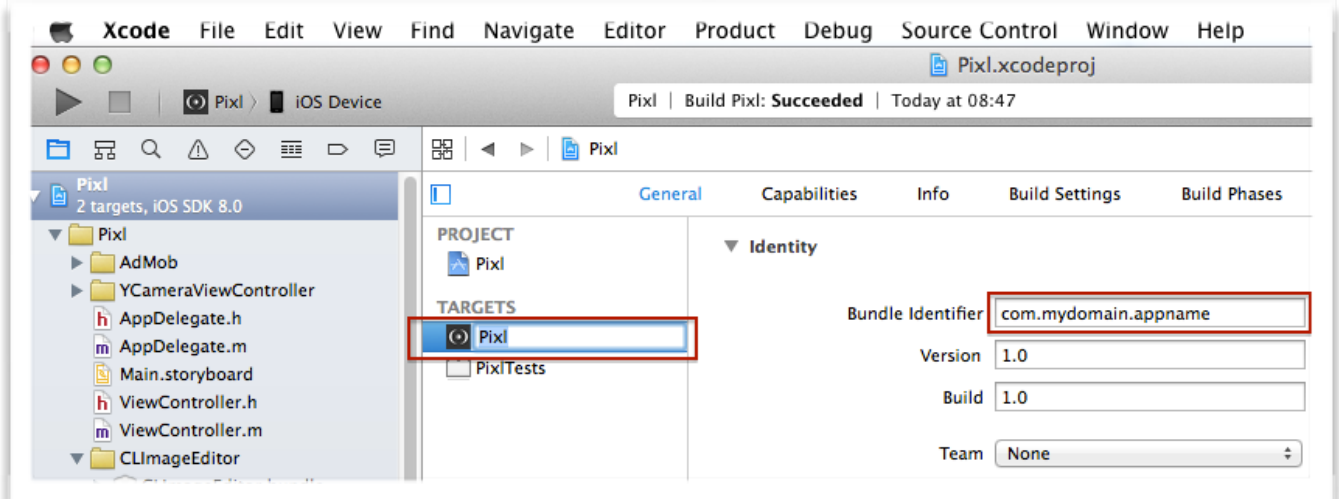# PIXL

User Guide

Thanks for purchasing PIXL from CodeCanyon, we really appreciate your support! Pixl is a full iOS App Template for mobile picture editing, it **does not** use Aviary SDK but it has an edited version of **CLImageEditor** Framework in order for you to be able to customize its layout and graphics and it won't have the annoying Aviary's title on the bottom of the Toolbar.

-First Setup-

- **Bundle Identifier & App name**: Once you have generated a new **App ID** and **Distribution Provisioning** file from the **Apple Developer portal** (in order for you to be able to upload the binary of your app), you must change the **Bundle Identifier** accordingly to the one you generated in your provisioning profile. Also, you must change the App's name under **TARGETS** by double clicking on **Pixl** and renaming it as you want, so you'll see your own app's name underneath the app'sicon (see below):


NOTE: *do not change the* **PIXL** *folder's name or Project's name, or else XCode won't recognize the app and you won't be able to test it on the iOS Simulator nor Archive it for AppStore publishing.*

