Preface

This tutorial is based on the findings of Rawls Enterprises, a fellow Buzztouch Member. Although I've done work with OTA and BT before, it is his (or her) discoveries that have made things flow without any bothersome details each and every time. Major props to Rawls Enterprises.

This tutorial assumes that you are Self Hosted, and have Administrator priviledges on your BT Server. Otherwise, it's a great read, but it won't do you much good.

Cheers!

-- Smug

Step 1: Modify your /download/index.php file.

Around line 122 of your index.php file, replace the line that states:

$pListOrAPKURL = "itms-services://?action=download-manifest&url=" . fnGetSecureURL(APP_URL) . "/" . $appDirectoryPath . "/install-ios/app.plist";

with this statement:

$pListOrAPKURL = "itms-services://?action=download-manifest&url=" . fnGetSecureURL(APP_URL) . "" . $dataDir . "/install-ios/app.plist";

Step 2: Modify your /bt_v15/bt_app/bt_overTheAir.php file.

Around line 293 of your bt_overTheAir.php file, replace the line that states:

<?php echo $appInstallURL . "/platform=ios"?>

with this statement:

<?php echo $appInstallURL . "&platform=ios"?>

And around line 302 of your bt_overTheAir.php file, replace the line that states:

<?php echo $appInstallURL . "/platform=android"?>

with this statement:

<?php echo $appInstallURL . "&platform=android"?>

Enabling this modification will allow you to easily distribute test/pre-release versions of your app to all applicable devices.

```
288   <div style='padding-top:10px;white-space:nowrap;'>
289       <div style='margin-bottom:5px;'>
290           <a href='<?php echo $appInstallURL;?>&platform=ios' target='_blank'>
291       </div>
292       <div style="font-size:12pt;">
293           <!-- <?php echo $appInstallURL . "/platform=ios"?> -->
294           <?php echo $appInstallURL . "&platform=ios"?>
295       </div>
296   </div>
297   <div style='padding-top:10px;white-space:nowrap;'>
298       <div style='margin-bottom:5px;'>
299           <a href='<?php echo $appInstallURL;?>&platform=android' target='_bla
300       </div>
301       <div style="font-size:12pt;">
302           <!-- <?php echo $appInstallURL . "/platform=android"?> -->
303           <?php echo $appInstallURL . "&platform=android"?>
304       </div>
305   </div>
306
307
308   </div>
      ...
```

And you're finished! Go forth and distribute with impunity!

Actually Distributing your file 'Over the Air'.

Step 1: Archive your file

1) With a 'ready to test' app, select 'Archive' from your Xcode 'Project' menu
2) Ensure you have a valid iOS Device, or have 'iOS Device' selected. I don't think it works with simulators.

It will do a seemingly more comprehensive build on your project, that might take a little longer than usual.
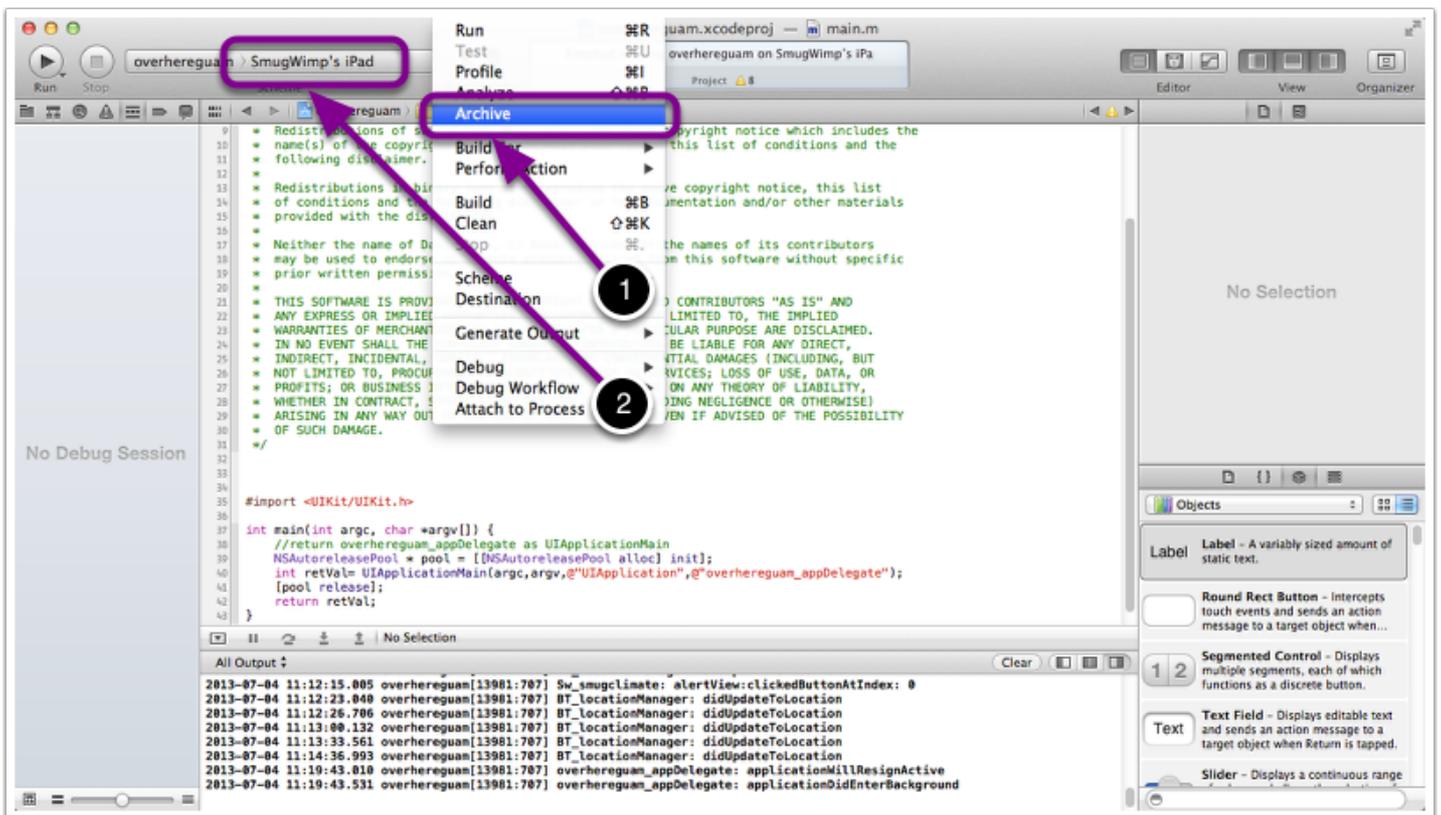
Step 2: Review your file

