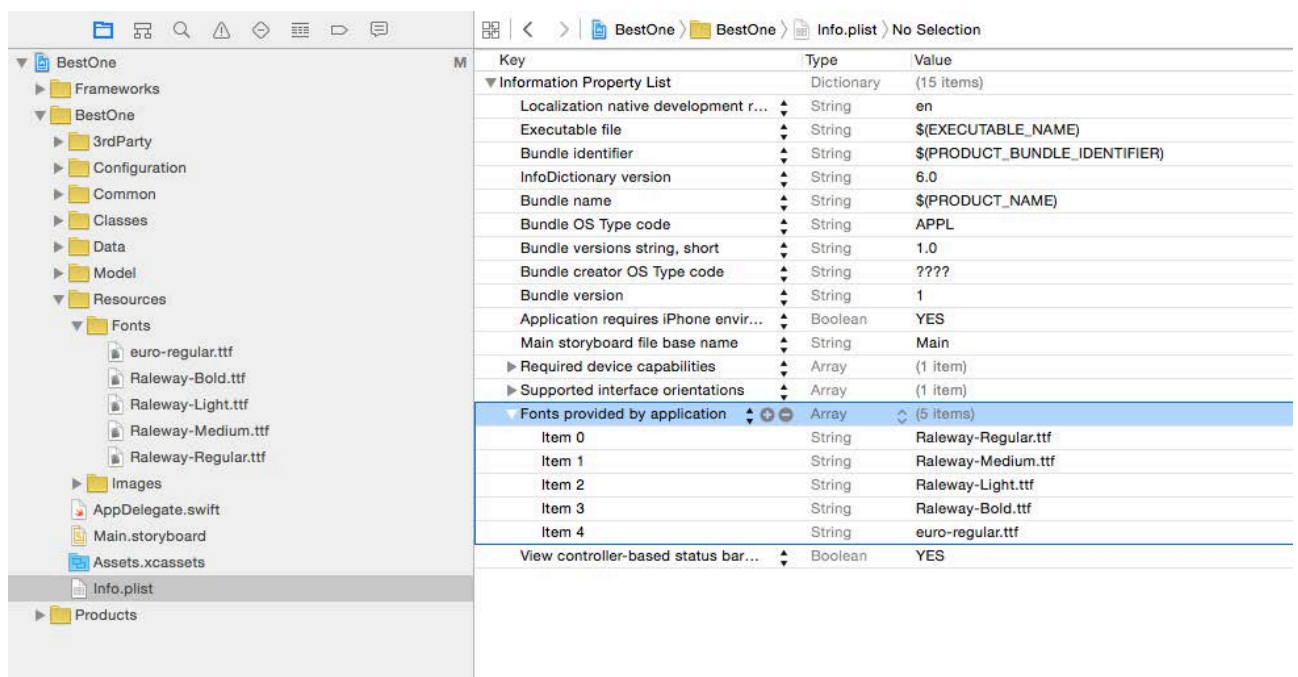


If you made some changes in the template and you don't need a font anymore, you can easily remove it.

Control-click on a font you want to remove and choose *Delete*. Select *Remove References* in case if you want to leave font in a project folder or *Move to Trash* to remove it totally.