- **Archive the App:** To archive the app and be able to upload it to the **iTunes AppStore**, select **iOS Device** on the device list and then click on **Product -> Archive** to launch the **Organizer** and archive the app (see below):
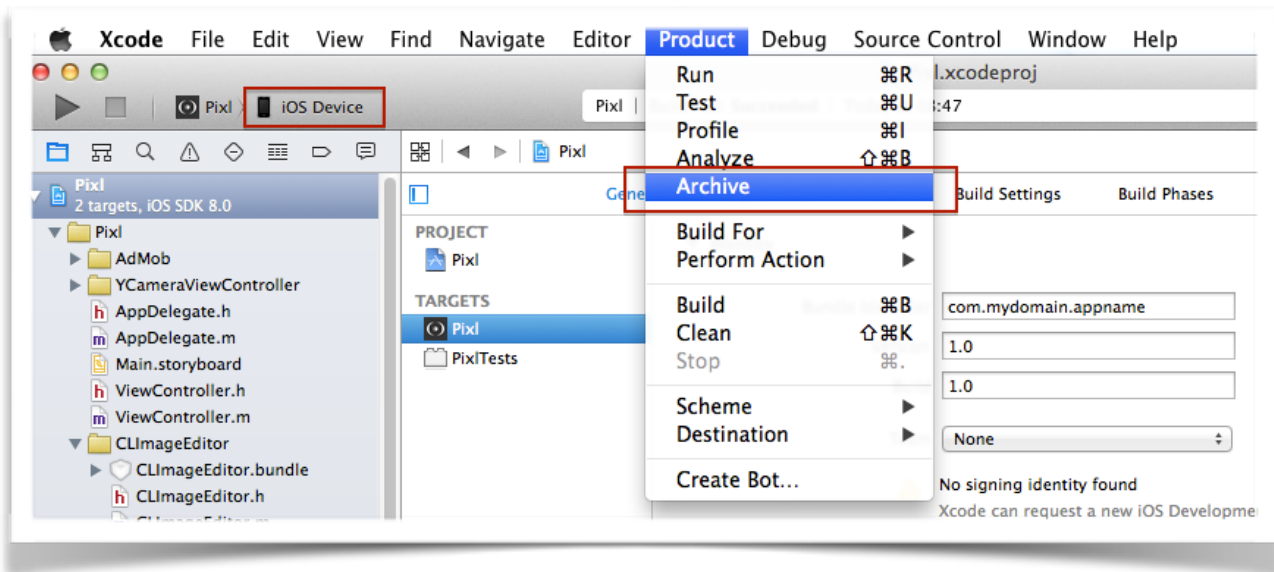
-Customization-

• **User Interface**: You can easily customize and change fonts color, text, type and size by XCode's **Interface Builder**, You have a single Main Storyboard (iPhone size) that has all the constraints already set to perfectly fit iPad devices too, in fact this app is Universal, and it'll be easier for you to only have 1 Storyboard to edit instead of 2, isn't it? ☺ Look at picture below to see what you can customize by Interface Builder:
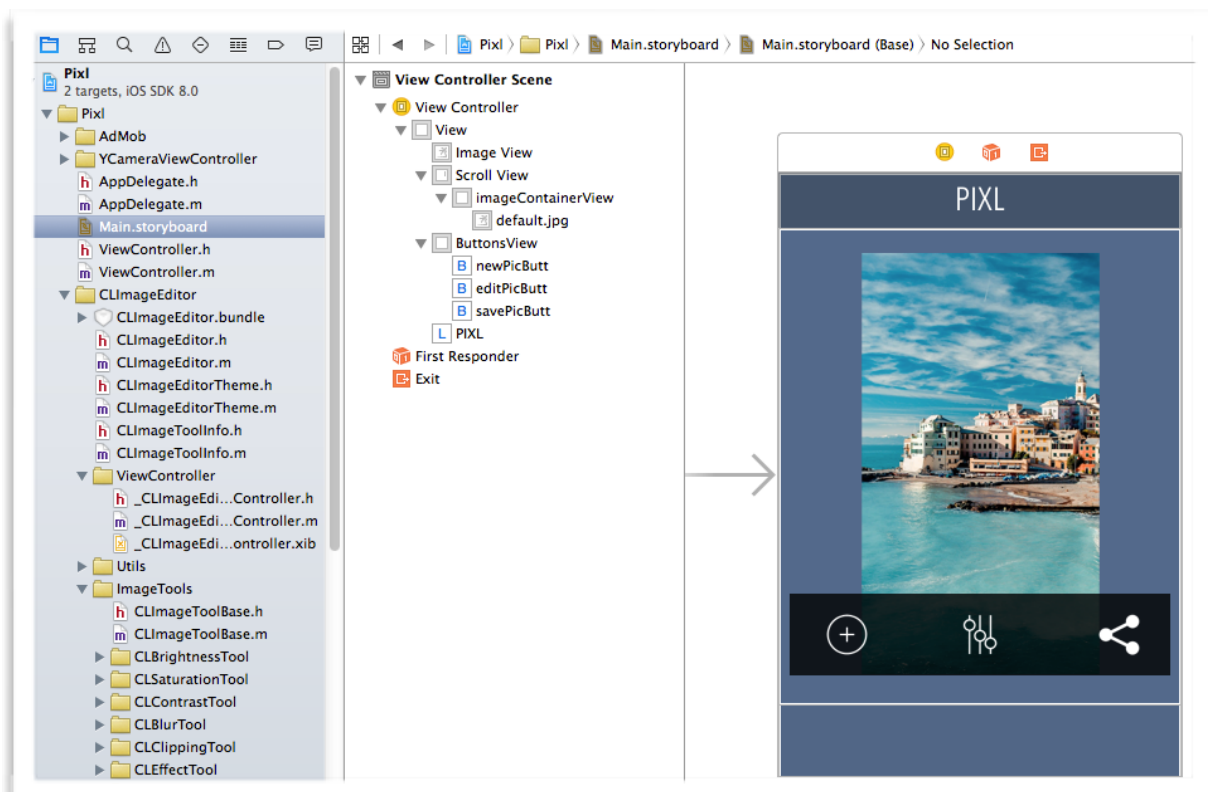
You can open the Document Outline panel, select and edit all those views, as well as changing the 3 buttons icons and the Title font and name.

