### Code Signing Your Buzztouch Application By Ed Goodall (@Ed Goodall)

### Step 1) Creating your App ID with Apple



# 1b) Click on "Identifiers".1c) Click on the + button to create an identifier.

🗯 Developer	Technologies	Resources	Programs	Support	Member Center	Q Search Developer
Certificates, Identifiers &	Profiles					Matt Goodall 🔻
iOS Apps 🔹				iOS App	IDs	+ 9
Certificates	30 App IDs Total					
All	Name		*	ID		
Pending						
Development						
Production						
D Identifiers						
App IDs						
Pass Type IDs						

# 1d) Enter an app name and an ID, usually laid out as a reverse domain name, e.g. if my app name was Ed's App and my website was www.fusion-technology.co.uk, I would use

#### co.uk.fusion-technology.EdsApp.



**Registering an App ID** 

The App ID string contains two parts separated by a period (.)—an App ID Prefix that is defined as your Team ID by default and an App ID Suffix that is defined as a Bundle ID search string. Each part of an App ID has different and important uses for your app. Learn More

App ID Description						
Name:	My App Name					
	You cannot use special characters such as @, &, *, ', "					
App ID Prefix						
Value:	AS3(Team ID)					

App ID Suffix



#### Explicit App ID

If you plan to incorporate app services such as Game Center, In-App Purchase, Data Protection, and iCloud, or want a provisioning profile unique to a single app, you must register an explicit App ID for your app.

To create an explicit App ID, enter a unique string in the Bundle ID field. This string should match the Bundle ID of your app.

Bundle ID:	co.uk.fusion-technology.myappname
	We recommend using a reverse-domain name style string (i.e.,

com.domainname.appname). It cannot contain an asterisk (\*).

#### IMPORTANT: Take note of your App ID Prefix / Team ID, you'll need this later.

# 1e) Press Continue, and then you have completed creation of your App ID.



**Registration complete.** 

This App ID is now registered to your account and can be used in your provisioning profiles.

App ID Description:	My App Nam	e
Identifier:	AS3	.co.uk.fusion-technology.myappname
App Groups (Beta):	Disabled	
Associated Domains (Beta):	© Disabled	
Data Protection:	Disabled	
Game Center:	Enabled	
HealthKit (Beta):	Disabled	
HomeKit	Disabled	
Wireless Accessory Configuration	Disabled	
iCloud (Beta):	Disabled	
In-App Purchase:	Enabled	
Inter-App Audio:	Disabled	
Passbook:	Disabled	
Push Notifications:	Oisabled	
VPN Configuration & Control (Beta):	© Disabled	

### Step 2) Creating your Developer Certificates

### 2a) Go to the Certificates -> All page.



# 2b) Press the + icon to create a new certificate.2c) When the new screen appears, select iOS App Development.

Add iOS Certificate	Q
Select Type Request Generate Download	
Certificate Generation What type of certificate do you need?	
Development	
<ul> <li>iOS App Development</li> <li>Sign development versions of your iOS app.</li> </ul>	
Apple Push Notification service SSL (Sandbox) Establish connectivity between your notification server and the Apple Push Notification service sandbox environment. A separate certificate is required for each app you develop.	e
2d) Now open Keychain Access (this is in Utilities in your	

# Applications folder).



# 2e) Go to Keychain Access -> Certificate Assistant -> Request Certificate

🍯 Keychain Aco	<mark>cess</mark> File Ed	t View Wi	indow Help	
O About Keych	nain Access		Keychain Access	
Preferences.	ж			Q
Keychain Fir	rstAid ∖⊂ Ж	Α.		
Certificate A	ssistant	Open	A. 2048-bit	
Ticket Viewe	er ∖⊂#	Create	a Certificate	
Comisor			a Certificate Authority	
📄 🔄 Services		Create	a Certificate For Someone Else	as a Certificate Authority
Hide Keychain Access #H			t a Certificate From a Certificat	
Hide Others		H Set the	default Certificate Authority	
Show All		Evaluat	e a Certificate	
Quit Keycha	in Access 🛛 🕱	2		
All Items				
Passwords	<u> </u>			
Secure Notes	à			
My Certificates	¥ .	-		
🖗 Keys				
Certificates	×	-		

#### 2f) Enter your information and select 'Saved to Disk'

000	Certificate Assistant	
	Certificate Information Enter information for the certificate you are requesting. Continue to request a certificate from the CA.	Click
Cent	Continue to request a certificate from the CA. User Email Address: Common Name: Ed Goodall CA Email Address: Request is: Emailed to the CA Saved to disk Let me specify key pair information	
	Cor	ntinue

