

# Building, deploying & distributing your iPhone killer Application

## Preface

If You did paid a) ADC feed, b) iPhone Dev Program, You should have a regular access to

iPhone Developer Program Portal  
(<http://developer.apple.com/iphone/manage/overview/index.action>)



After authentication, You should have access to it:



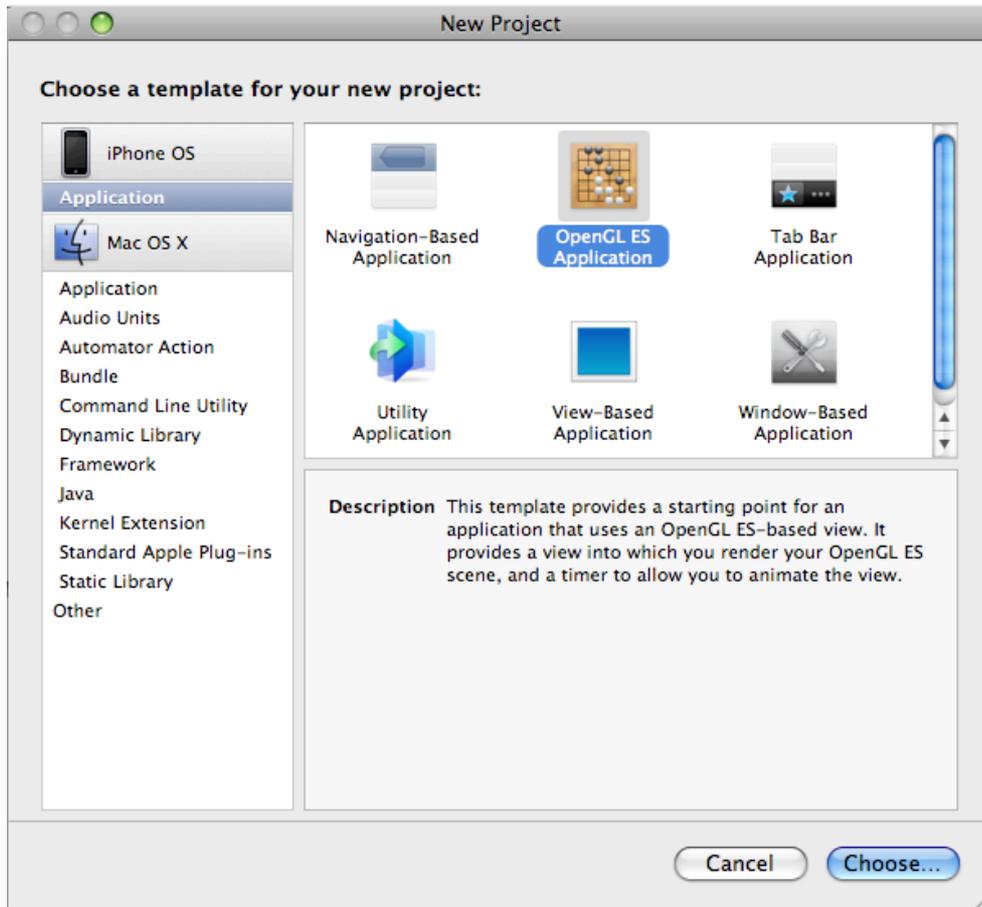
The steps that ADC suggests are:

1. Setting up your iPhone Development Team (if applicable)
  2. Obtaining your iPhone Development Certificate
  3. Creating your App ID
  4. Assigning Apple devices for testing
  5. Installing iPhone OS
  6. Creating and downloading provisioning profiles
  7. Running your development application on a provisioned device
- Distributing your application

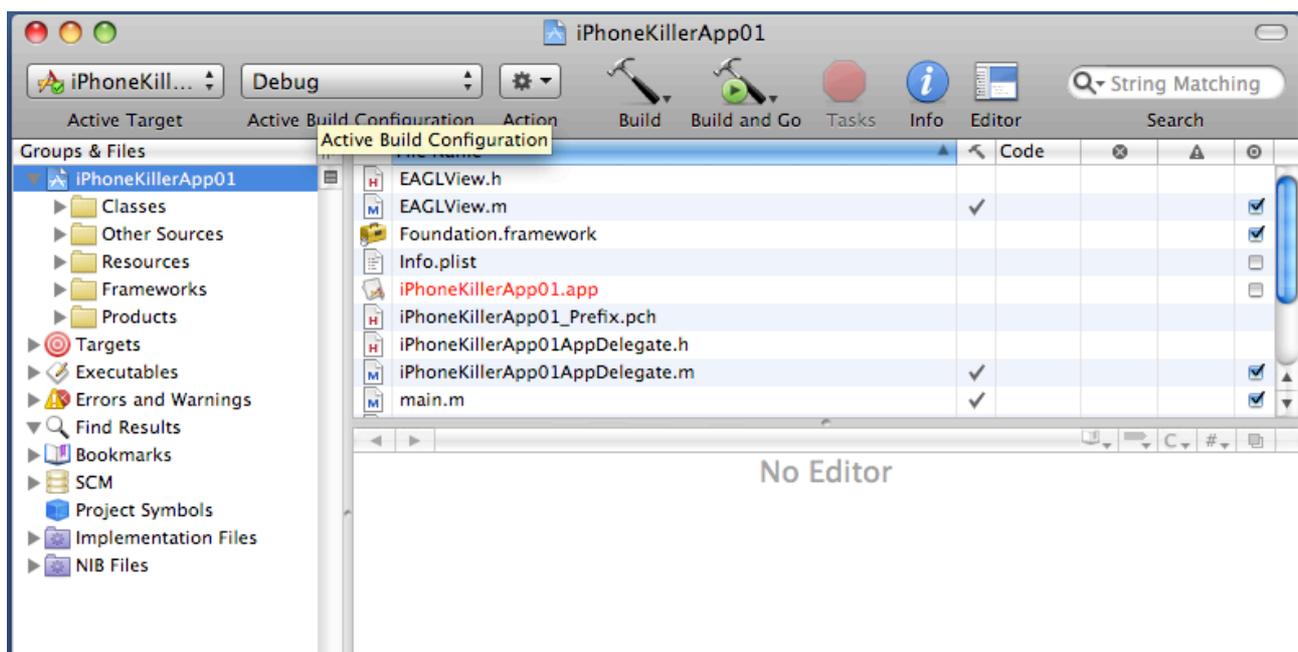
We suggest You read the guide, but the guide is incomplete and some details are missing. So let's capture the screens we got.

# Step 1: Build Your App

let's call it: iPhoneKillerApp01. Open Xcode, and create a new Project:



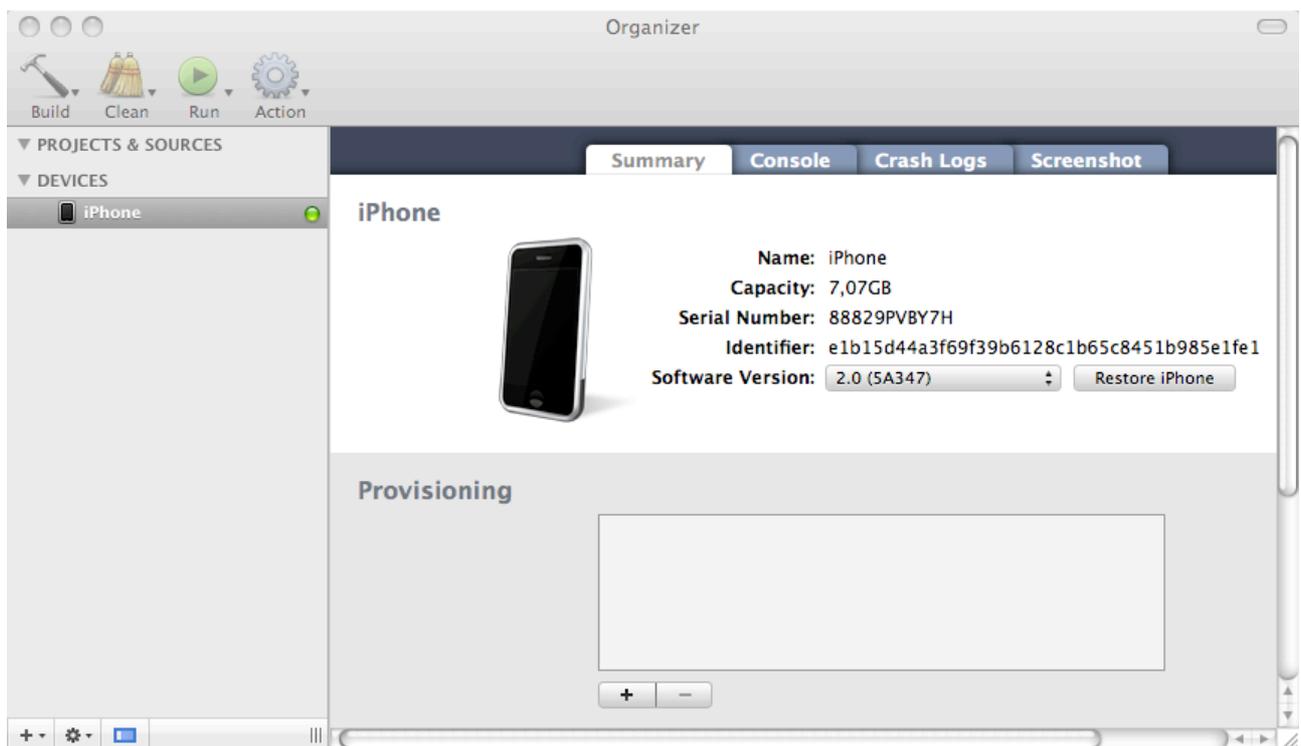
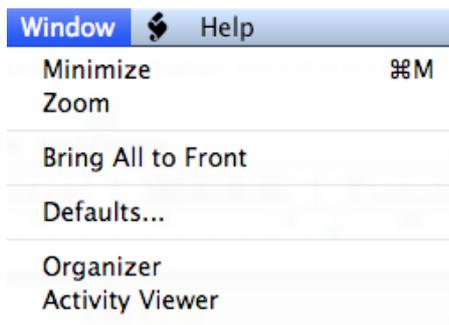
You should get:



try it in Simulator. It should start.

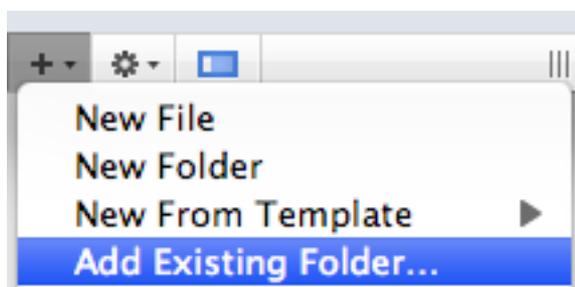


Now Connect Your iPhone. You should have an “organizer” window:



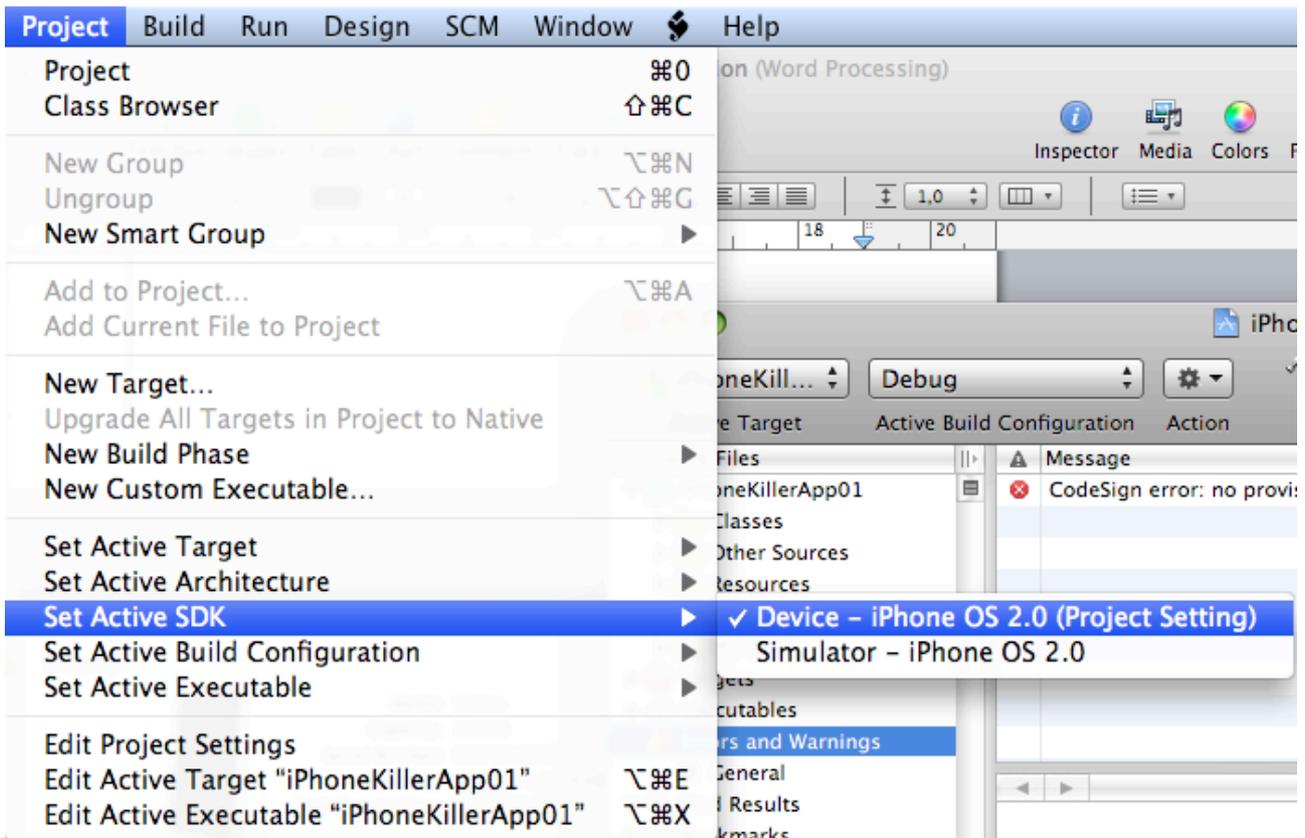
You can see here Your iPhone.

Add the project to the Organizer:



and choose Your app. It will appear at the top of Organizer. If You click on its icon, You will be bring back to Your Xcode Project.

If You try to switch to a REAL iHone app,



You simply get and error, as Your app is NOt yet signed.

**Building target “iPhoneKillerApp01” of project “iPhoneKillerApp01” with configuration “Debug” — (1 error)**

Checking Dependencies

*CodeSign error: no provisioning profiles found for code signing identity 'iPhone Developer'*

*CodeSign error: no provisioning profiles found for code signing identity 'iPhone Developer'*

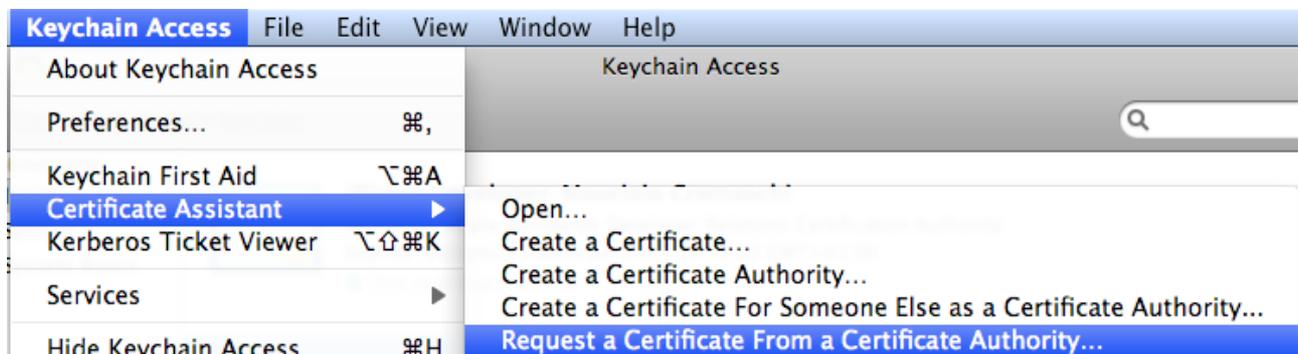
Build failed (1 error)

## Step 2: Getting iPhone Development Certificate

Before going to portal, create Your certificate file locally.  
Open Keychain:



Choose Keychain Access > Certificate Assistant > Request a Certificate from a Certificate Authority



Fill the fields:

### Certificate Information

Enter information for the certificate you are requesting.  
Click Continue to request a certificate from the CA.

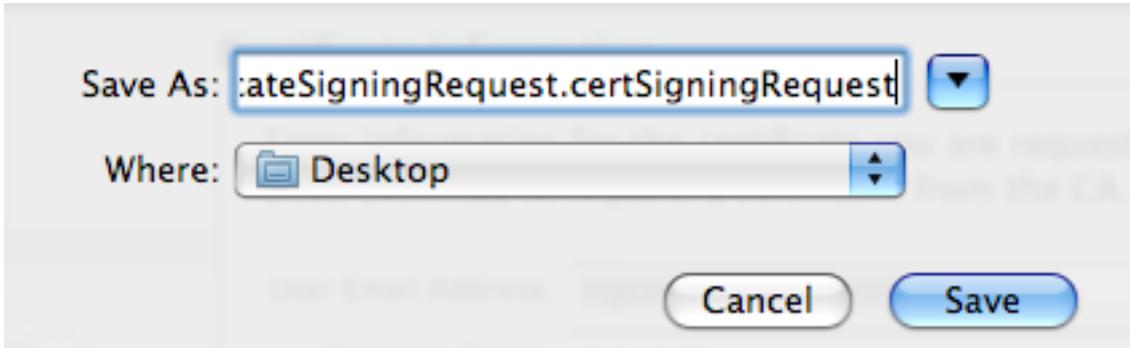
User Email Address:

Common Name:

CA Email Address:

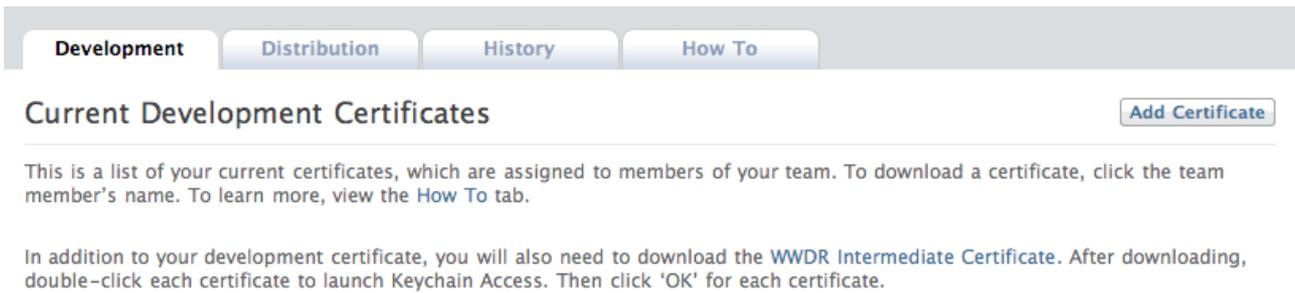
Request is:  Emailed to the CA  
 Saved to disk  
 Let me specify key pair information

be careful to choose "Save to Disk". Choose a known folder, (desktop is fine..) and let the std name.



