# Bullsfirst iOS Build Instructions

1. Checkout the Bullsfirst iOS artifacts from the Archfirst Subversion repository to a folder of your choice. Here's the URL: <http://archfirst.googlecode.com/svn/trunk/ios>. This will create a local repository on your hard drive with the following structure:

ios

|--- Docs

| `--- Bullsfirst

| |--- Bullsfirst iOS Build Instructions.docx

| `--- User Experience

|--- Libs

| `--- core-plot-1.0-src-2012-08-19-snapshot.zip

`--- Projects

`--- Bullsfirst

If you prefer to keep the Bullsfirst code under a different folder (perhaps where you keep all your other projects), you may want to checkout only the code at a lower point in the Subversion tree: <http://archfirst.googlecode.com/svn/trunk/ios/Projects/Bullsfirst>.

1. Bullsfirst uses the core-plot library for drawing charts (see <http://code.google.com/p/core-plot>). We use a snapshot of the core-plot source in order to build Bullsfirst because this snapshot builds correctly with Xcode 4.4.1 (the downloadable zip available at the time of this writing did not). The source is available as a zip file under ios/Libs (see above). Unzip this file under ios/Projects so that core-plot is a peer project to Bullsfirst as shown below:

ios

`--- Projects

|--- Bullsfirst

`--- core-plot

Note: The core-plot source was downloaded from Google Code using the instructions here: <http://code.google.com/p/core-plot/wiki/UsingMercurial>.

1. Now that you have both Bullsfirst and core-plot sources, build the Bullsfirst project in Xcode. It will automatically build core-plot also.
2. Run the project using iPad 5.1 simulator.

Note: core-plot documentation talks about a "Dependent Project Install" described under <http://code.google.com/p/core-plot/wiki/UsingCorePlotInApplications>. We have incorporated this procedure into the Bullsfirst project, so there is no need to follow it.