Building, deploying & distribuiting 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 sugegsts 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 ther top of Organizer. If You click on its icon, You will be bring back to Your Xcode Project.

If You try to swirtch to a REAL iHone app,

Project Build Run Design SCM Windo	ow 🐓	Help
Project	ж0	on (Word Processing)
Class Browser		🕧 👘 🔇
New Group	~₩N	Inspector Media Colors F
Ungroup	て合業G	
New Smart Group	►	18 20
Add to Project	Σ#A	
Add Current File to Project) 🔄 iPhc
New Target		neKill 🕈 Debug 🛟 🕸 🗸
Upgrade All Targets in Project to Native		e Target Active Build Configuration Action
New Build Phase		Files III 🔺 Message
New Custom Executable)neKillerApp01 📃 😣 CodeSign error: no provi:
Set Active Target	•	Dther Sources
Set Active Architecture		tesources
Set Active SDK	•	✓ Device – iPhone OS 2.0 (Project Setting)
Set Active Build Configuration	•	Simulator - iPhone OS 2.0
Set Active Executable	•)ets cutables
Edit Project Settings		rs and Warnings
Edit Active Target "iPhoneKillerApp01"	٦ж	Jeneral A
Edit Active Executable "iPhoneKillerApp01"	₹₩Х	l Results kmarks

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

Keychain Access File	Edit View	Window	Help
About Keychain Access			Keychain Access
Preferences	ж,		Q
Keychain First Aid	ΛЖЛ		
Certificate Assistant		Open	
Kerberos Ticket Viewer	て企業K	Create a	Certificate
Services	•	Create a Create a	l Certificate Authority l Certificate For Someone Else as a Certificate Authority
Hide Kevchain Access	жн	Request	a Certificate From a Certificate Authority

Fill the fields:

Enter information	for the certificate you are requesting.
Click Continue to	request a certificate from the CA.
User Email Address:	ingconti@ingconti.com
Common Name:	ing.conti
CA Email Address:	ingconti@ingconti.com
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.

Save As:	:ateSigningRequest.certSigningRequest
Where:	Desktop
	Cancel Save

Open this fiel with texedit, 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:

Development	Distribution	History	How To		
Current Development Certificates Add Certificate					
This is a list of your current certificates, which are assigned to members of your team. To download a certificate, click the team member's name. To learn more, view the How To tab.					

In addition to your development certificate, you will also need to download the WWDR Intermediate Certificate. After downloading, double-click each certificate to launch Keychain Access. Then click 'OK' for each 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	
MIICfzCCAWcCAQAwOjESMBAGA1UEAwwJaW5nLmNvbnRpMSQwIgYJKoZIhvcNAQkB	
FhVpbmdjb250aUBpbmdjb250aS5jb20wggEiMA0GCSqGSlb3DQEBAQUAA4IBDwAw	
ggEKAolBAQCYtA7A4gTjs52l5PlplsCtvrBZkW+cleUSSYmOMQJRDp9V+5WMsD7k	
10In Total States and the second s	
AzUS	
gqTKIXVxdtkKbfmvV3gUlagBQRWDPn3fUMOKMoRHFL/GVUe4EfdXkFP7v9Fr+BaW	
0dM5Zp0GRkDIWhN6Ng0IpTPYlvveSerHfoXYmvWLRgq1FH5ueB1aGakbrgtRKUqv	
iHCv867UqIIHbTnPKisx7o4RBW1wCE5FAgMBAAGgADANBgkqhkiG9w0BAQUFAAOC	

and click Submit... wait...

You should get:

Gian Envice Continue	
Approval	Reject

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 notofied 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.

Certificate Sumbard	Do you want "AppleWWDF	to add the RCA.cer" to a	certificate(s) fr a keychain?	om the file
		Keychain:	login	\$
View Cer	tificates		Cancel	ОК

After some reloads...

You get:

Name	Expiration Date	*	Provisioning Profiles	Status	Actions
Gian Enrico Conti	02/11/2009 09:50 AM			Issued	Download Revoke

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	A	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 (Bund	dle Seed ID + Bundle Iden	tifier)
KillerAppFamily	##############	com.ingconti.*	
You will get:			
Name	ID		
KillerAppFamily	e e	.com.ingconti.*	

Step 4: Provisioning

One You have an ID, You can create provisioning profiles, so

	Provisioning
click on	
And Add	Add Profile

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

Profile Name Certificates			KillerAppFamilyProfile				
Devices			🗹 iPod Simone				
Submit Usual After a while:	l "P€	ending" F	Reload				
Provisioning Profile		Certificates	Devices	App ID		Status	Actions
KillerAppFamilyProfile		1	1	<u>s</u>	J.com.ingconti.*	Active until 08/13/2009	Download

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 ad manually the file.

When imported, be sure to check:

Provisioning	
	KillerAppFamilyProfile

XCode official documentation says to duplicate the configuration "Release" to "Ditribution", 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:

Code Signing Entitlements	
Code Signing Identity	
Any iPhone OS Device	\$ iPhone Developer

to (double click on key to open) :

▼Code Signing		
Code Signing Entitlements		
Code Signing Identity		
Any iPhone OS Device	÷	iPhone Developer: Gian Enrico Conti

If unsure, open KeyChain, and double click on:



and paste the developer signing:



iPhone Developer: Gian Enrico Conti

Issued by: Apple Worldwide Developer Relations Certification Authority Expires: mercoledì 11 febbraio 2009 10:50:01 GMT+01:00 This certificate is valid

▶ Trust

Details



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		Default Provisioning Profile for Code Signing Identity
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:

Кеу	Value
▼ Information Property List	(12 items)
Localization native development re	en
Bundle display name	\${PRODUCT_NAME}
Executable file	\${EXECUTABLE_NAME}
lcon 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	7777
Bundle version	1.0
LSRequiresIPhoneOS	\checkmark
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:

