

Setting Up Your iOS Development Environment

For Mac OS X (Mountain Lion) v1.0

By GoNorthWest

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Setting up the Apple iOS development environment, which consists of Xcode and the iOS SDK (Software Development Kit) is, these days, super simple. Like many of its products, Apple has made the process as easy as going to the App Store on your Mac, finding the Xcode app, and hitting install! The aim of this guide is to visually walk you through the process so you know what to expect, and how to make sure your environment is complete and ready for you to develop apps in. Once you do that, you're all set to actually work with the source code you download from buzztouch! Hopefully these instructions will make things just a bit easier for you!

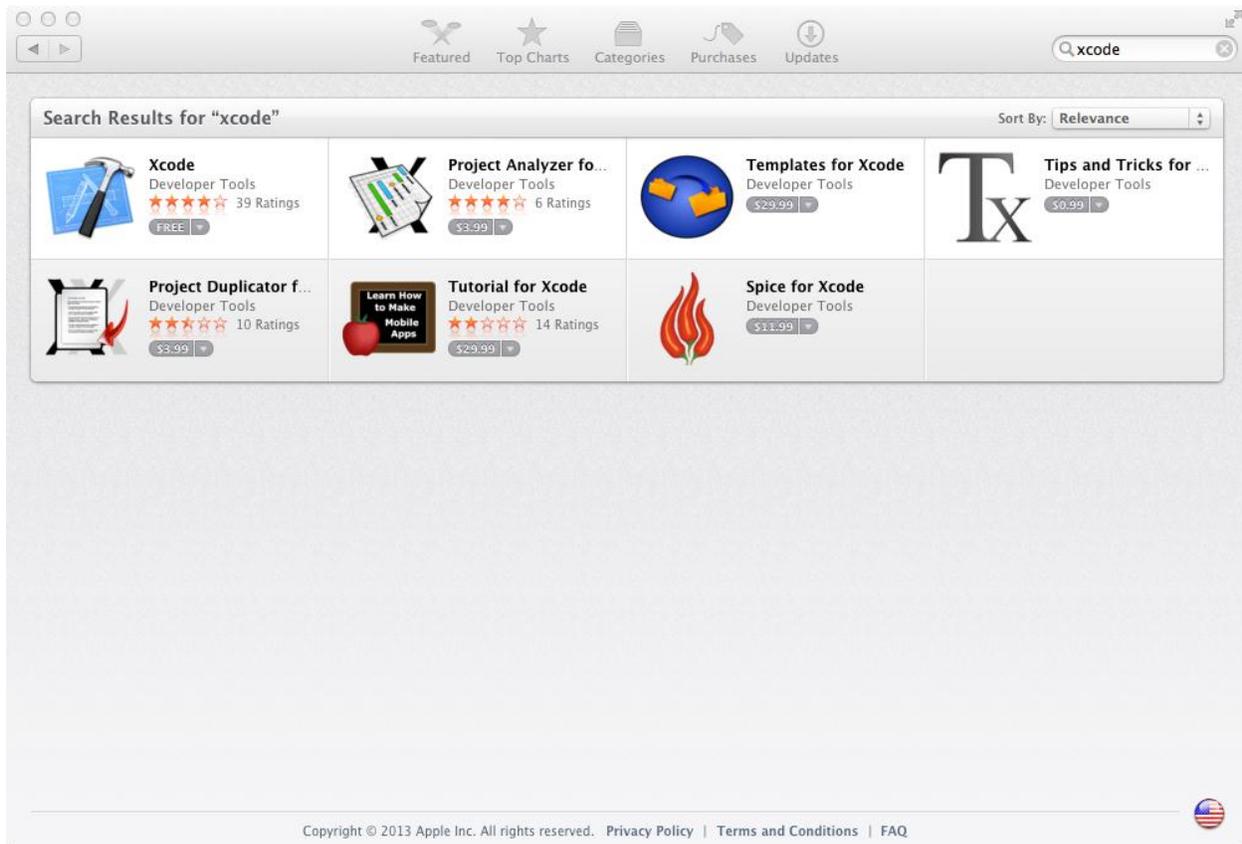
The basic process you are about to undertake is the following:

1. Find the required software via the App Store and "purchase it" (Don't worry...it's free!)
2. Watch TV or something for a couple hours while the 1.65Gb Xcode package downloads
3. Get super excited when you see that it's *finally* installing
4. Open up Xcode and install Device Support
5. Install simulators for the versions of iOS you want to test with
6. Celebrate because you're done and ready to work with your app!

