iSounds

package and repo making guide

.ooll @vladkorotnev
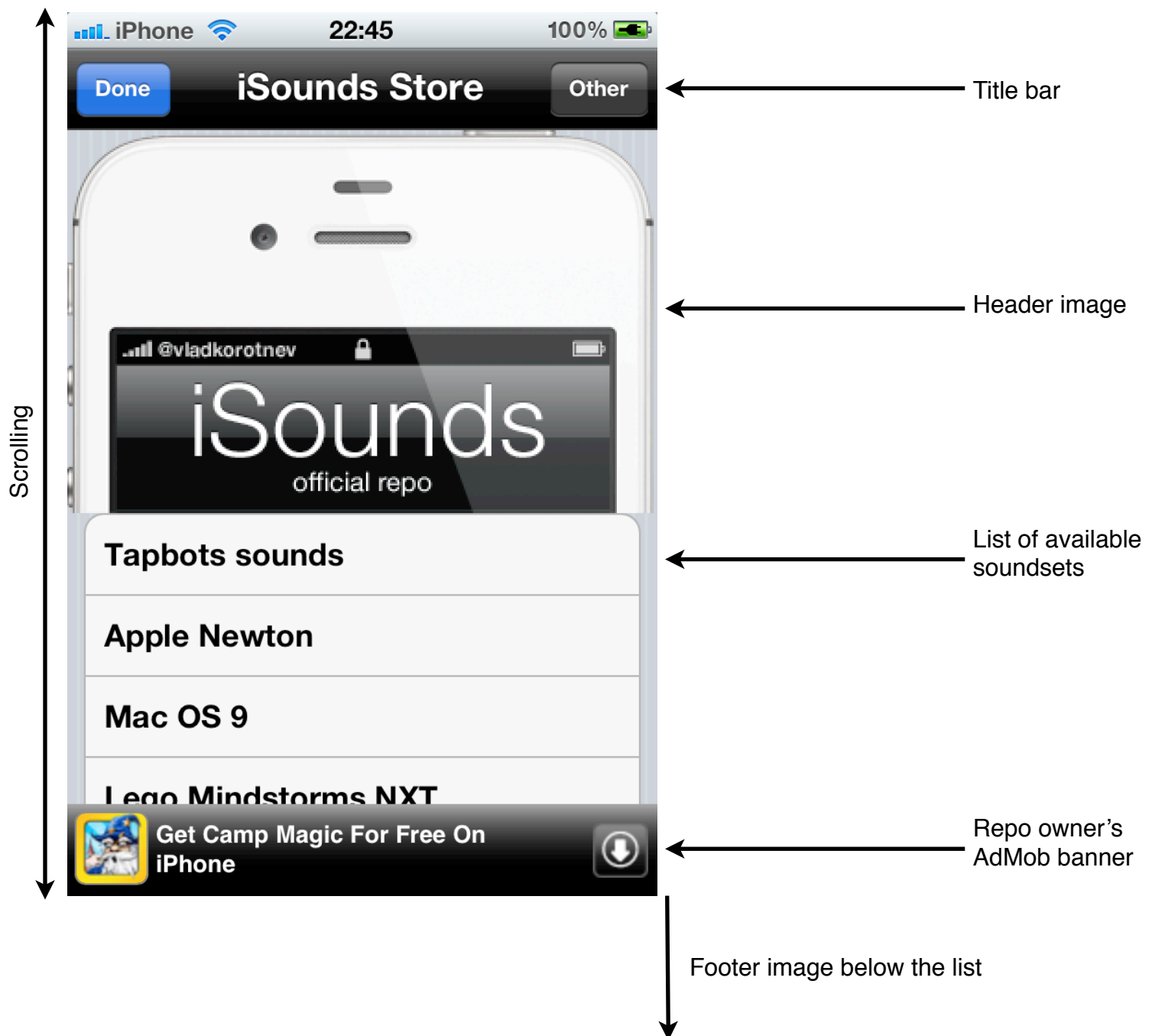
Official iSounds documentation by Vladislav Korotnev

© Vladislav Korotnev, 2011

Chapter 1
iSoundStore repo structure

A simple iSoundStore repo consists of:
• A folder of iSoundSets, packed into ZIP archives
• A header image
• A footer image
• A plist describing the Repo

An average iSoundStore repo looks like this in the app:

Title bar

Header image

List of available soundsets

Repo owner's AdMob banner

Footer image below the list

The repo description is stored in a .plist file. Its structure is like this:

- Name
- Title Image URL
- Footer image URL
- AdMob ad unit ID *(optional)*
- SoundSets array
  - SoundSet dictionary
    - Soundset title
    - Soundset file URL
  - Another soundset dictionary
    …
  - Another Soundset dictionary
- Array of Repos-Friends

An example of a Repo .plist file is this one:

Key	Type	Value
Name	String	iSounds Store
TitleImg	String	http://vladkorotnev.dyndns.org/isound/logo.png
FooterImg	String	http://vladkorotnev.dyndns.org/isound/bottom.png
gadpub	String	a14e3fd79bb1c8e
▼ AvailSounds	Array	(4 items)
▼ Item 0	Diction...	(2 items)
Name	String	Tapbots sounds
URL	String	http://vladkorotnev.dyndns.org/isound/tapbots.zip
▼ Item 1	Diction...	(2 items)
Name	String	Apple Newton
URL	String	http://vladkorotnev.dyndns.org/isound/newttheme.zip
▼ Item 2	Diction...	(2 items)
Name	String	Mac OS 9
URL	String	http://vladkorotnev.dyndns.org/isound/os9.zip
▼ Item 3	Diction...	(2 items)
Name	String	Lego Mindstorms NXT
URL	String	http://vladkorotnev.dyndns.org/isound/lego.zip
▼ FriendsRepos	Array	(1 item)
▼ Item 0	Diction...	(2 items)
URL	String	%INFO%
Name	String	Make one and tell me :P

Note that you can create text-only entries in the Friends array's dictionaries. Just enter "%INFO%" as the URL. Here is an example from the .plist above:

Chapter 2
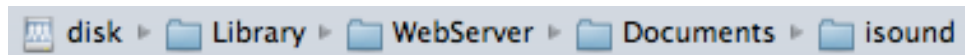## Creating your own iSoundStore repo
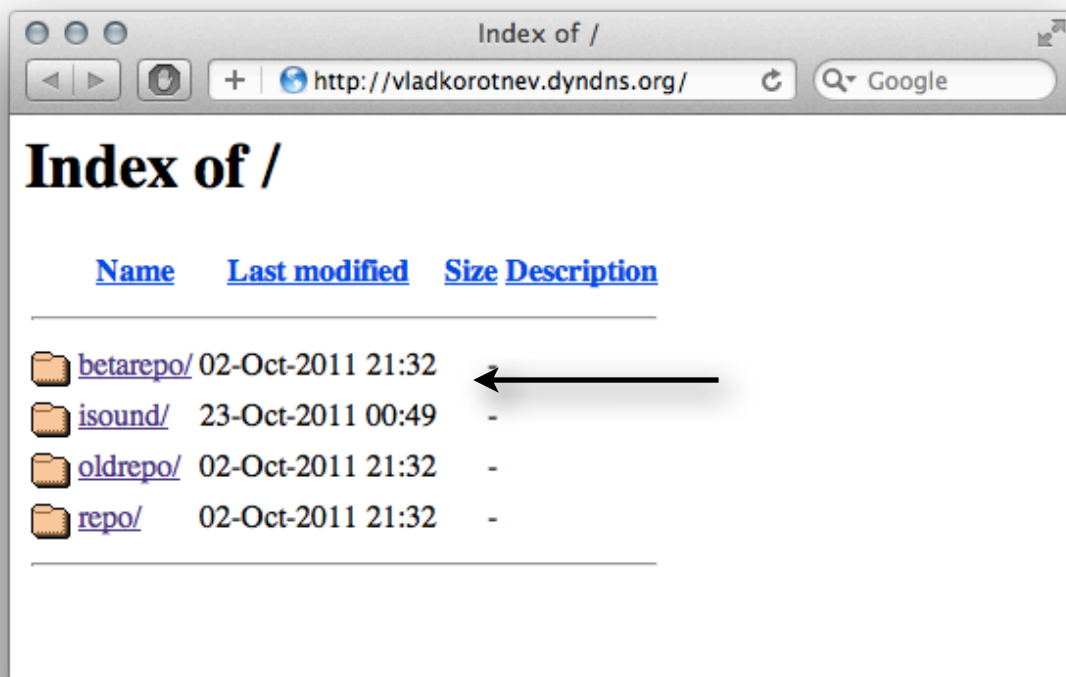**This guide will teach you how to create an iSoundStore repo with XCode.**

Prerequisites:
• *Basic knowledge of .plist structure*

To create your own iSoundStore repo, you should first make a folder where you will put your files in, and which is accessible from the internet.
For example, I made my folder on my home server:

Which, in turn, is accessible from the internet:

So now I create a folder called "packages" in there, and put my soundsets in it:

Now we may start making the repo .plist.
I recommend using a Property List editor from Mac OS X Developer tools or Xcode, however it isn't possible to use it on Windows or Linux, so you may want to use a program that can represent .plist files as a structured table, not as a plain text file.