You can also access to the XIB file of the Image Editor into **CLImageEditor** folder, as shown below and edit it by Interface Bulider:
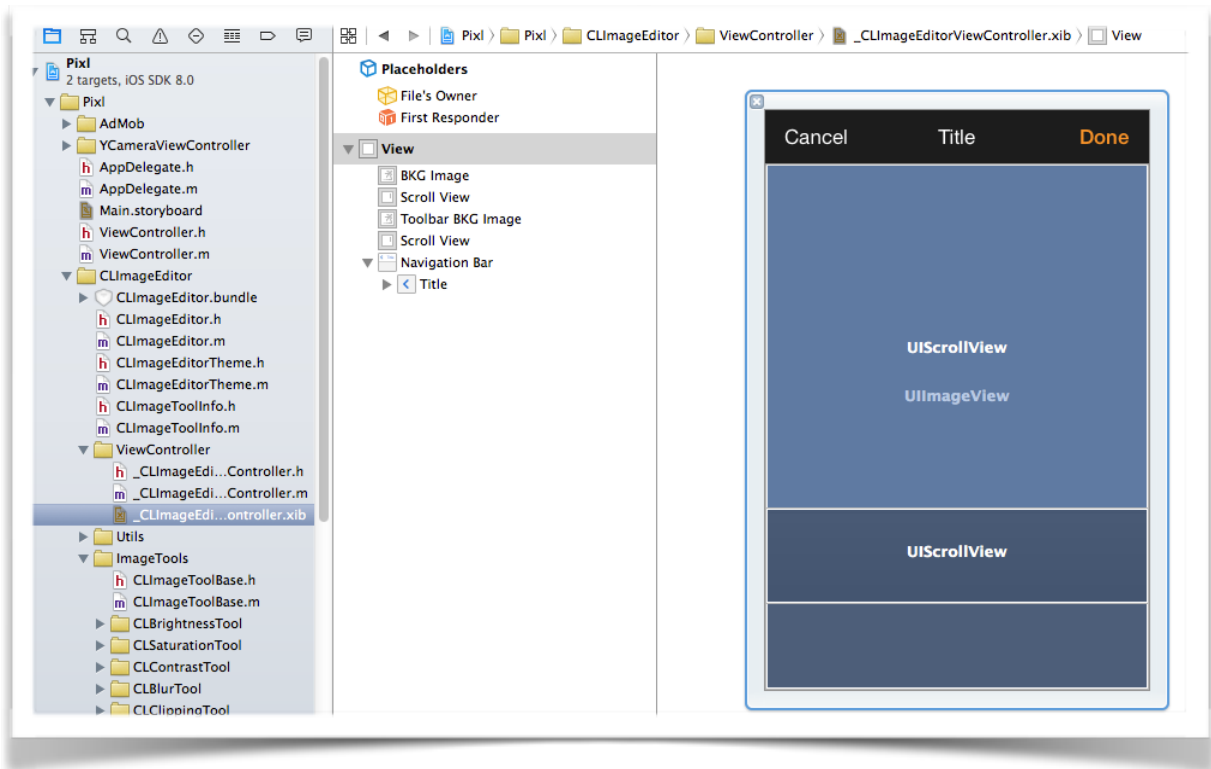
So you can edit the background image or color, as well as the **ScrollViews** and **Navigation Bar** colors. Check it out and play a bit with it to get the layout you like the most!