Note: I believe it's only with Lion and Mountain Lion that Apple moved to the App Store for downloading and installing Xcode. And, I also believe this only works on 64-bit versions of Mac OS X. There are other versions you can download from Apple, but they will limit the versions of iOS your app can be compiled against. This tutorial assumes you are running a 64-bit version of Lion or Mountain Lion.

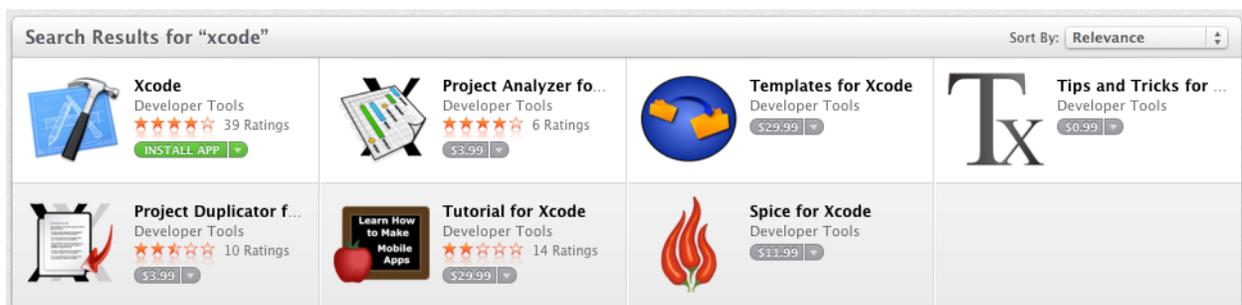
Let's get started!

Download Xcode. Begin your adventure by starting up the App Store on your Mac. Do a search for *Xcode*, and you should see a screen similar to this:

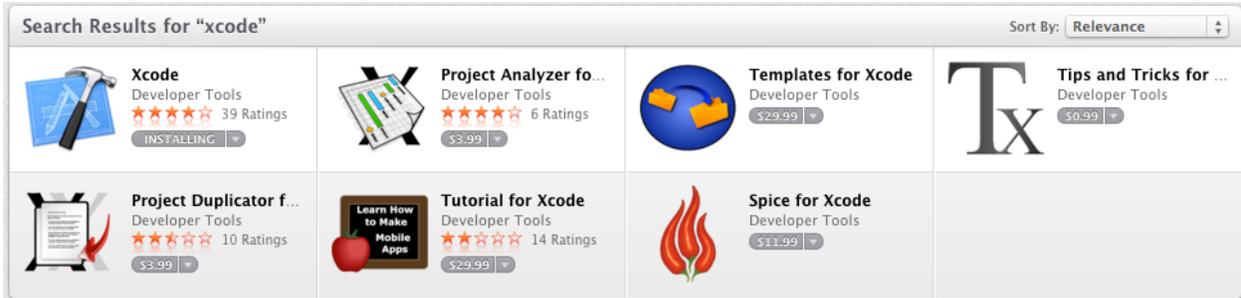


Notice that Xcode is FREE! Very cool! Something to keep in mind here is that while Xcode is free, and while you can compile and test your apps using the iPhone/iPad simulators, if you want to test on a real device, or put your app in the iTunes store, **you need to join** the Apple Developer Program at a cost of \$99/year. Total bummer, but better you know this now than when you're all excited to upload your app or test it on your phone!