So, the first step is creating the .plist file in Xcode. Hit Cmd-N and select this:
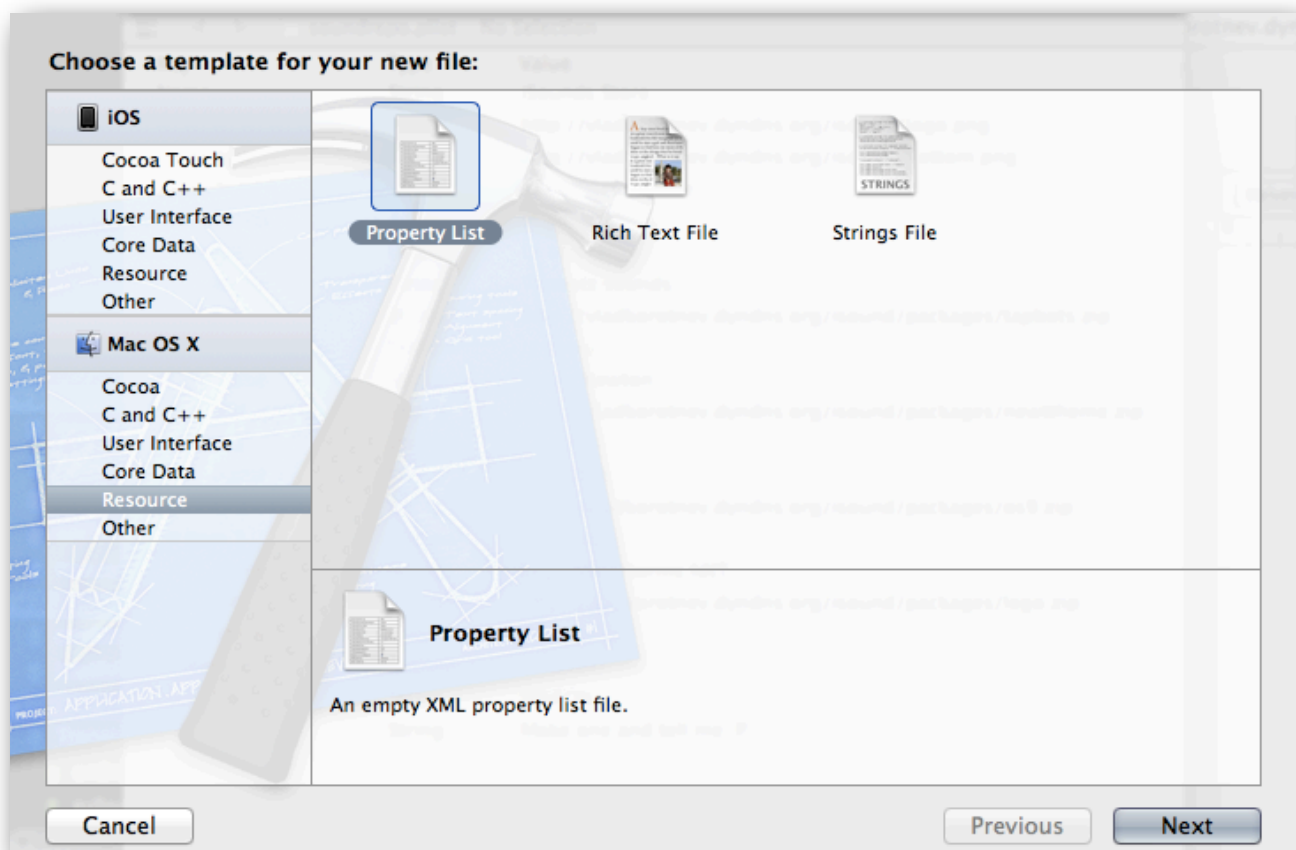
Then, right click in the window that appears and select "Add row":
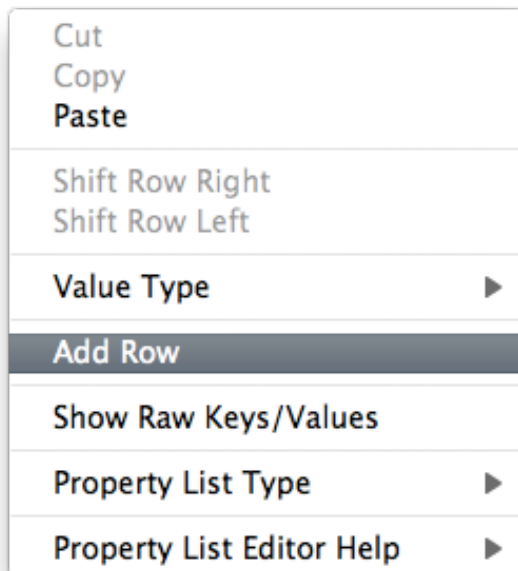
In the Key column, type in "Name", in the Type column set "String". And in the Value column type in the desired repo name. You will end up with this:

Name	String	Your Repo!

Repeat the process, but in the Key column type in "TitleImg", "FooterImg" and "gadpub" (if you have an AdMob publisher account) for the header image, footer image and AdMob Ad unit id respectively. You will end up with something like this:

Key	Type	Value
Name	String	iSounds Store
TitleImg	String	http://vladkorotnev.dyndns.org/isound/logo.png
FooterImg	String	http://vladkorotnev.dyndns.org/isound/bottom.png
gadpub	String	a14e3fd79bb1c8e

That means, you can now add sounds!
Add another row, but this time, set the Type to "Array", Key to "AvailSounds". You'll have something like this added to the table:

▼ AvailSounds	Array	(0 items)

Click on that row, then click on the little "plus" icon that appears in it, set the new row's type to "Dictionary".
You'll have something like this:

▼ AvailSounds	Array	(1 item)
▼ Item 0	Diction...	(0 items)

Now, click this row under the "AvailSounds" row and press the plus icon again, twice. Then name the first new row "Name" and the second one "URL". Enter the package's name and ZIP file download URL in the respective rows. You will have something like this:

▼ AvailSounds	Array	(1 item)
▼ Item 0	Diction...	(2 items)
Name	String	Tapbots sounds
URL	String	http://vladkorotnev.dyndns.org/isound/packages/tapbots.zip

Repeat the process of adding the items to the "AvailSounds" array, and you'll soon end up with something like this:

▼ AvailSounds	⊕ ⊖ Array	(4 items)
▼ Item 0	Diction...	(2 items)
Name	String	Tapbots sounds
URL	String	http://vladkorotnev.dyndns.org/isound/packages/tap
▼ Item 1	Diction...	(2 items)
Name	String	Apple Newton
URL	String	http://vladkorotnev.dyndns.org/isound/packages/nev
▼ Item 2	Diction...	(2 items)
Name	String	Mac OS 9
URL	String	http://vladkorotnev.dyndns.org/isound/packages/os9
▼ Item 3	Diction...	(2 items)
Name	String	Lego Mindstorms NXT
URL	String	http://vladkorotnev.dyndns.org/isound/packages/leg

The above example shows 4 different packages.
Yours may have more or less.
Add another "Array" into the root of the plist file and name it FriendsRepos, and make it look like this:

▼ FriendsRepos	Array	(1 item)
▼ Item 0	Diction...	(2 items)
URL	String	http://foo.com/bar.plist
Name	String	Sample repo