• **Camera Overlay Images**: You can change icons of the camera overlay controller, the one that appears over when *Pixl* is in camera mode. Just go into **YCameraViewController.xib** file and check Flash, Camera, Switch camera, Close and Grid buttons to edit them with the images you want. There's a folder called UI into **YCameraViewController** folder on the top of the XCode project (See below) where you can finds all the png files relative to the camera overlay view. Make your own png icons and save them overwriting the existing ones.
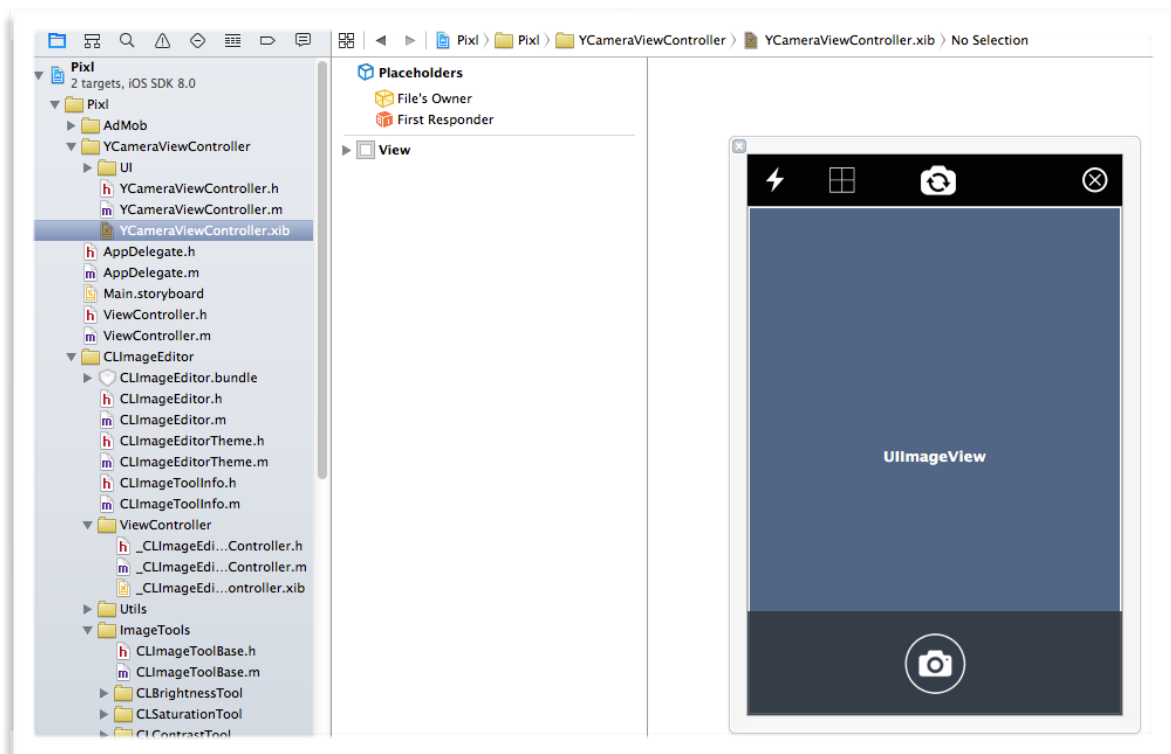
• **Toolbar Icons:** Changing the Effects Toolbar icons is very easy, you must open the **CLImageEditor.bundle** file by right-clicking on it (you can find it into *Pixl/CLImageEditor*) and select Show Package content. Once you're in, you'll find all the effects folder containing their proper icons.