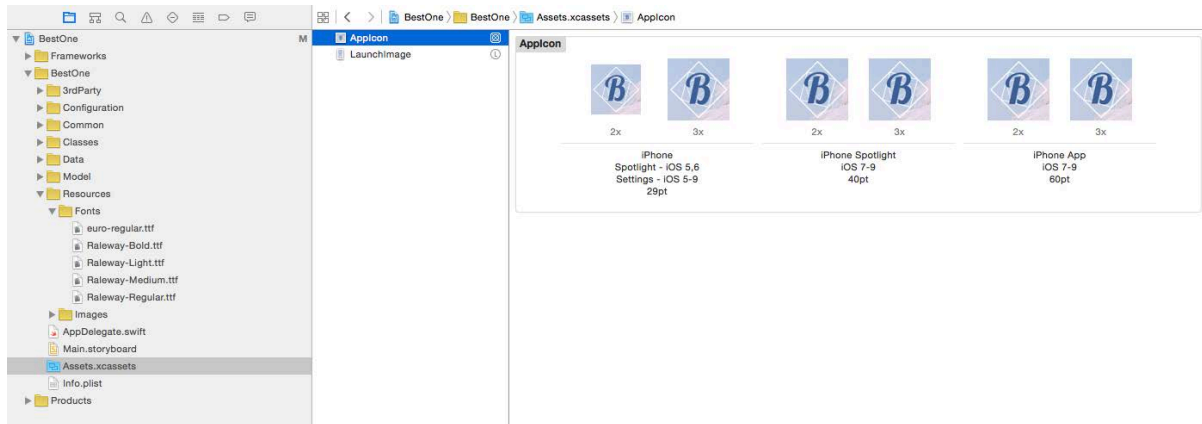


Don't forget to remove font file name from the Info.plist file. Info.plist file in the "Supporting Files" folder that is located in the root.

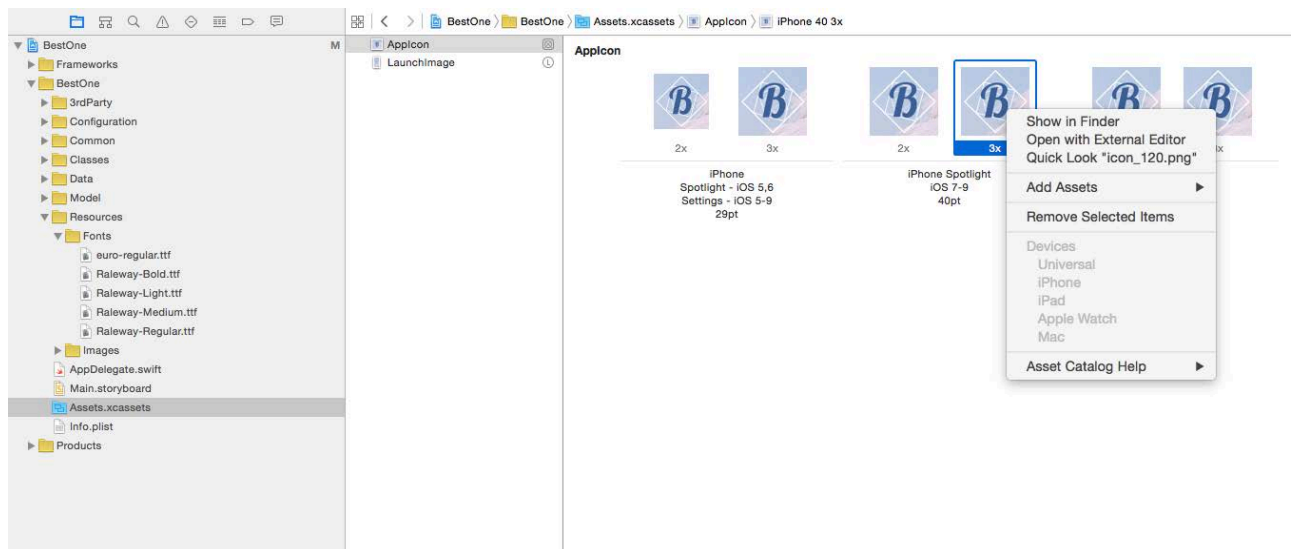


APP ICONS AND LAUNCH IMAGES

App icons and launch images contain in the asset catalog named *Images.xcassets*. The asset catalog contains a list of image sets. Each image set, such as App Icon in the screenshot, contains all versions of an image that are necessary to support various devices and scale factors. We prepared app icon and launch screens for your template, but you can also add your icon images to app by dragging them to the appropriate cell in the image set grid.