1) Take a look around, and make sure that the filename is the way you want it, and that all the basic information is correct
2) Afterwards, you'll press the 'Distribute' button
3) If you're curious, you can find out what the filesize of the app will be
4) You won't validate until you're ready for the app store. In fact, you *can't* validate until you register your app for distribution on the app store.
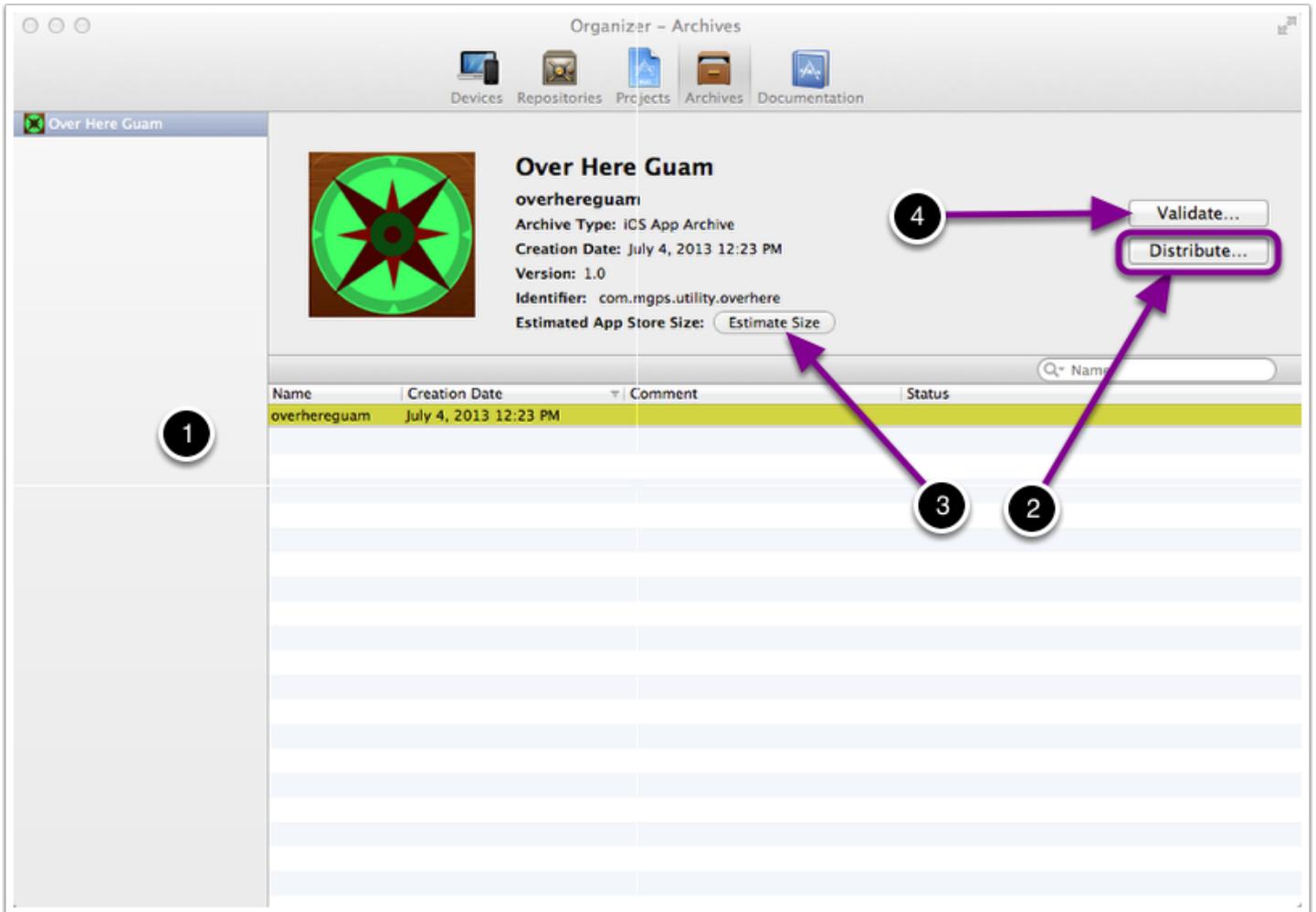
Step 3: Ad-Hoc Deployment

When you press the 'distribute' button, a dialog box will appear asking you the 'purpose' of your distribution. 'At this time' you want to select 'Save for Enterprise or Ad-Hoc Deployment'.