Hit the 'Free' button to purchase the app, and then hit the 'Install App' button after you've made the purchase. It should look like this:



The download for the app will begin, and you can now take a break. Depending on your connection speed, this 1.65Gb (roughly) download can take from just a few minutes to a few hours! Here's a couple ways that you can tell things are in progress:



Install Xcode. Sooner or later, after the download is complete, the install will start. This is pretty sweet, and it happens just like it does with any other Mac app or iOS app. It goes right where it needs to on your system, and you don't have to do a thing! Here's how you know things are rollin':



At this point you can start to get excited! Xcode is well on its way to becoming a part of your system, and able to compile and run those sweet apps you created on buzztouch! You are literally on the cusp of something big, so take a few moments and think about how your life is about to change for the better. You are one step closer to being able to call yourself a **developer!**

The Final Bits and Pieces. Now that Xcode has been installed, it's time to open it up and finish configuring things. Open up **Finder**, click on your **Applications** folder, and find the **Xcode** icon. It looks like this:



If you want, maybe take a second to drag this icon down to your menu bar so it's always available. You're going to be using it a lot from this point until you retire off your app earnings!

The first time you fire up Xcode, you'll be presented with a **License Agreement**. Standard stuff...read it or not, but you have to Agree to it.



Xcode License Agreement

You must agree to both license agreements below in order to use Xcode. By clicking Agree, you are agreeing to the terms of the software license agreements.

ENGLISH

IMPORTANT: BY USING THIS SOFTWARE, YOU ARE AGREEING TO BE BOUND BY THE FOLLOWING APPLE TERMS:

- A. SOFTWARE LICENSE AGREEMENT FOR XCODE
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Save...

Disagree

Agree

After you accept the License Agreement, you'll be asked to install **Device Support**. Hit **Install**, and let it do its thing.



System Component Installation

The following components will be updated

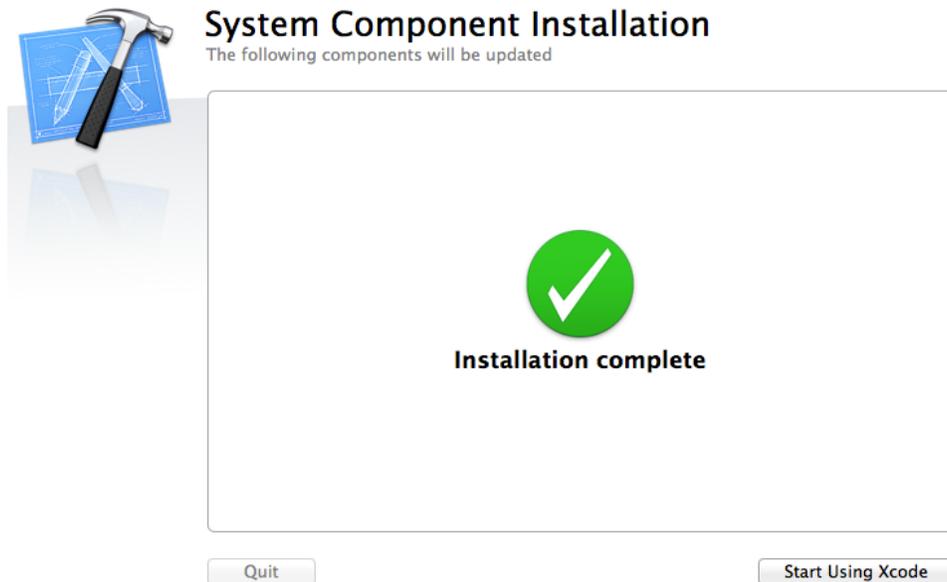


Device Support

Provides device connectivity for development

This shouldn't take all that long...certainly not as long as Xcode took to download and install. I'm not sure what would happen if you hit **Quit** instead of **Install**, but at some time you'll want to test on a real device, so you might as well get it ready now.

After Device Support has been installed, you'll get a nice big checkmark letting you know all is good, and you're ready to run Xcode!