Open this file with textedit, Xcode.. nano... every ASCII editor You like, and COPY the text, including BEGIN... END... so CMD-A and CMD C.

Go to iPhone Developer Program Portal, login and and click on Certificate:



Click ADD, (if You want read instruction... otherwise skip...) and paste in the box:

3. You will be notified by email when your CSR has been approved or rejected.

```
-----BEGIN CERTIFICATE REQUEST-----  
MIICfzCCAWcCAQAwOjESMBAGA1UEAwW5nLmNvbRPMsQwlgYJKoZIhvcNAQkB  
FhVpbmdjb250aUBpbmdjb250aS5jb20wggEiMA0GCSqGSIb3DQEBAQUAA4IBDwAw  
ggEKAoIBAQCytA7A4gTjs52I5PlolsCtvrBZkW+cleUSSYmOMQIRDp9V+5WMsD7k  
1Oln...Mt3d7  
AzUS...gvQ3Jc  
ggTKIXVxdtkKbfmvV3gUiagBQRWDPn3tUMOKMoRHFL/GVUe4EfdXkFP7v9Fr+BaW  
0dM5Zp0GRkDIWhN6NgOlpTPYIvveSerHfoXYmvWLRgq1FH5ueB1aGakbrgtRKUqv  
iHCv867UqllHbTnPKisx7o4RBW1wCE5FAGMBAAGGADANBgkqhkiG9w0BAQUFAAOC
```

and click Submit... wait...

You should get:

Name	Expiration Date	Provisioning Profiles	Status	Actions
 Gian Enrico Conti			Pending Approval	<a href="#">Approve</a> <a href="#">Reject</a>

click on "Approval".

It will change the page to:

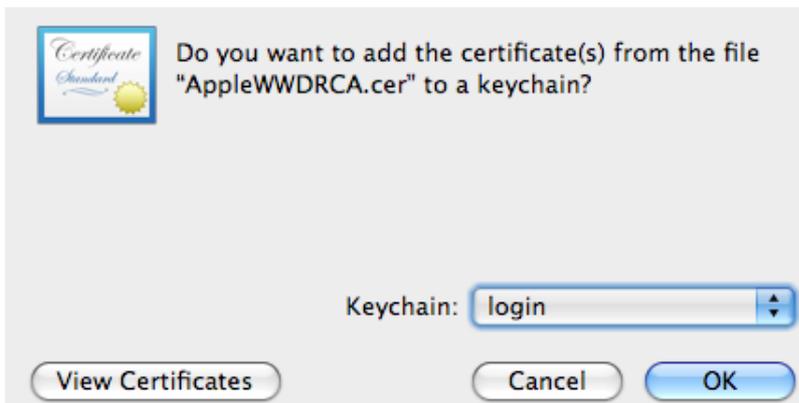
Status: Pending Issuance

You will get an e-mail of confirmation of submission NOT of confirmation of approval: this is useful for team admin to be notified members are requesting Certificates. So refresh until you get a valid link on your member name.

**In the meantime ...**

[download the WWDR Intermediate Certificate.](#)

click on link, download it: You should get a file: "AppleWWDRCA.cer" in Downloads folder.