(The other two are relatively self explanatory)
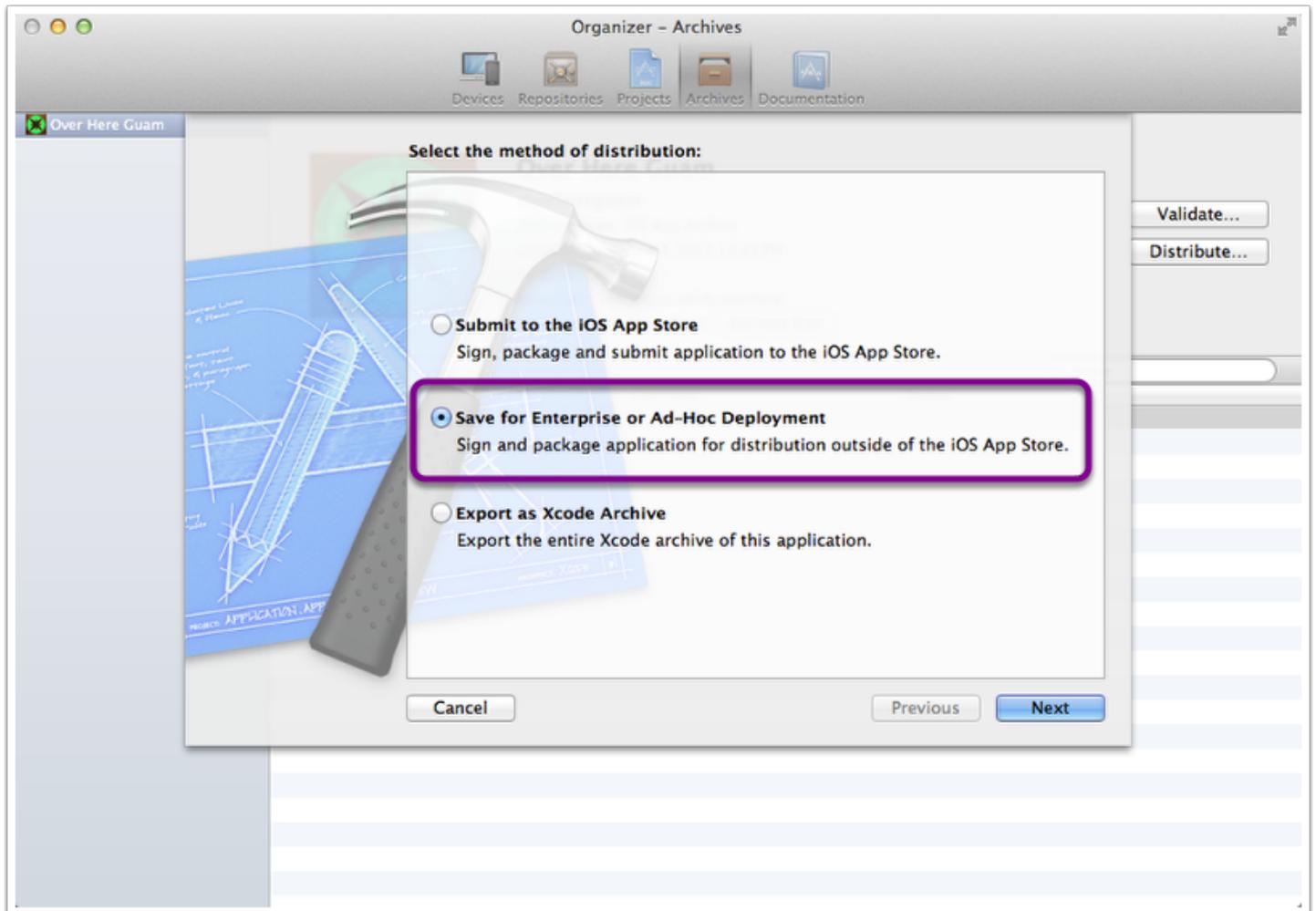
Step 4: Choose your Deployment Identity

You will see another dialog box asking you for your 'Code Signing Identity'.

If this is a release, then of course, you will choose the correct 'iOS Distribution' identity.
If this is a test you may want to distribute using your development certificate.
If you are not sure, accept the default choice made by Xcode.

Regardless, these provisional certificates need to be setup 'prior' to deployment attempts.
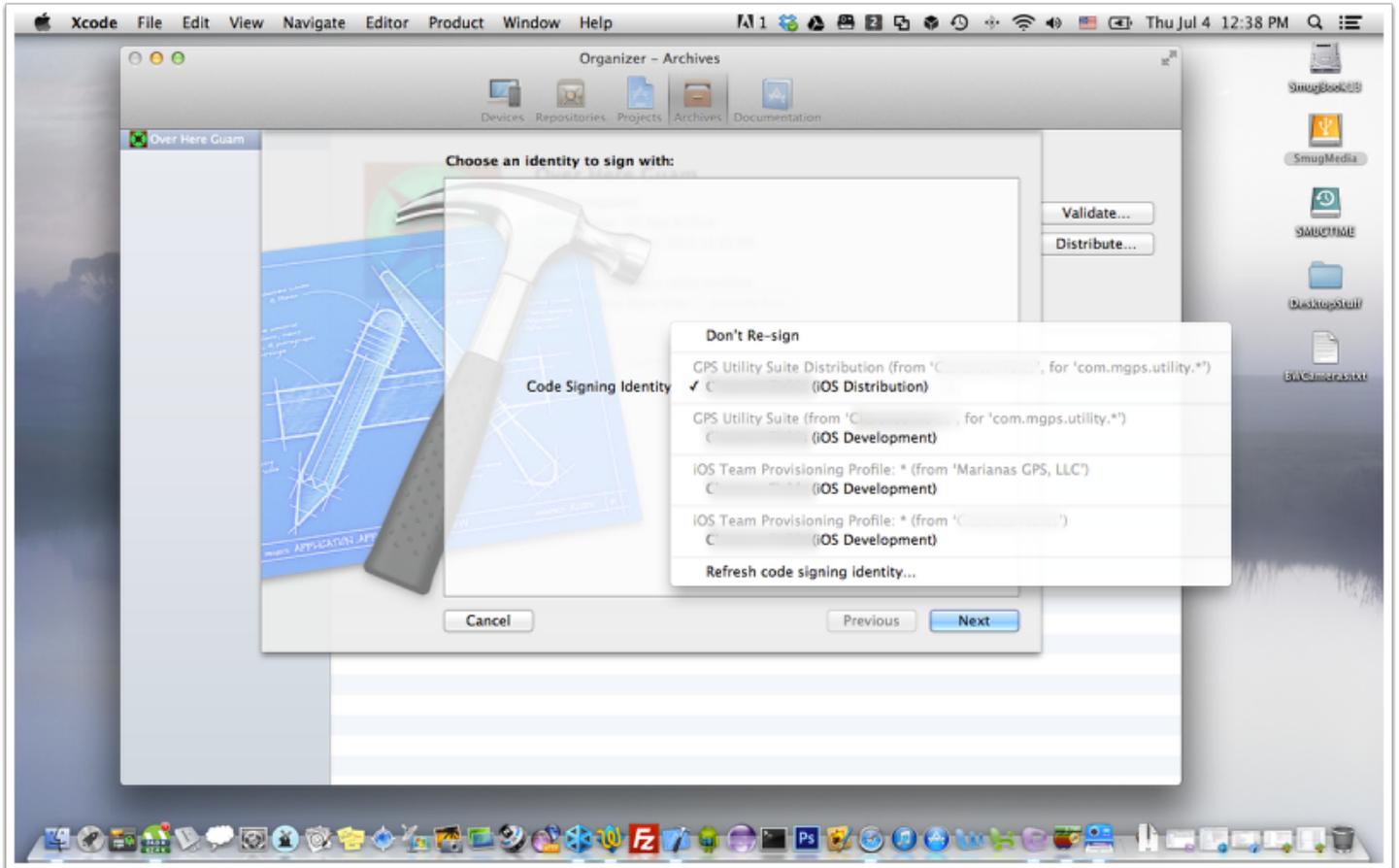
Step 5: Enterprise information option