Hit the **Start Using Xcode** button, and your screen should look like this:

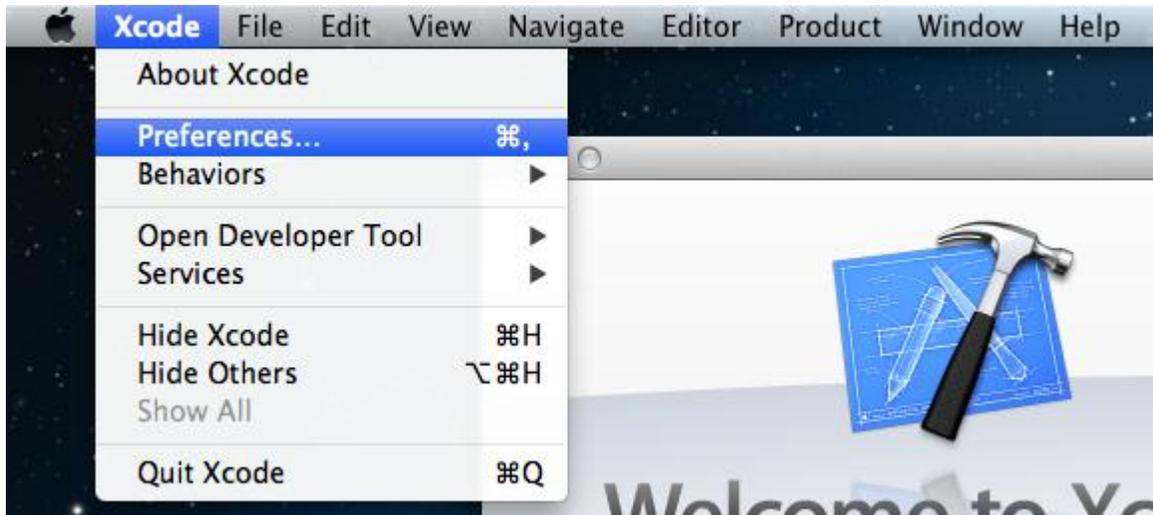


Sweet! Xcode has been installed, you've added Device Support, and you're just about ready to go!

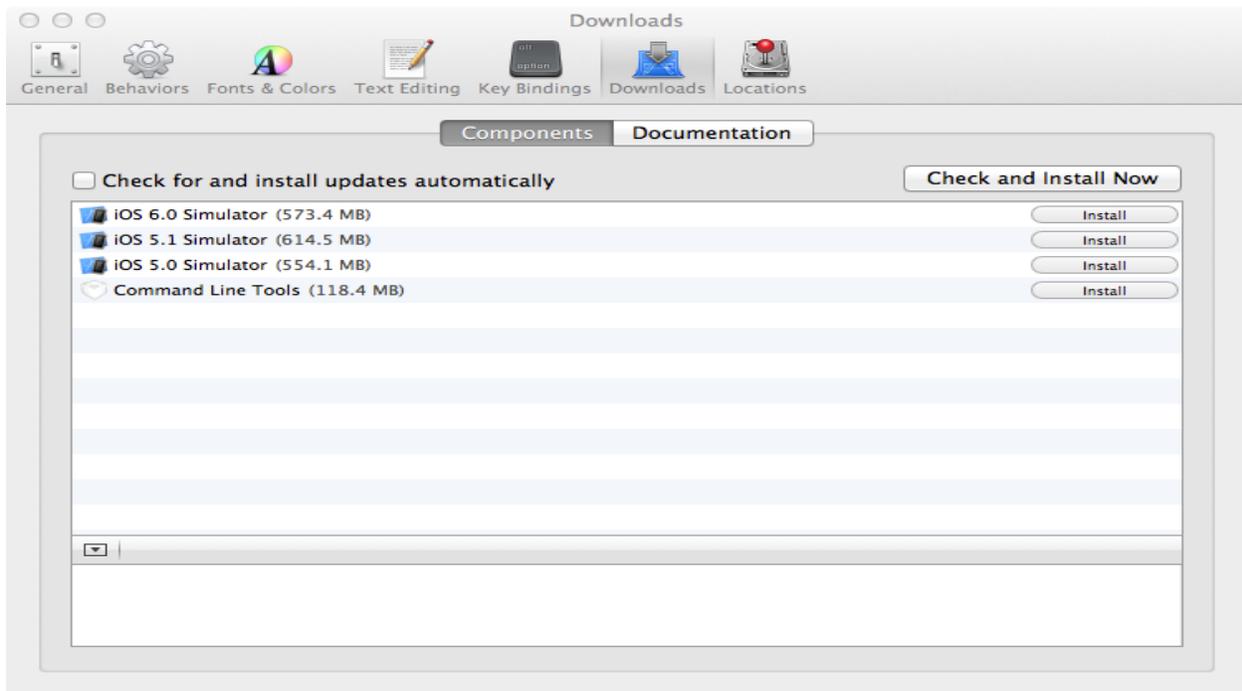
Wait...what? **Just** about ready? What more could there possibly be?