**After some reloads...**

You get:

Name	Expiration Date	Provisioning Profiles	Status	Actions
 <a href="#">Gian Enrico Conti</a>	02/11/2009 09:50 AM		Issued	<a href="#">Download</a> <a href="#">Revoke</a>

So down load “developer\_identity.cer” and click on it, You will get:



### Apple Worldwide Developer Relations Certification Authority

Intermediate certificate authority

Expires: domenica 14 febbraio 2016 19:56:35 GMT+01:00

✔ This certificate is valid

Name	Kind	Expires	Keychain
Apple Worldwide Developer	certificate	14/feb/16 00:00:00	login
iPhone Developer: Gian Enrico	certificate	11/feb/09 00:00:00	login

### Step 3: create App IDs

Now You must create Application ID, or better a valid ID for all applications. Let's use the second. We will create a "family" id for all the killer apps.

So click on ADD ID, anmd fill the filds:

App ID Name	App ID (Bundle Seed ID + Bundle Identifier)
KillerAppFamily	#####. com.ingconti.*

You will get:

Name	ID
KillerAppFamily	9[REDACTED].com.ingconti.*

## Step 4: Provisioning

Once you have an ID, you can create provisioning profiles, so

click on 

And Add :  .

Choose a name for profile you like, for me is: KillerAppFamilyProfile, check your certificate and choose the certificates from popUp:

Profile Name	<input type="text" value="KillerAppFamilyProfile"/>
Certificates	<input checked="" type="checkbox"/> Gian Enrico Conti
App ID	<input type="text" value="KillerAppFamily"/>
Devices	<input checked="" type="checkbox"/> iPod Simone

Submit.... Usual "Pending" ... Reload.....

After a while:

Provisioning Profile	Certificates	Devices	App ID	Status	Actions
KillerAppFamilyProfile	1	1	[REDACTED].com.ingconti.*	Active until 08/13/2009	<a href="#">Download</a>

Click on Download...

In Download Folder you should have: "XXX.mobileprovision",  
in my case: "KillerAppFamilyProfile.mobileprovision".

Now we must add this file to XCode Project. Reopen the XCode Project.

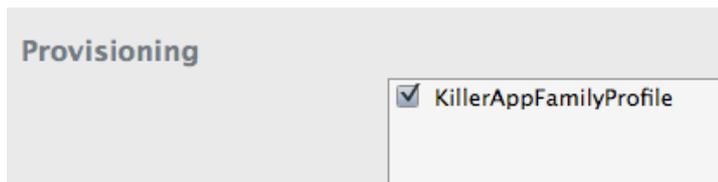
You have two ways:

- 1) drag this “XXX.mobileprovision” to the Xcode Icon
- 2) reopen “Organizer” and click on Summary Tab:



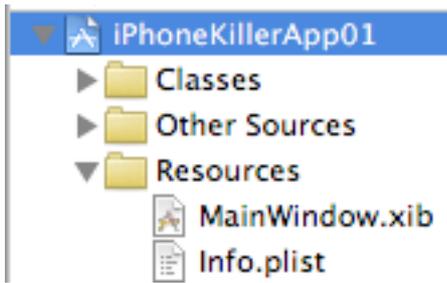
and on Plus sign: (+) and add manually the file.

When imported, be sure to check:

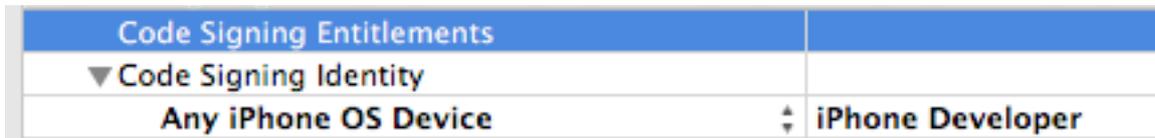


XCode official documentation says to duplicate the configuration “Release” to “Distribution”, but for now we simply modify GLOBAL settings, so we can also debug on iPhone.