For OTA to work, you MUST deploy as an Enterprise app. Check the box when prompted to save the file
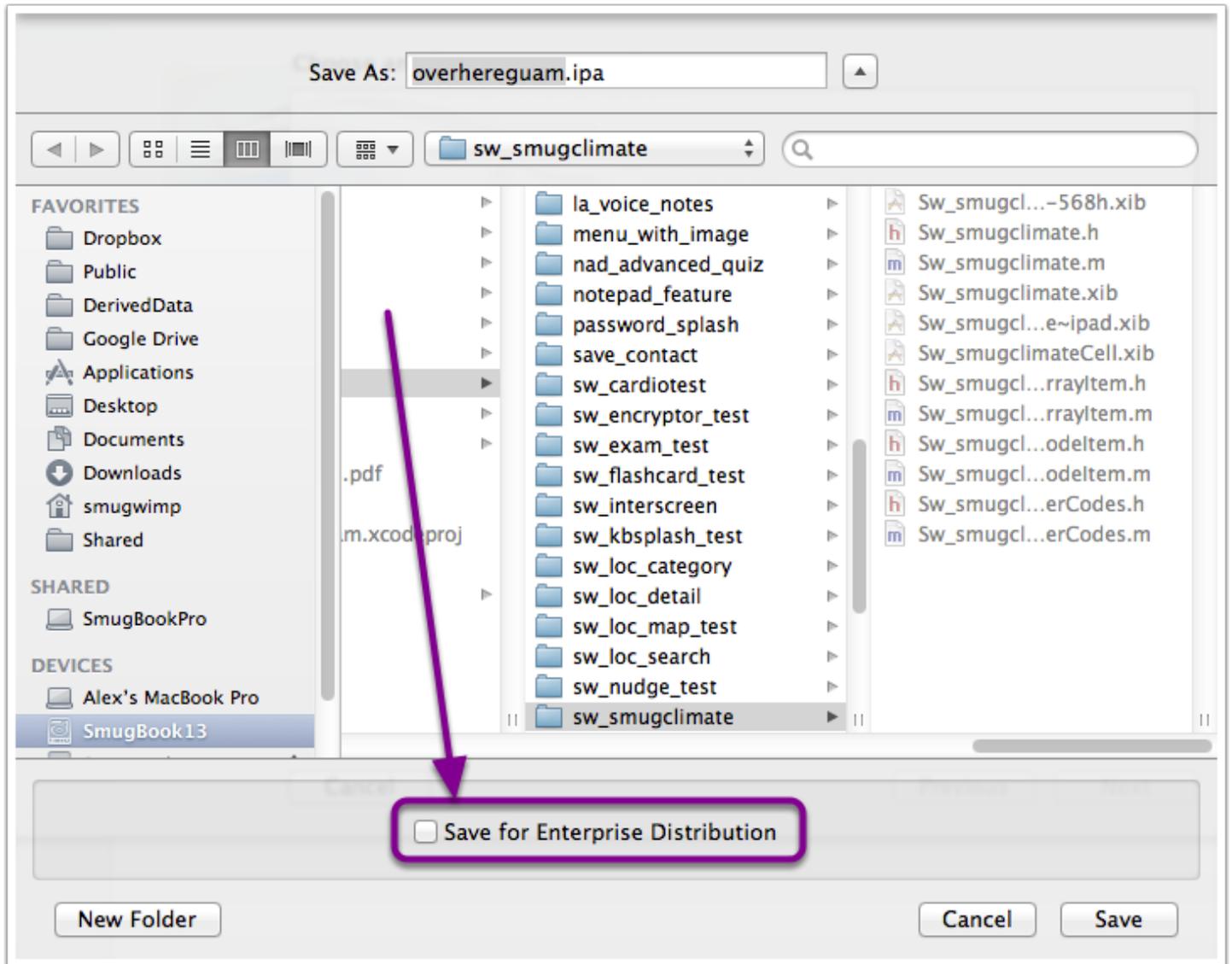
Step 6: Entering Enterprise Information
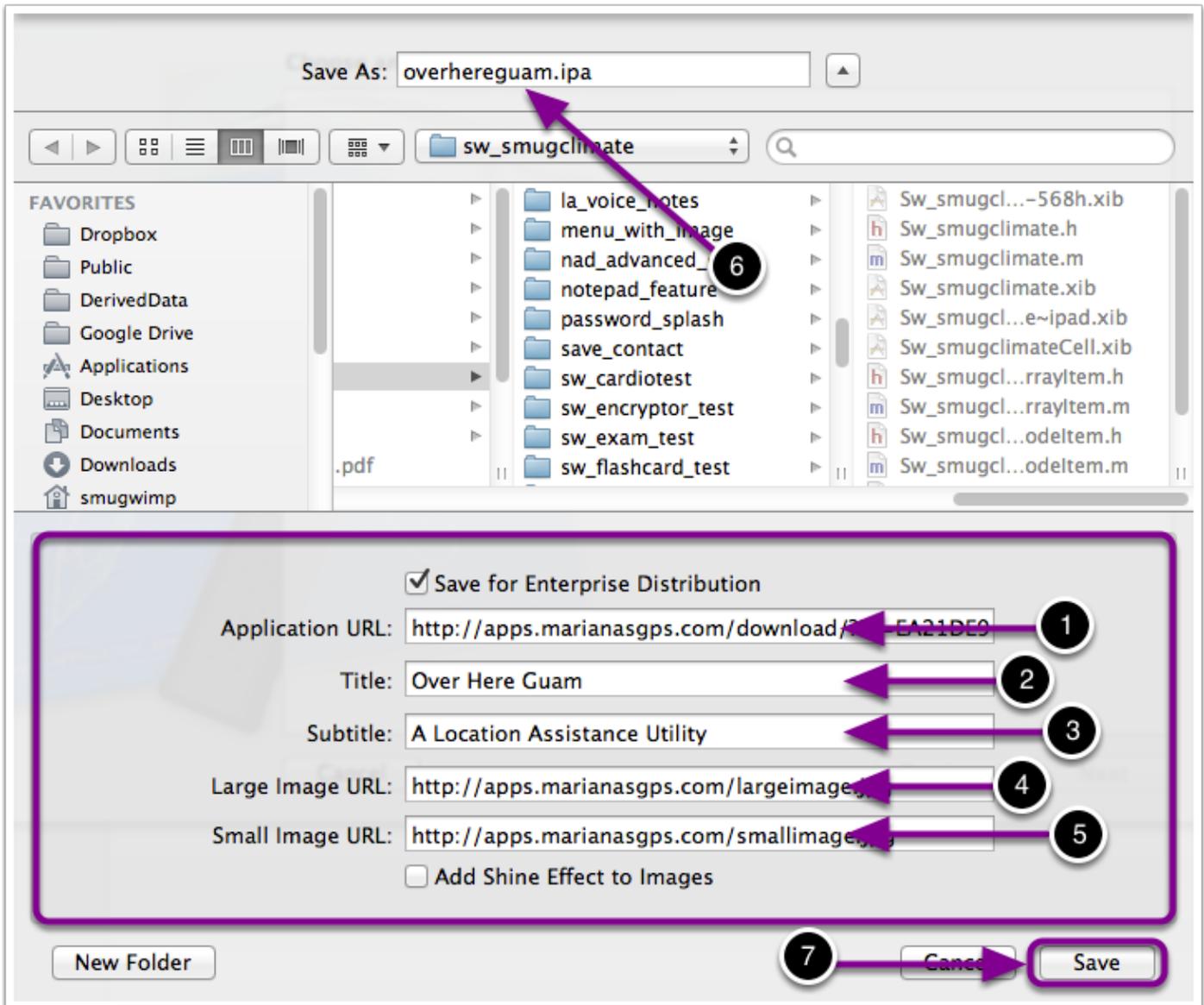
1) You get your Application URL from your Buzztouch App 'OTA' screen. To be discussed next.
2) Your Title is a name you give it. Usually it is the application name, but it doesn't have to be.
3) An Optional Subtitle
4) An optional Image URL for large images (displayed on retina devices)
5) An optional Image URL for small images (displayed on non retina devices)
6) Rename your file to 'app.ipa'
7) Once you have your desired information, save the file to a known location on your hard drive.

Step 6A: Obtaining your Application URL

Before you can finish saving your file for OTA upload, you must obtain the Application URL from your self hosted server. Open a browser window and navigate to your BT Servers Application Page. Select 'Over The Air Distribution' from the sidebar menu.

You will be shown the appropriate OTA Installation URL to be used in your Enterprise App URL field.

Be sure to use the correct URL!

1) is the correct URL for the App for your Enterprise Dialog Box

2) is the correct URL for the Customer to obtain the app.

Step 7: Upload the file to your server

1) Upload your saved 'app.ipa' and 'app.plist' files to your BT server via the BT Control Panel. Note the files MUST be named app.ipa, app.plist
2) You will see the files listed upon successful upload.

Step 8: Distribute the URL to your testors/clients

Now you only need to distribute the correct URL to your clients and/or testors.

This is listed in the 'Over the Air Installation URL' box in your app control panel.

The 'easiest' way is to cut and paste the URL into an email, and send it to their mobile account.

Step 9: Download/Install to your device
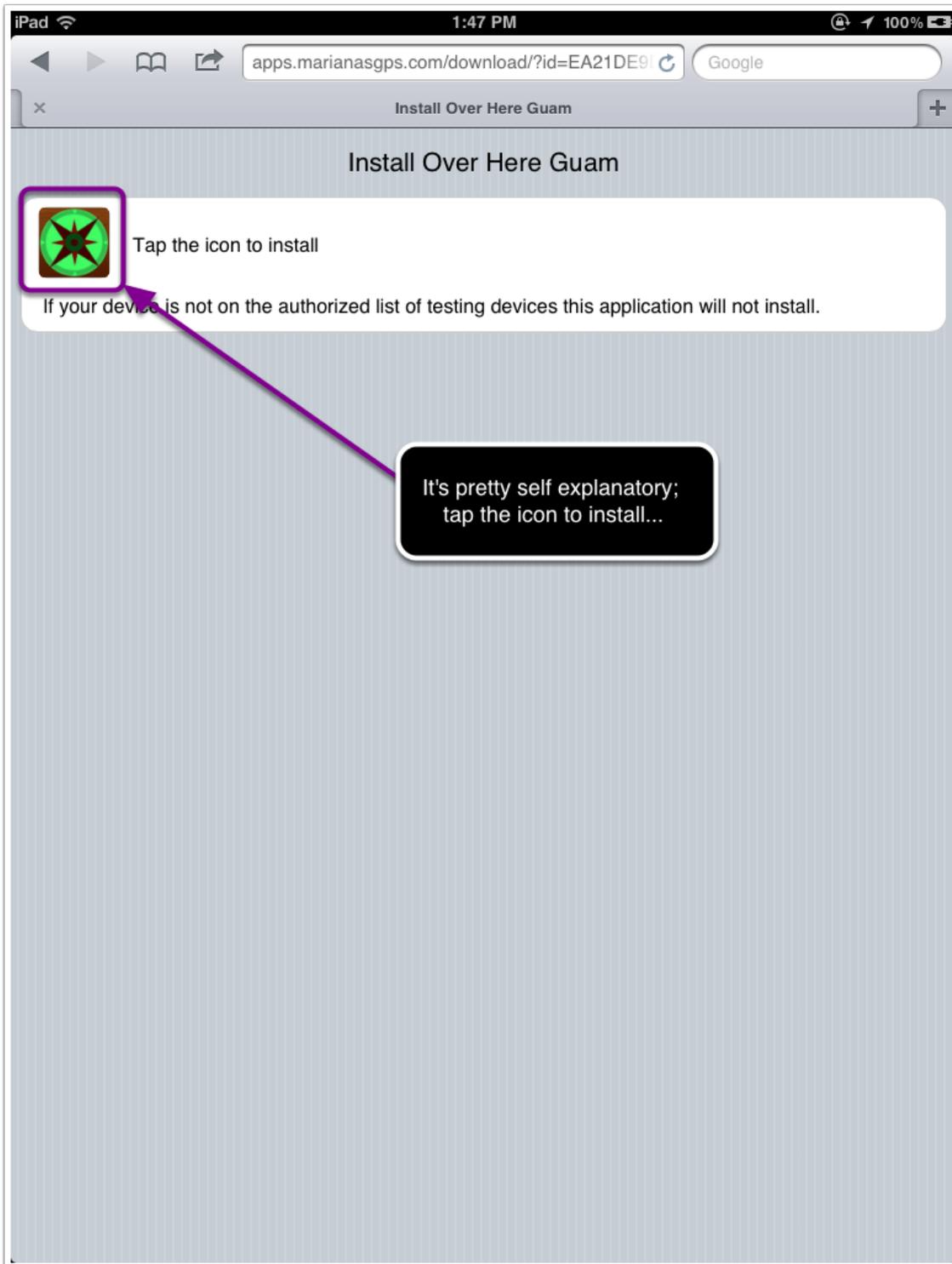
Step 10: Authorizing the Install
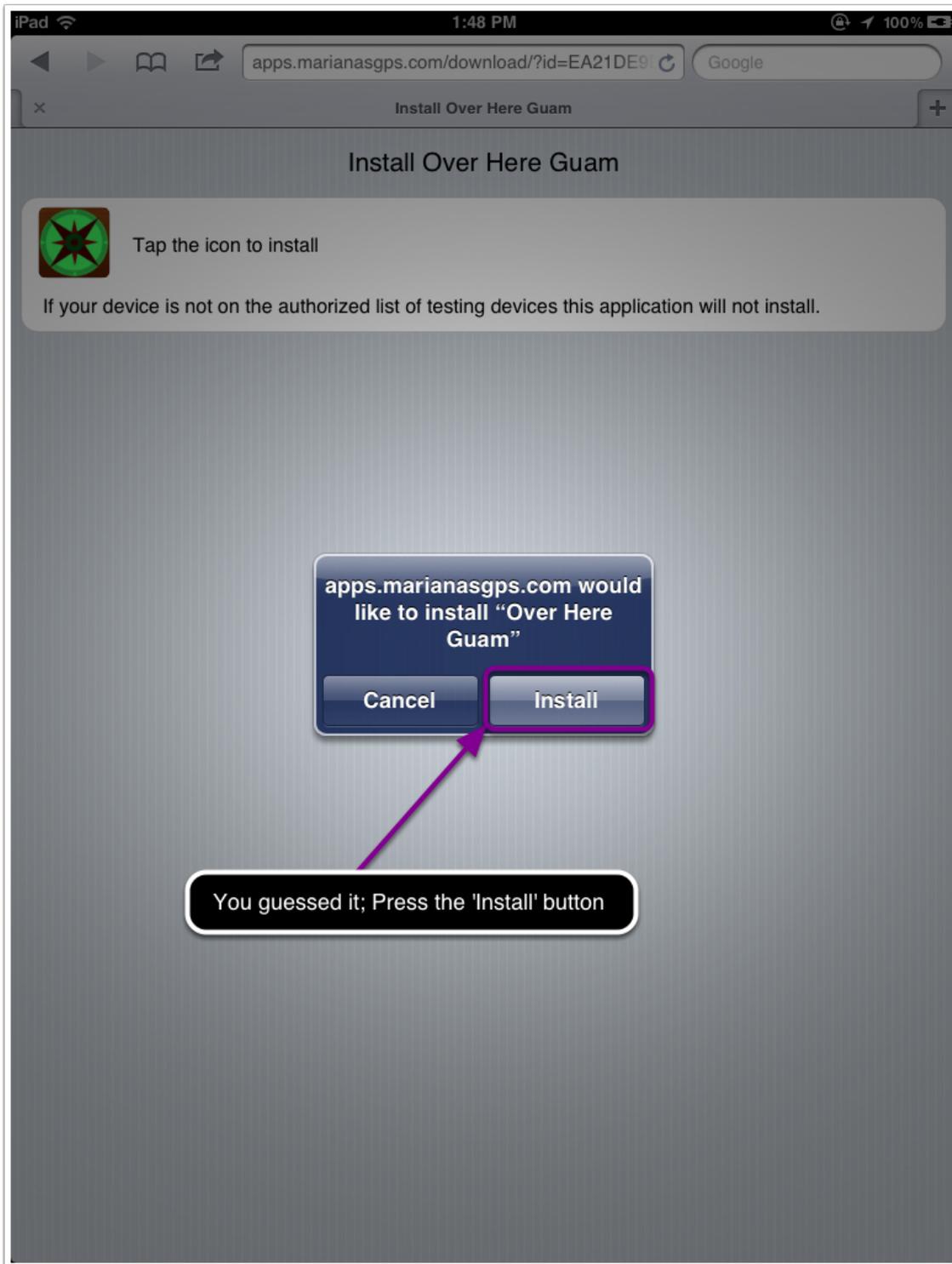
Step 11: Allow the app to install
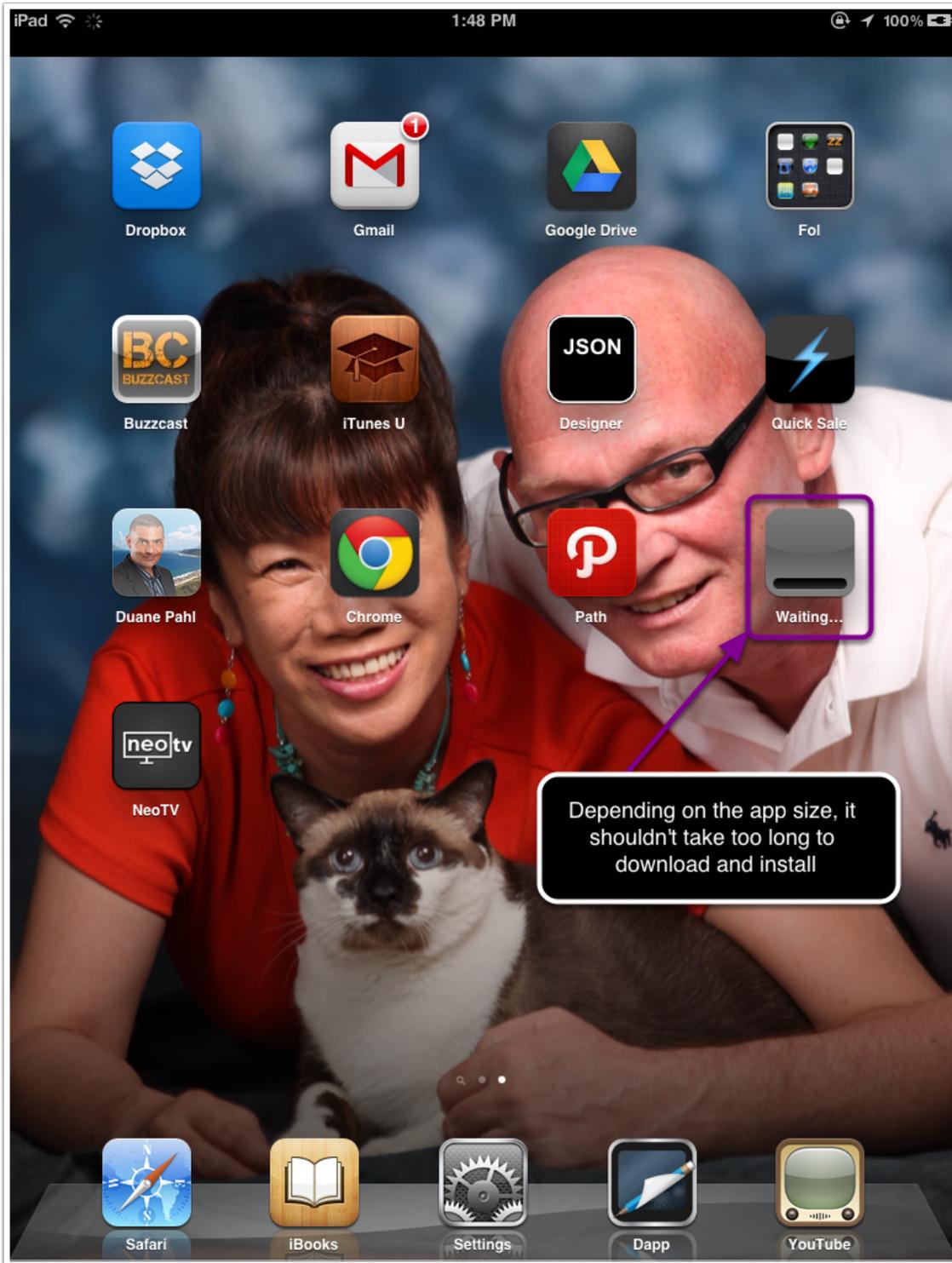
Step 12: Launch and test app!
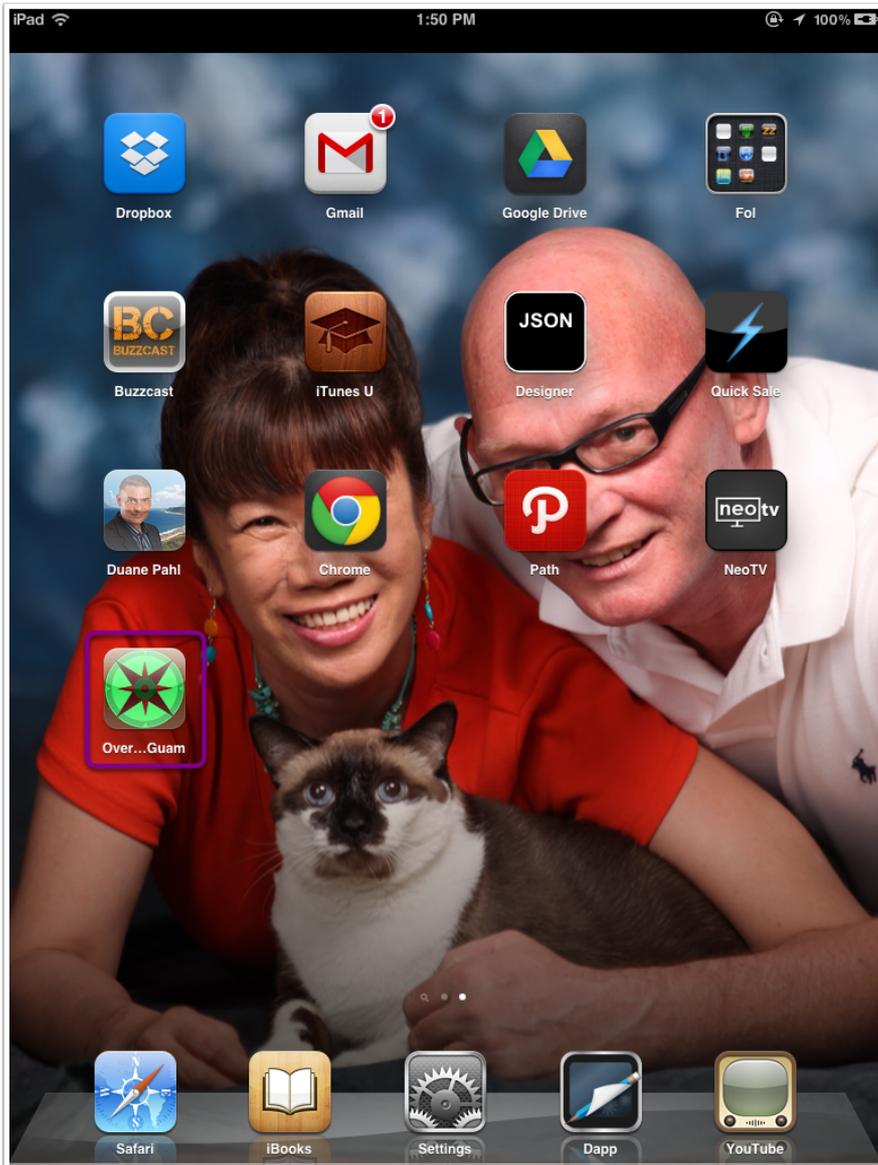
Once the app has downloaded and installed on your device, you should test to ensure that everything is as you desire. If not, you'll need to return to your Xcode project for modifications, and repeat the process to distribute again. Good luck and have fun!