Simulators! Xcode provides iPhone and iPad simulators you can test your app on. Now you get to choose which ones you want, and install them. The process is super simple, but, again, involves some download time.

From the Xcode menu bar, select **Xcode...Preferences**. Should look like this:

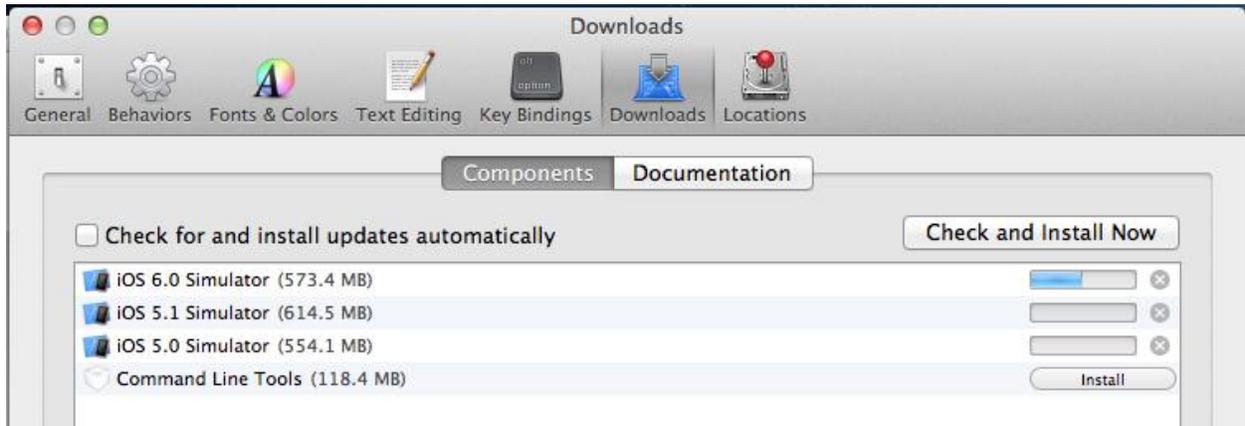


Click on the **Downloads** icon for the screen you see, and you'll get this:



This is where you need to make a decision, but it's not as hard as you think. What version of iOS do you want to test with? You can go with the absolute latest, and just select **iOS 6.0 Simulator**, or you can grab some of the earlier versions as well. For most people, sticking with the latest and greatest is probably enough. I grabbed all of them because I figured you never know. You don't need the Command Line Tools.

Once the download starts, it'll look like this:



The screen shot is truncated, but you get the idea. Once the download is done, it'll automatically install. As things finish up, they should look like this:



That's it! You've successfully installed Xcode, Device Support, iOS Simulators, and now you're ready to start testing your buzztouch app! While out of scope for this document, to open your app in Xcode, download and unzip your iOS source package from buzztouch, find the **yourappname.xcodeproj** file in the root of your download folders, double-click it, and your project will open in Xcode. Remember that **yourappname** is the name of YOUR app...there's not a file with that exact name in your source. Just sayin'.

Congratulations on getting this far, and the best of luck to you in your app development efforts! Feel free to send me email (MrkFleming@gmail.com) with corrections or suggestions to this document.

Comments? Post them in the forum or email me at MrkFleming@gmail.com.

Revision Log			
v1.0	02/05/13	Initial release of document.	GoNorthWest