# 2g) After saving the Request to a folder, return to the Apple Website and upload it.

Add iOS Certificate +	٩
Select Type Request Generate Download	
Generate your certificate.	
With the creation of your CSR, Keychain Access simultaneously generated a public and private key pair. Your private key is stored on your Mac in the login Keychain by default and can be viewed in the Keychain Access application under the "Keys" category. Your requested certificate will be the public half of your key pair.	
<b>Upload CSR file.</b> Select .certSigningRequest file saved on your Mac.	
Choose File CertificateSigningRequest.certSigningRequest	
Cancel Back Generate	

2h) Generate your certificate, download and double click to install. You've now made your Developer Certificate. Repeat the steps from 2b to 2g again, but for Distribution. This will generate the certificate for when you put the app on the app store. Only use the developer certificate when you are testing on your own devices.

### Step 3) Add your own device to the Developer Centre

When testing on your own device, you need to let Apple know what devices you are using.

Devices	
All	▲

#### 3b) Press the + icon.

iOS Devices		
You can register 89 additional devices.		
Name	UDID	

3c) Give a friendly name for your device. NOTE: This does not necessarily have to be the device name.

#### Register Device

Name your device and enter its Unique Device Identifier (UDID).

Name:	1
UDID:	

3d) To get your devices UDID (Unique Device Identifier), go to <a href="http://whatsmyudid.com/">http://whatsmyudid.com/</a> and follow the instructions. Input the UDID you get (25 characters) into the UDID box and continue.

You have now added your device to the Developer Center.

Step 4) Create the Provisioning Profiles

In order to install or compile your app, you need to create Provisioning Profiles.

### 4a) Go to Provisioning Profiles -> All.



### 4b) Press the + button.

🗯 Developer	Technologies	Resources	Programs	Support	Member Center	<b>Q</b> Search Developer
Certificates, Identifiers	& Profiles					Matt Goodall 👻
iOS Apps 🔹			iOS Pr	ovisionir	ng Profiles	
Gertificates	78 profiles total.					
= All	Name		<ul> <li>Type</li> </ul>			Status

### 4c) Select iOS App Development.



iOS App Development 
 Create a provisioning profile to install development apps on test devices.

#### 4d) From the dropdown, select the App ID we created earlier.



### 4e) Select the Development Certificate we created earlier.

Add iOS Provisioning Profile	+ 🔊 Q
Select Type Configure Generate Download	
Select certificates.	
Select the certificates you wish to include in this provisioning profile. To use this install an app, the certificate the app was signed with must be included.	s profile to 1 of 1 item(s) selected
Matt Goodall (iOS Development)	
Cancel Back Continue	

#### 4f) Select the devices you imported earlier. NOTE: The devices selected here are the only devices that can test this app. Be careful with your choosing!

ect Ty	ype Configure Generate Download	
PRO	Select devices.	
his p	t the devices you wish to include in this provisioning pro profile on a device, the device must be included. Select All	
this p		file. To install an app signed with 6 of 11 item(s) selected
his p	profile on a device, the device must be included.	
his p	orofile on a device, the device must be included. Select All	
his p	profile on a device, the device must be included.	

# 4g) Give a friendly name for this profile. Choose whatever you want (typically, I use <app name> <profile type>, for example "My Amazing App – Development")



Name this profile and generate.

The name you provide will be used to identify the profile in the portal. You cannot use special characters such as @, &, \*, ', " for your profile name.

Profile Name:	My App Name Development	
Type:	Development	

# 4h) Download your provisioning profile, and double click to install.



Name: My App Name Development Type: Development App ID: AS3\_\_\_\_\_.co.uk.fusion-technology.myappname Expires: Jul 29, 2015



#### 4i) Repeat steps 4b to 4h but using Production / Distribution.

### Step 5) Configure your Xcode project

## 5a) Open your xcode project downloaded from the Buzztouch Control Panel.

00	🚞 codesigningtut	torial_iOS		M <sub>M</sub>
		۹ (۹		
FAVORITES	Shared Folder			
📃 All My Files	Name	▲ Date Modified	Size	Kind
P AirDrop	▶ 🚞 BT_Art	Today 07:22		Folder
Applications	BT_Audio	Today 07:22		Folder
	BT_Config	Today 07:22		Folder
	BT_Core	Today 07:22		Folder
Documents	BT_Docs	Today 07:22		Folder
🕒 Downloads	BT_Images	Today 07:22		Folder
Movies	BT_Layout	Today 07:22		Folder
<u></u>	BT_Plugins	Today 07:22		Folder
🎵 Music	BT_Video	Today 07:22		Folder
Pictures	codesigningtutorial	Today 07:22		Folder
DEVICES	codesigningtutorial.xcodeproj	Today 07:22	66 KB	Xcode P
	en.lproj     LICENSE.txt	Today 07:22	 2 KB	Folder Plain Tex
Remote Disc	README.txt	Today 07:22 Today 07:22	483 bytes	Plain Te
SHARED	READINE.txt	100dy 07.22	405 Dytes	Fiain Te
📃 svr-store 🔺				
📃 Ed's MacB				
🧔 iMac 1				

# 5b) Xcode projects don't include 2 folders, BT\_Images and BT\_Plugins. You need to drag these into your project.



### 5c) Make sure when you drag the folders, you see a dialog identical to this, with the selected checkboxes and buttons.



## 5d) Insert the Build number, Version and App ID under General Settings (clicking the app name)

codesigningtutorial 2 targets, iOS SDK 7.1

Bundle Identifier	AS3(	.fusion-technology.myaj
Version	1.0	
Build	1.0	
Team		

## NOTE: With the App ID, put the prefix in with this. It tells Xcode what identity you're using.

Bundle Identifier	AS3(	.fusion-technology.myaj
Version	1.0	
Build	1.0	
Team		

#### 5e) Under Build Settings, change the Code Signing identity certificate to the Development one we selected earlier (or Distribution if compiling for the store).

Code Si	gning		
	Setting	📝 codesigningtutorial	
	▼ Code Signing Identity	iPhone Developer: Matt Goodall (	) \$
	Debug	iPhone Developer: Matt Goodall (	) \$
	Any iOS SDK 🕏	iPhone Developer: Matt Goodall	
	Release	iPhone Developer: Matt Goodall (	) \$
	Any iOS SDK 🕏	iPhone Developer: Matt Goodall	

#### 5f) Connect your device and head over to the Organizer.

Window Help	
Minimize Zoom	жм
Select Next Tab	策}
Select Previous Tab	<b>#</b> {
Documentation and API Reference	<b>企業0</b>
Welcome to Xcode	<b>企</b> 第1
Organizer	<b>企</b>
Bring All to Front	
🗸 🖹 codesigningtutorial – 🖹 codesigningtutoria	l.xcodeproj

### 5g) Click on your device, then Provisioning Profiles.

LIBRARY						Q- Profile Name		$\supset$
Device Logs	Name			Expiration			Team	
		iOS Profile iOS Profile		22/06/ 29/06/		.co.uk.fusion-technology.fusion .co.uk.officeevolution.officeevoa		
DEVICES	iOS Team Provisioning Profile: *	iOS Profile		22/06/		.*		
My Mac 10.9.2 (13C64) T.1.1 (11D201) Provisioning Profiles Applications Console Device Logs Screenshots			22,00,	22/00/	~			
5h) Click A 5i) Select y	our previous	Downloa		oad	ed F	Provisioning	Profiles.	
FAVORITES	Shared	Folder				-	-	
昌 All My Files	🙀 About	Download	ds					
Applications		igningtuto	_					I
Desktop	l codes	igningtuto	rial_iOS	.zip				
		50a-4604				o149f.exe		
Documents		eVoiceAnd		etup.dm	g			
🕂 Downloads	ios_de	velopmen		mont m	obilopr	ovision		
Movies		eb.exe	Develop	ment.m	obliepro	ovision		
Music		0Express1	Liso					
		. oexpressi						
Pictures								
DEVICES								
Remote Disc								
CHARED								
SHARED								
svr-store	<b>A</b>							
📃 Ed's MacBook	Pro							
						Cance	l Open	

# This process will sync the profiles to your device. If they don't sync, or there is a red circle next to your device, click the

Ed Goodall

device name and click 'Use for Development'. Then go from 5h again.

5j) Close off the Organizer and go back to your project in Xcode. Change the target from Simulator to your device.



5k) Unlock your device with its passcode (or just swipe to unlock) and press Run. Your app should now run on your device. To keep it there, just disconnect your device after running.

When distributing, use the Distribution profile, and change the Code Signing Identities in Step 5e.