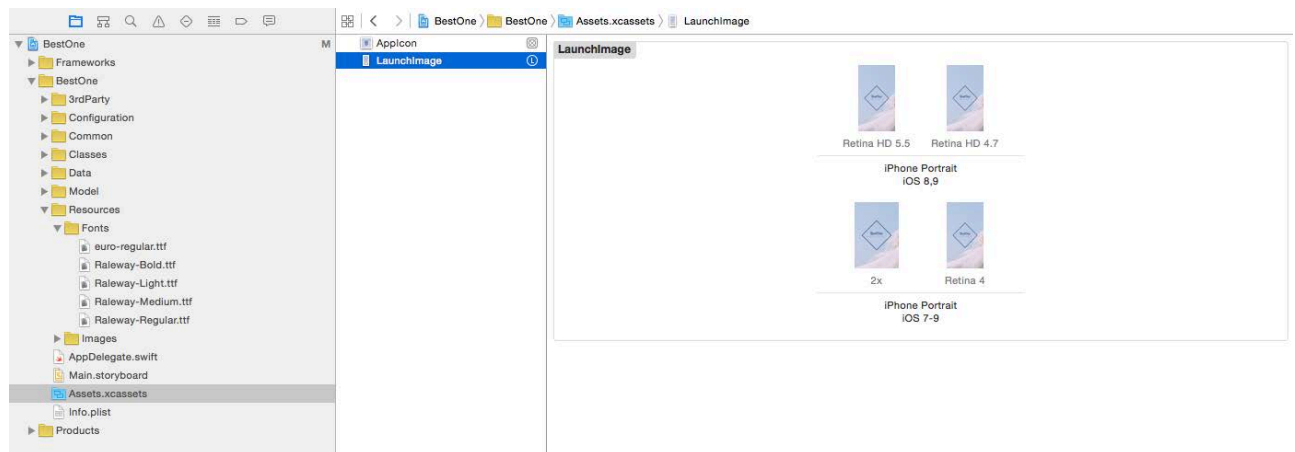


Also you can Control-Click on the app icon image and choose *Remove Selected Items* to remove app icon image from a template project.



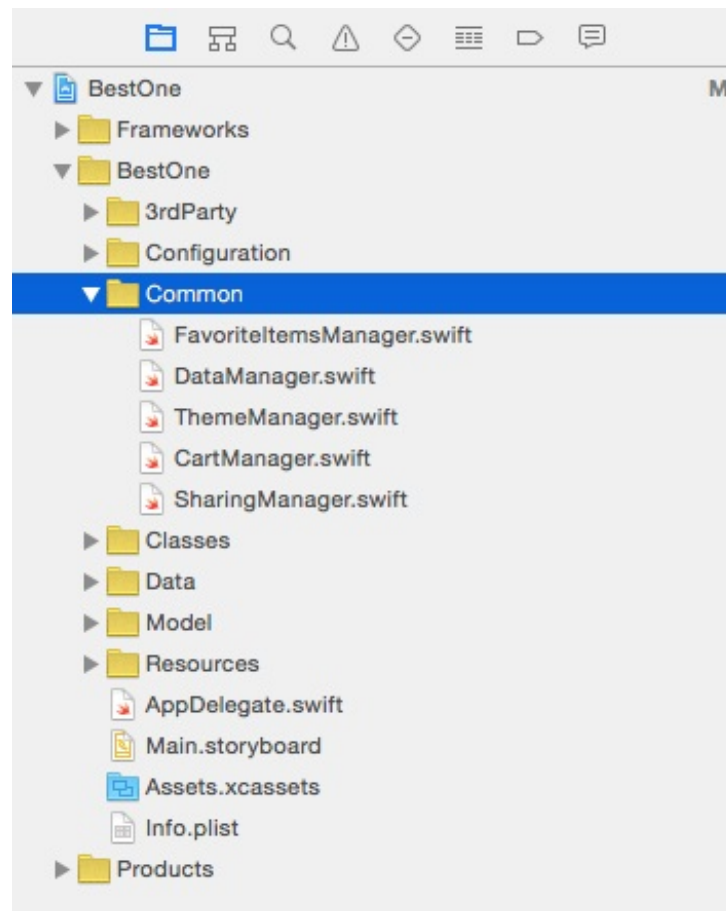
[You can remove all app icon images, but you can't distribute your app to App Store without the app icon images]

