Instructions:

The app is designed for use on a physical iPhone. It can be run on the simulator, the 3D touch will register if you click on the screen. However, Bluetooth ability becomes limited.

Set up iPhone and XCode to deploy.

Deploy to iPhone

Connect Scale to Bluetooth

Place object on scale and press “BODY SCALE” to record.

For 3D touch

Place object on iPhone

Press save to record.

Requirements

iOS 11

Open Bluetooth Scale

iPhone with 3D touch