**Nail Salon Reskin Guide 1. Introduction**

This application was built and compiled with Xcode (version 5.1) for IOS SDK 7.1. Newer versions of Xcode should build this project without problems.

It has been updated to iOS 8.

**2. Basic instructions**

Before starting the actual reskin, please note that you’ll need to change the basic app details as follows:

* -  application’s Bundle Identifier;
* -  application’s Product Name;

- icons;

- splash screens.

This application is a universal iPhone/ iPad app. Therefore, you’ll need each asset in 4 different resolutions.

* ***iPhone***: 320 x 480, naming conventions for these images as follows: Image.png
* ***iPhone Retina***: 640 x 960, naming conventions for these images as follows: Image@2x.png
* ***iPad****:* 768 x 1024, conventions for these images as follows: Image~ipad.png
* ***iPad Retina***: 1536 x 2048, naming conventions for these images as follows: Image@2x~ipad.png.



The images can be optimized using this two OSX apps :

* -  all of them at once with *ImageOptim*: http://imageoptim.com/ ;
* -  if needed, *ImageAlpha* can be used too: http://pngmini.com/ .  These two apps will greatly reduce the file size of 24-bit PNG images.
* **3. Customization**
* **3.1.** Replace all the ***graphics*** in the project. The graphics are found in /NailSalon/Resources/. Please note that all the colors, gloss, patterns, tips, etc. have the same size: 302x549 for retina and 151x274 for non retina (half the size).
* **3.2.** Replace all the ***sounds*** in the project. These can be found in /NailSalon/Sounds/ .

This application has a sound for all the buttons called “General\_UIButtonSound\_MS.caf”, an initial sound called “Magic Wand Noise-SoundBible.com-375928671.mp3”, a loop song while you are playing the game called “BCrutchfield - Peaceful Video Game Loop.pm3” one for the sparkles at the final screen called “magic-chime-06.mp3” and for the final screen celebration this song : “CompletedDishMusic\_CF.wav”.

**3.3.** Change ***Chartboost, Revmob*** from Defines.h :

#define CHARTBOOST\_ID @"526f671117ba47763b00000e"

#define CHARTBOOST\_SIGNATURE @"321a15c33e80f444a5a85ae1563e6c6fef854895"

#define REVMOB\_ID @"518b65816059daaf54000129"

**3.4.** Change the ***sharing texts*** found in Defines.h :

#define EMAIL\_MESSAGE @"Hey, check out the Nails I made with the <a href=\"http://itunes.apple.com/app/id646678264\">Nail Dress Up Salon</a> app! Go make your own <a href=\"http://itunes.apple.com/app/id646678264\">here</a>!"



#define EMAIL\_SUBJECT @"Check out my Nails!"

#define ITUNES\_LINK  @"http://itunes.apple.com/app/id646678264"

#define FACEBOOK\_SHARE\_TEXT @"Hey, check out the Nails I made with the Nail Salon app! Go make your own here!"

**3.5.** Change the ***review links*** found in Defines.h (IOS 7 and IOS lower than 7) :

#define RATE\_LINK\_IOS7 @"itms-apps://itunes.apple.com/app/id646678264"

#define RATE\_LINK\_IOS6 @"itms- apps://ax.itunes.apple.com/WebObjects/MZStore.woa/wa/viewContentsUserReviews? type=Purple+Software&id=646678264"

**3.6.** This app has 7 ***In App Purchases*** (all their identifiers can be found in Defines.h file) as follows :

#define kId1 @"com.freemakergames.nailunlockeverything"

#define kId2 @"com.freemakergames.nailcolor"

#define kId3 @"com.freemakergames.nailgloss"

#define kId4 @"com.freemakergames.nailpattern"

#define kId5 @"com.freemakergames.nailtip"

#define kId6 @"com.freemakergames.nailextras"

#define kId7 @"com.freemakergames.nailbackground"

**3.7.** Change the ***Privacy Policy*** text. If you’ll still want this feature, there’s a txt file located in /NailSalon/Resources/Privacy/ and called “privacy.txt”.

**3.8. *Screenshots***:

   

 