A launch screen is displayed while your app is launching on iOS. The launch screen is displayed as soon as the user taps your app icon, and it stays on the screen until your main interface is displayed. If your app is running on iOS 8 or later, the system uses a launch screen from a .xib file and sizes it appropriately for the screen. For deployment targets prior to iOS 8, you add a set of launch images to an asset catalog for each of the possible screen sizes.



To edit your template project launch screens you should do the same actions as you do it with app icon (See above).

There are several manager classes in the project. They are used to easily manage data within your app.



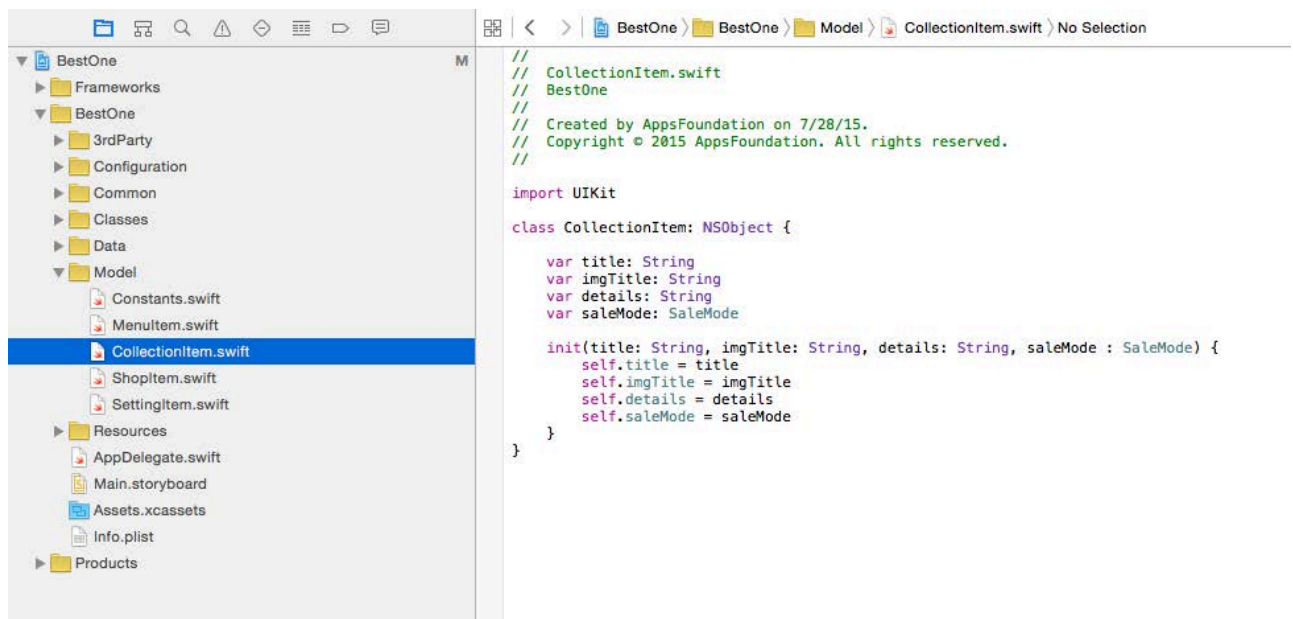
CONFIGURATION MANAGER

“ConfigurationManager” is the main manager in project. Here you can set your appId, flurryID, rate app interval before asking user to Rate App, contact e-mail.



MODEL

In your template project there are several model classes to represent your data. It is just basic implementation and you can expand it to fit your needs.



PLIST FILES

As you can see there are several .plist files in your template project. These files are important for you, because you can customize them with your real data. Double-Click on the area you want to edit and then save it. That's all you need to do to change your data in your template.