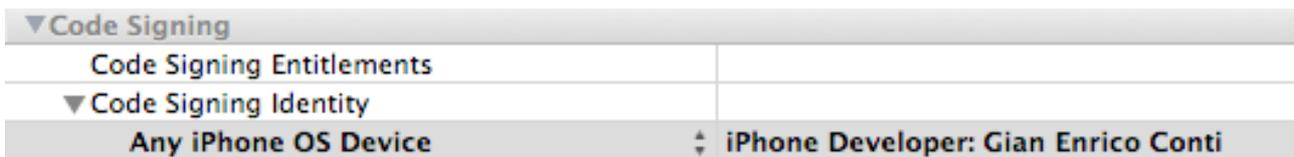
So double click on project icon:



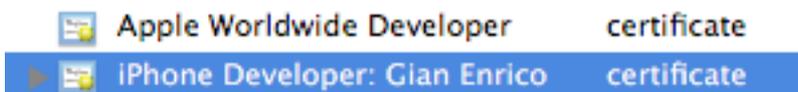
And modify the key:



to (double click on key to open) :



If unsure, open KeyChain, and double click on:



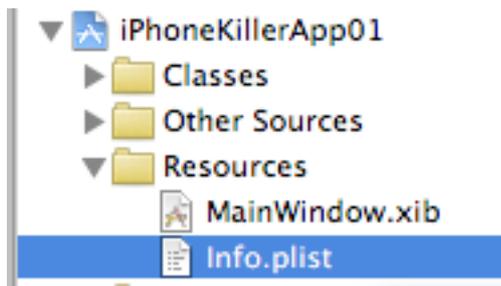
and paste the developer signing:



be sure to change also this setting (Code Signing Provisionign Profile) :

▼ Code Signing Identity	
Any iPhone OS Device	iPhone Developer: Gian Enrico Conti
▼ Code Signing Provisioning Profile	
Any iPhone OS Device	Default Provisioning Profile for Code Signing Identity

be sure to change also this setting in .plist: (double click on .plist)



and modify, from:

Key	Value
▼ Information Property List	(12 items)
Localization native development re	en
Bundle display name	\${PRODUCT_NAME}
Executable file	\${EXECUTABLE_NAME}
Icon file	
Bundle identifier	com.yourcompany.\${PRODUCT_NAME:identifier}
InfoDictionary version	6.0
Bundle name	\${PRODUCT_NAME}
Bundle OS Type code	APPL
Bundle creator OS Type code	????
Bundle version	1.0
LSRequiresiPhoneOS	<input checked="" type="checkbox"/>
Main nib file base name	MainWindow

to:

Key	Value
▼ Information Property List	(12 items)
Localization native development re	en
Bundle display name	\${PRODUCT_NAME}
Executable file	\${EXECUTABLE_NAME}
Icon file	
Bundle identifier	com.ingconti.\${PRODUCT_NAME:identifier}

Using the setting You did in “Step 3: create App IDs”.

## Step 5: Running...

Cross Your fingers.... and hit Cmd R (run) (with ther other hand..)

You will see:



As You prefer, Allow or Always Allow:

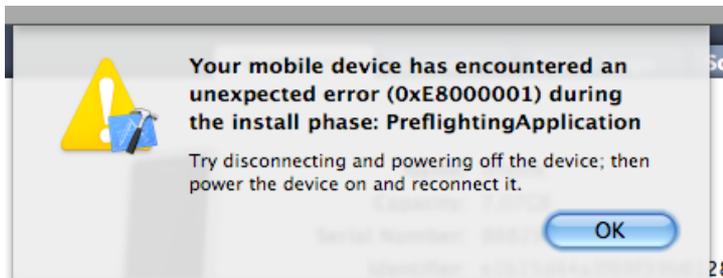
... after a while.... on iPhone You will see a spinning cube.

..And with Cmd Y You can also debug.

## Step 6: debugging

You can usually set debugger breakpoints, an debug step by step.  
But... If You got a crash, iPhone remains in a non-consistent state.

it appears:



do not reboot iPhone, simple remove the crashed app from "Observer", using Minus Button:

