



**To create an iOS application, these items are required**

1. Splash Screen as a .PNG file, sized 960px wide X 1440px tall
2. Icon as a .PNG file, sized 1024x1024 pixels
3. Facebook App ID (process below)
4. API URL (<Trackname as found on backend portal>.clubspeedtiming.com)

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## Initial Step: Create a Facebook Application

**Following these steps will give us an AppID, App Name and URL Schemes similar to below.**

1. From the track's Facebook account, visit: <https://developers.facebook.com/apps>
2. Click "+ Add a New App"
3. Select "iOS"
4. Name: "Club Speed Mobile Application"
5. Click "Create New Facebook Application"
6. Select "Not a test version"
7. Select "Sports" category

8. Put in Bundle Identifier as your Club Speed Domain: If your domain is YOURTRACKNAME.clubspeedtiming.com, enter it in reverse, all lowercase as "com.clubspeedtiming.YOURTRACKNAME " and click "Next"

9. Send Club Speed the information displayed for info.plist

*The information returned for info.plist will look like this:*

• **AppID: 347404485492046**

**App Name: Club Speed Mobile Application**

• **URL Schemes: fb347404485492046**

## **Second Step: Enable Single Sign On**

1. From the top menu, click "Apps" and select your application by it's name "Club Speed Mobile Application"

2. Click "Settings" on the left

3. Under the "Basic" tab, select "Yes" (enabled) for Single Sign On

4. Ensure you have a valid "Contact Email" set

5. Click "Save Settings" at the bottom

## **Final Step: Enable App for the Public**

1. From the top menu, click "Apps" and select your application by it's name "Club Speed Mobile Application"

2. Click "Status & Review" on the left

3. At the top of the page, change the toggle to "Yes" for: "Do you want to make this app and all its live features available to the general public?"

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