You can add informational (grayed out and non-tappable) rows to the friend list, to display your email or etc. Informational cells look like that in app:
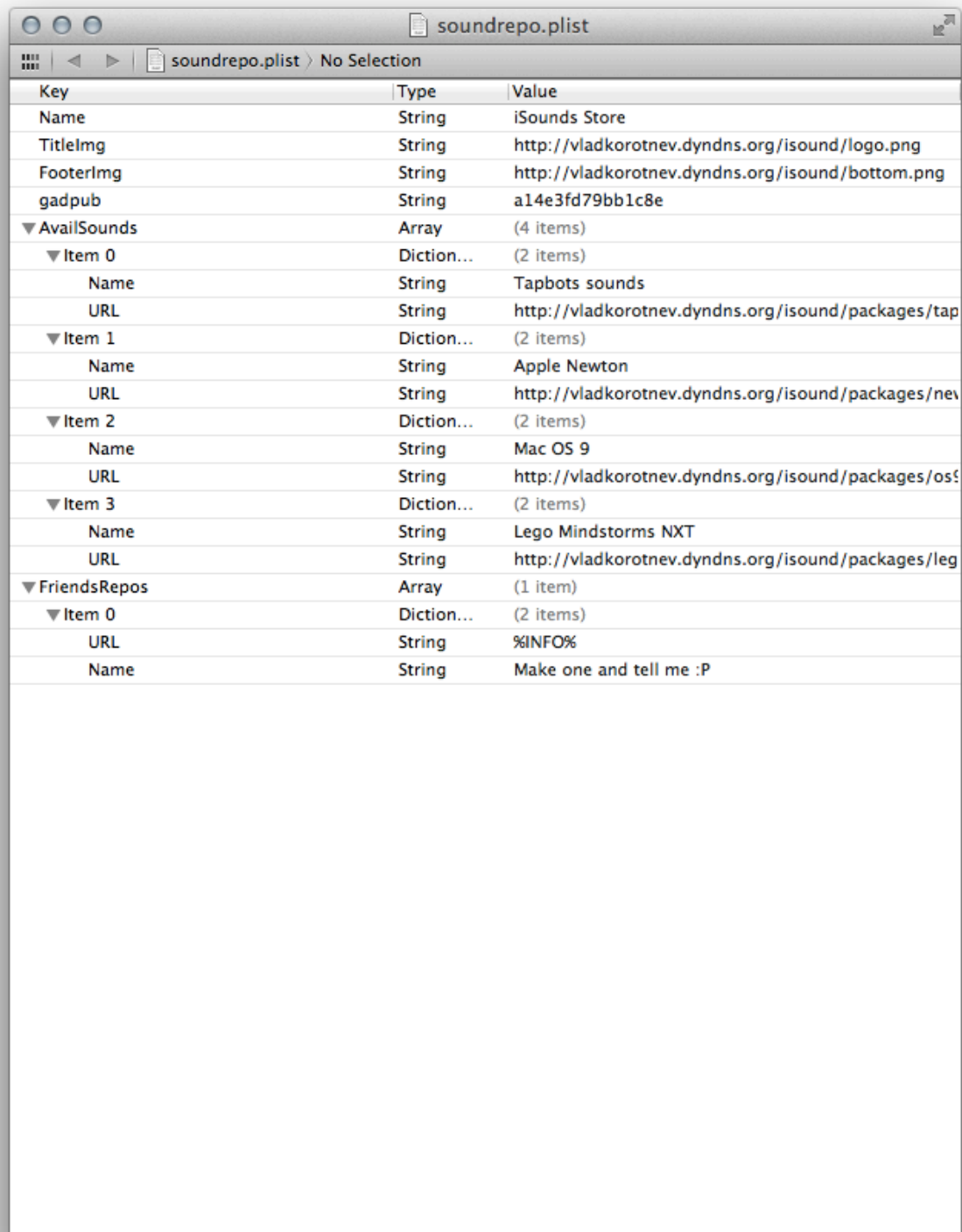
This repo's friends

Make one and tell me :P

And like that in .plist:

▼ FriendsRepos	Array	(1 item)
▼ Item 0	Diction...	(2 items)
URL	String	%INFO%
Name	String	Make one and tell me :P

Note that to make an info-row, just enter "%INFO%" as the URL.

So now, you should end up with a document like that:

Test it out on your iPhone by adding it in iSoundStore repo list, and if it works just as expected, go on and tell me to add it into the public list! Or if you'd prefer to keep the advertising to yourself, then remember — your repo link is not like in Cydia! It is like http://your.repourl.com/your.plist !

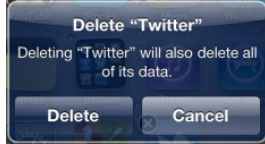So, that's it! Congratulations on your new repo!

Chapter 3
Creating your own iSoundSets
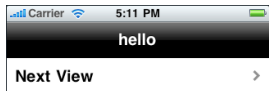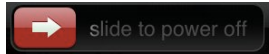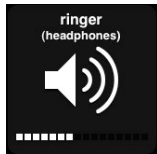
Prerequisites:
• Being able to move files and rename them
• Being able to change file's extension
• (optional) Being able to make a text file

A soundset is a folder of specifically named .wav files. Actually, they can be either .caf or .mp3 or .wav files, but the extension **must** be .wav.

Here is a list of the files that you need to create the most complete soundset:

Sound	File	Pic
ActionSheet slide in-out	actionsheet.wav	
Airplane mode on/off	airplane.wav	
Alert message popup	alert.wav	
Alert message dismiss	alert_close.wav	
App deletion sound	app_delete.wav	
App opening sound	applaunch.wav	
Folder opening sound	folder.wav	

Sound	File	Pic
Folder closing sound	folder_close.wav	
iPod controls on lockscreen hiding sound	hideIsipod.wav	
Message from author. Displayed when a user installs the soundset	message.txt	
Modal view controller dismissed	modalviewdismiss.wav	
Modal view controller presented	modalviewpresent.wav	
Navigating (like in settings)	navigation_vcpush.wav	
Power off slider enters the screen	powerdownview.wav	
Power off slider cancelled	powerdownviewout.wav	
Progress level changed	progress.wav	
iPod controls on lockscreen showing sound	showlsipod.wav	
Slider handle dragging sound	slider.wav	
iPhone startup sound	startup.wav	
Switch turned off	switch_off.wav	
Switch turned on	switch_on.wav	
App switcher editing began	switcher_edit.wav	
Textfield cleared	textclear.wav	
Volume HUD level changed	vol.wav	

Sound	File	Pic
Unlock sound	unlock.wav	
Lock sound	lock.wav	
Phonepad button tap	phonepad.wav	

You don't have to supply all the files.
A good way to learn to make soundsets is install official soundsets onto your device and then look at them on the computer. You can get those soundsets on your computer from http://vladkorotnev.dyndns.org/isound/packages/ .

So, once you have all your files ready, pack them (**not** the enclosing folder) into a ZIP like that:
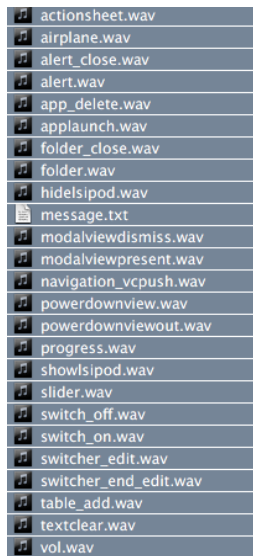
1. Select all files
2. Right-Click and select "Compress"
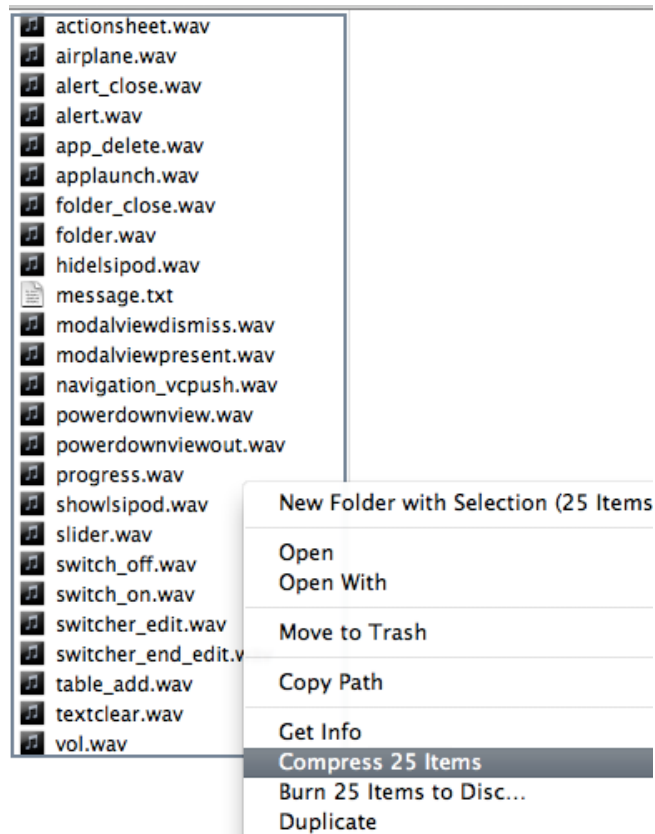
Put it into your repo and then test it out! Congratulations on your new soundset!

If it doesn't work:
• Check if you zipped the **sounds** not a **folder** with them.
    iSounds will work with ZIPs of this type:
        ZIP —> Wav files

actionsheet.wav
airplane.wav
alert_close.wav
alert.wav
app_delete.wav
applaunch.wav
folder_close.wav
folder.wav
hideIsipod.wav
message.txt
modalviewdismiss.wav
modalviewpresent.wav
navigation_vcpush.wav
powerdownview.wav
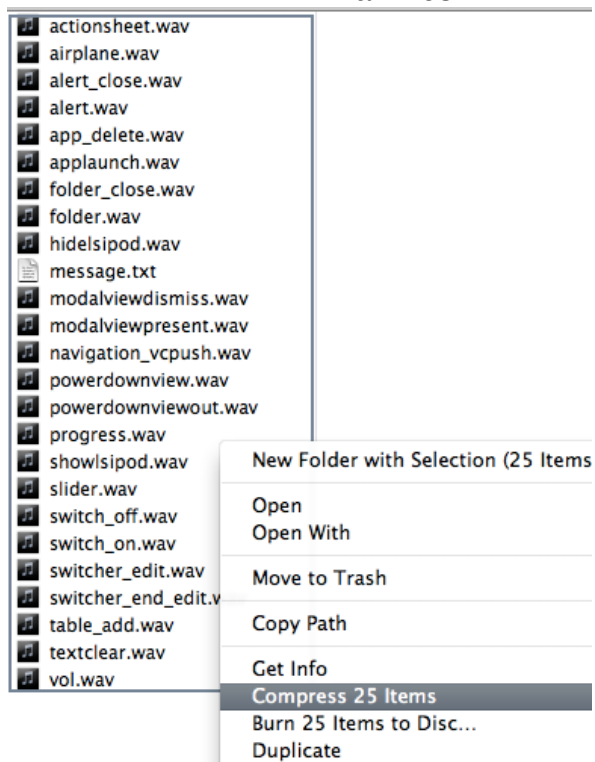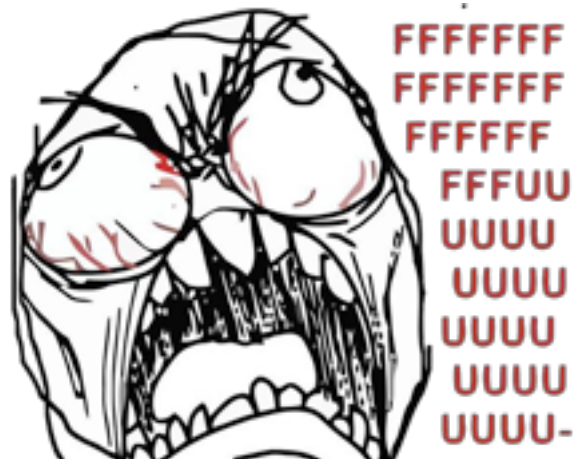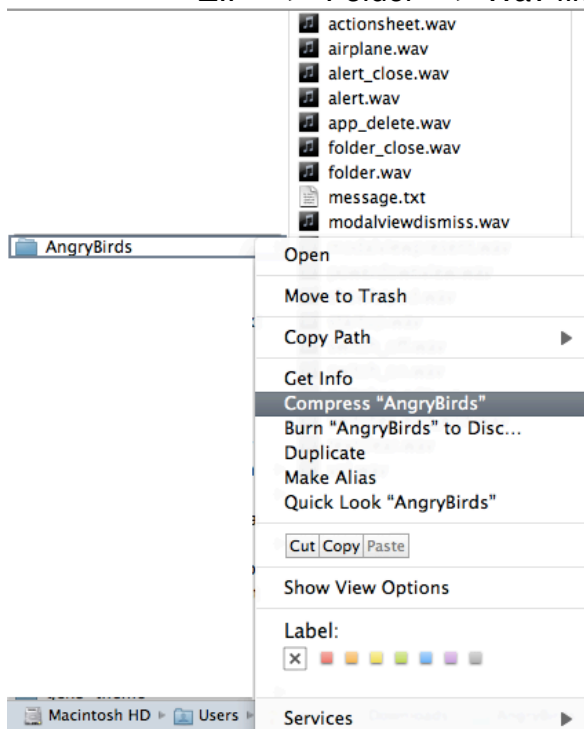powerdownviewout.wav
progress.wav
showIsipod.wav
slider.wav
switch_off.wav
switch_on.wav
switcher_edit.wav
switcher_end_edit.v
table_add.wav
textclear.wav
vol.wav

New Folder with Selection (25 Items

Open
Open With

Move to Trash

Copy Path

Get Info
Compress 25 Items
Burn 25 Items to Disc...
Duplicate

And won't work with those:
        ZIP —> Folder —> Wav files

actionsheet.wav
airplane.wav
alert_close.wav
alert.wav
app_delete.wav
folder_close.wav
folder.wav
message.txt
modalviewdismiss.wav

AngryBirds

Open

Move to Trash

Copy Path   ▶

Get Info
Compress "AngryBirds"
Burn "AngryBirds" to Disc...
Duplicate
Make Alias
Quick Look "AngryBirds"

Cut Copy Paste

Show View Options

Label:
✕ 🔴 🟠 🟡 🟢 🔵 🟣 ⚪

Macintosh HD ▶ 📁 Users ▶   Services   ▶

FFFFFFF
FFFFFFF
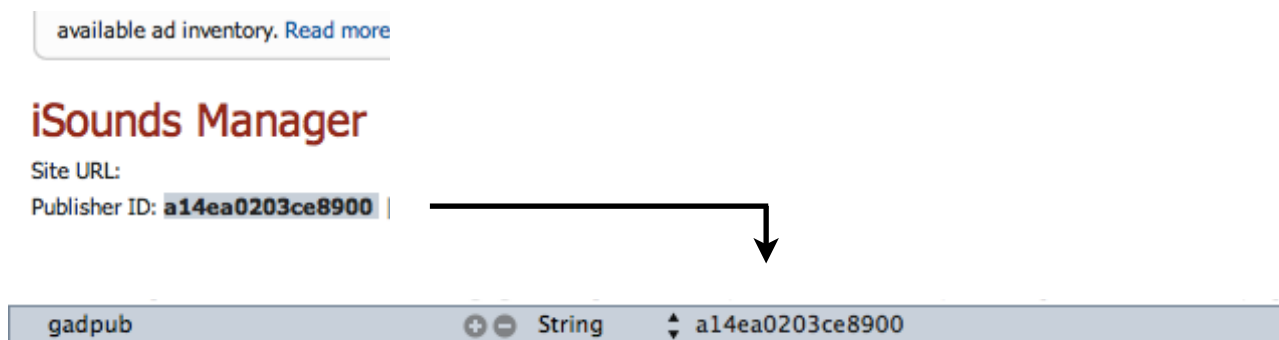FFFFFF
FFFUU
UUUU
UUUU
UUUU
UUUU
UUUU-

Chapter 4
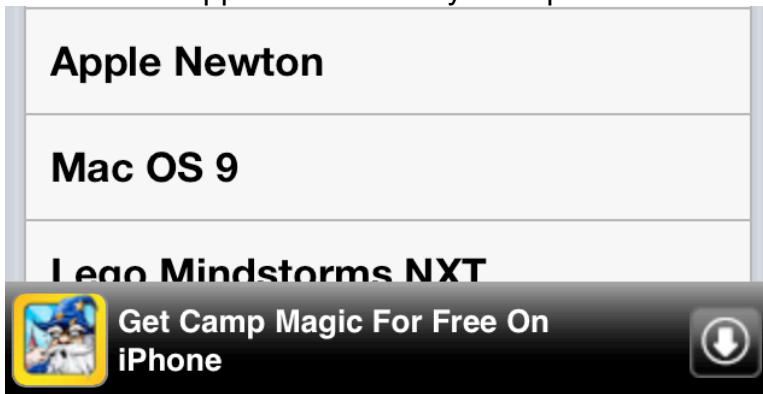## Adding AdMob ads into your account

Prerequisites:
* *Having an AdMob.com account*
* *Being able to use it*

If you have a webhost where you'd like to put your iSoundStore Repo, you might have to pay for it. Or, maybe, just have a home server with a repo of your own sounds? Anyway, you may want to earn some money!
Well, you can! Just add "gadpub" key to your repo's plist and then set it's value to your advertisement's publisher ID. Like that:

available ad inventory. Read more

iSounds Manager
Site URL:
Publisher ID: **a14ea0203ce8900**

gadpub   String   a14ea0203ce8900

The ads will appear like that in your repo:

Apple Newton

Mac OS 9

Lego Mindstorms NXT

Get Camp Magic For Free On iPhone

Revision date 06.11.2011 0:09:35

Changes:
• 23.10.2011 — Added Startup.wav
• 26.10.2011 — Some explanations on ZIPs and Admob
• 06.11.2011 — Lock, Unlock, Phonepad sounds