There are **PSD** and **PNG** files included into this package, you may already have seen them. Feel free to edit those files and customize the aspect of the app.
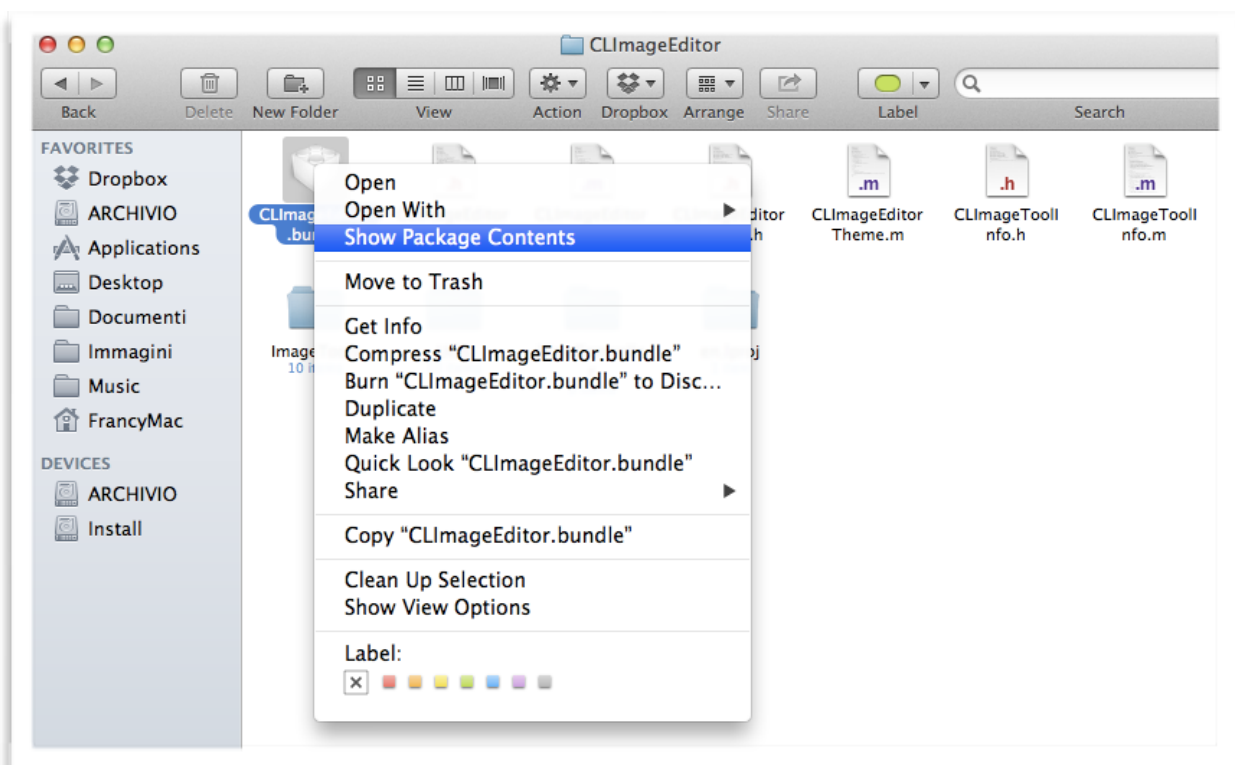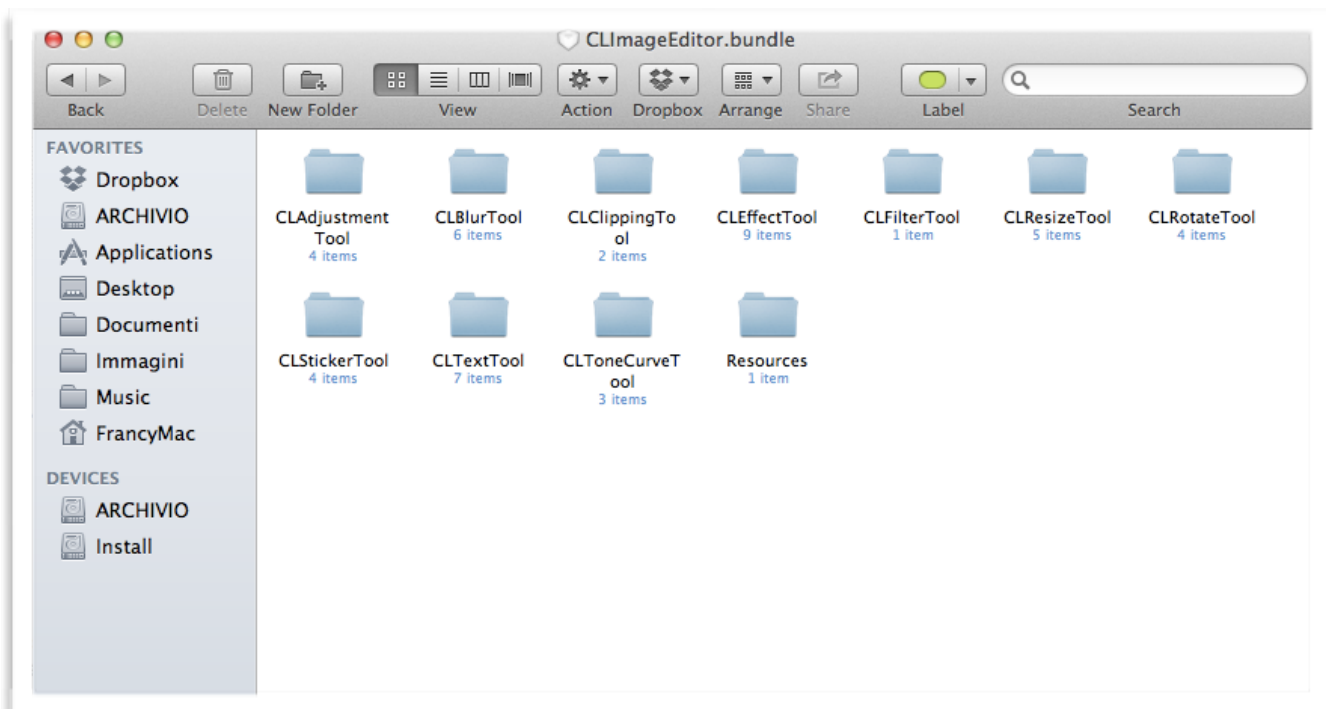
NOTE: The PSD folder contains also the 1024icon.psd file, which is the app's icon, in case you need to edit it.

Here you can also change or add new stickers and frames by saving your own .png files into *CLStickerTool/stickers* and *CLFramesTool/frames* folder.

NOTE: since **CLImageEditor.bundle** file is a bundle, you can't directly save .png files from Photoshop (or any other image editor software) into its folders, because the saving window won't allow you to access the bundle, so you have to just export your png files into another folder (like the PNG one you found into this package) and then copy it and paste the file(s) into **CLImageEditor.bundle**, which you can access to as explained above.

• **Toolbar customization:** You may also customize the icon aspect and text color of the effects toolbar by getting into CLToolbarMenuItem.m file and edit its code as shown in below:

If you're not experienced with XCode 6, we suggest you not to edit other .h and .m files included into CLImageEditor folder into the Project, so you'll make sure your app will always work fine on iPhone/iPod and iPad devices and you won't encounter issues or warnings.

• **Custom fonts**: You can easily add extra custom fonts to Pixl, first of all download them in .ttf or .otf format anywhere from the web, and add those files into the Pixl's XCode project (drag them into **Custom Fonts** folder, which is inside **Supporting Files**). Make sure that Pixl Target and Copy files into the destination folder are both checked.
Then go to the Info tab and enter into Fonts provided by application, you'll find an array of items which are the fonts already implemented into Pixl. Click on the "+" symbol close to "Item 5" to add a row and write down the name (including the extension .ttf or .otf) of your new font on the right side to register it into the app. You must do this process for every single new font you want to add.
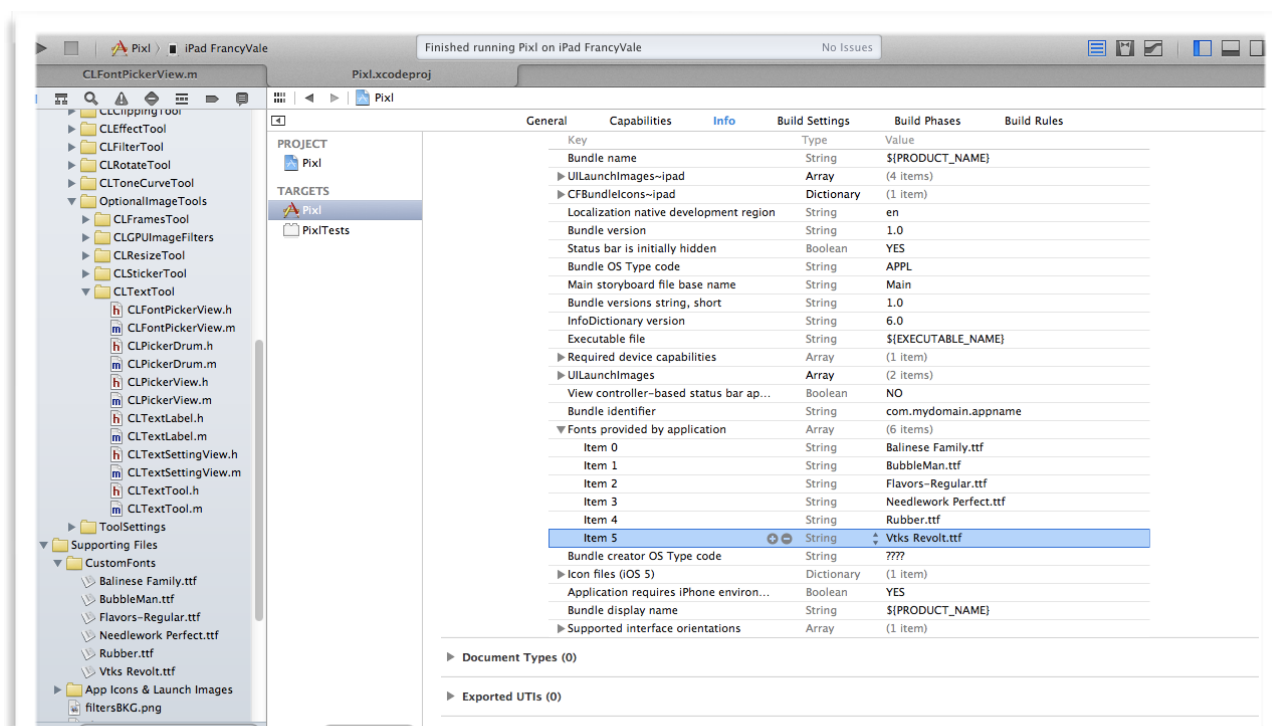
Now go to **CLFontPickerView.m** (as shown below) and add your new font names as items of the _fontList Array. Use the @"fontname" format as the other NSArray items in red show, and here you have to state the real name of the font (you'll find it by the Info of the font, right-click-> Get info on the font file).
If you followed all those steps above correctly, Run the app and you'll find your new cool fonts into the Text section of Pixl!
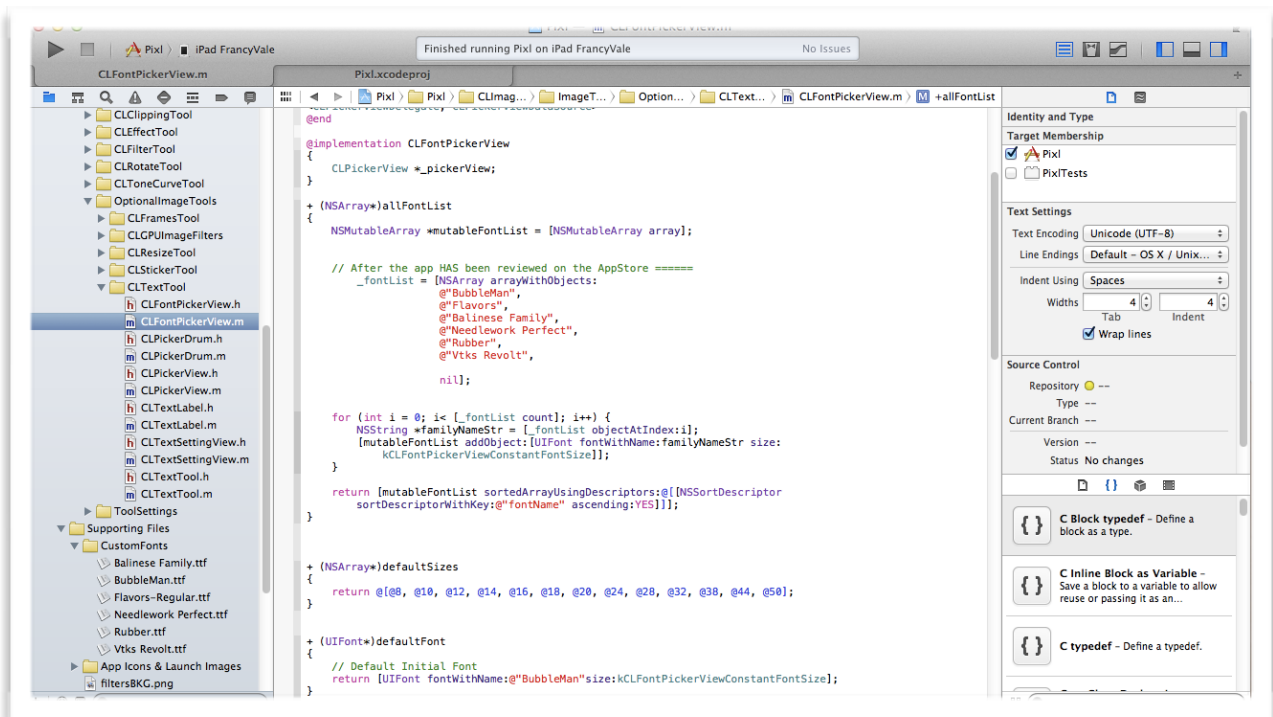
Lastly, if you want to change the default image you see once you run the app, just overwrite the **default.png** file into the Pixl folder with your own image, which can be any size you want, even 1536x2048px (iPad retina). The app will automatically resize it to fit the screen's area, depending on the device is on.

• **iAd + AdMob built-it banners:** In order for you to get ad revenues from Apple iAd and Google AdMob services, you must first subscribe for both services on their relative webpages (https://itunesconnect.apple.com section and https://apps.admob.com).
Then you must just create a standard AdMob Unit ID (follow the detailed instructions on admob website to make it) and replace the red line of code into **ViewController.m** and **_CLImageEditorViewController.m** files with your Unit ID, and you'll be ready to get revenues from both iAd & AdMob ad services!

```
                                               // iPad
                                               CGRect rect = CGRectMake(0, self.view.frame.size.height, GAD_SIZE_728x90.widt
                                                   );
                                               self.gAdBannerView = [[GADBannerView alloc] initWithFrame:rect];

                                           } else {
                                               // iPhone
                                               CGRect rect = CGRectMake(0, self.view.frame.size.height, GAD_SIZE_320x50.widt
                                                   );
                                               self.gAdBannerView = [[GADBannerView alloc] initWithFrame:rect];
                                           }
                                       }

                                       // ** IMPORTANT: YOU MUST COPY THE UNIT ID YOU'VE GOT FROM REGISTERING YOUR A
                                               HERE **
                                       self.gAdBannerView.adUnitID = @"ca-app-pub-MY_UNIT_ID_NUMBER";

                                       self.gAdBannerView.rootViewController = self;
                                       self.gAdBannerView.delegate = self;
                                       self.gAdBannerView.hidden = TRUE;
                                       [self.view addSubview:self.gAdBannerView];
                                   }

                                   -(void)viewDidLayoutSubviews
                                   {
                                       if (self.view.frame.size.height != _iAdBannerView.frame.origin.y)
                                       {
                                           self.iAdBannerView.frame = CGRectMake(0, self.view.frame.size.height, se
                                               size.width, self.iAdBannerView.frame.size.height);
                                       }

                                       if (self.view.frame.size.height != self.gAdBannerView.frame.origin.y)
                                       {
                                           self.gAdBannerView.frame = CGRectMake(0, self.view.frame.size.height, se
                                               size.width, self.gAdBannerView.frame.size.height);
                                       }
                                   }
```



```
-(void)initgAdBanner
{
    if (!self.gAdBannerView)
    {
        if ( UI_USER_INTERFACE_IDIOM() == UIUserInterfaceIdiomPad ) {
            // iPad
            CGRect rect = CGRectMake(0, self.view.frame.size.height, GAD_SIZE_728x9
                GAD_SIZE_728x90.height);
            self.gAdBannerView = [[GADBannerView alloc] initWithFrame:rect];
        } else {
            // iPhone
            CGRect rect = CGRectMake(0, self.view.frame.size.height, GAD_SIZE_320x5
                GAD_SIZE_320x50.height);
            self.gAdBannerView = [[GADBannerView alloc] initWithFrame:rect];
        }
    }

    // ** IMPORTANT: YOU MUST COPY THE UNIT ID YOU'VE GOT FROM REGISTERING YOUR APP
            HERE **
    self.gAdBannerView.adUnitID = @"ca-app-pub-MY_UNIT_ID_NUMBER";

    self.gAdBannerView.rootViewController = self;
    self.gAdBannerView.delegate = self;
    self.gAdBannerView.hidden = TRUE;
    [self.view addSubview:self.gAdBannerView];
}

-(void)viewDidLayoutSubviews
{
    if (self.view.frame.size.height != self.iAdBannerView.frame.origin.y)
    {
```

• **Sharing options:** We built *Pixl* implementing **UIDocumentInteractionController**, which will show you a preview of your edited image after pressing the Share button in the main screen. Such image preview controller will have a custom Apple share button on the top right corner of it that will allow you to share the edited image by Email, Facebook, Twitter and Message, but if you have iPhoto, WhatsApp and other apps that can handle images/pictures, you'll be able to share your edited work by those apps too.

> **NOTE:** Such function is available only on real iOS devices, just because you cannot install Instagram, iPhoto, etc. into the iOS Simulator.

Have fun with PIXL, and don't forget to rate it on your Downloads page!