(Sept 28 2012)

How to make a Buzztouch V1.5 app compatible
with Xcode 4.5 and iOS 6

If you've been developing a V1.5 iOS Buzztouch app you'll want to take advantage of the latest, greatest operating system from Apple – iOS 6 and also make your app compatible with the new, larger iPhone 5.

Apps complied with previous versions of Xcode will still work, but they'll be 'letter-boxed' i.e. have a black band at the top and bottom of the larger iPhone 5 screen, which of course is far from optimal if you want to create a professional app.

As you'll soon discover you can only take advantage of iOS 6 using the current version of Xcode (at time of writing its version 4.5). If you try and compile your Buzztouch 1.5 app it won't work on iOS 6 without a lot of tweaking, and your app won't respond to rotation. Apps built with V2 will work correctly however, but if you've spent a lot of time developing an app in V1.5 you might not want to start again with a brand new V2 app. Based on the suggestions of David from Buzztouch the following steps should sort out the problem. Bear in mind that this is still a 'fix' – it is possible that not all your screens will work as before.

Short overview:

1:   Create a dummy V 2.0 Buzztouch app and download the code

2:   Overwrite the files in your V1.5 app – all the files in BT_Layout , and BT_Config > [appname}_appDelegate.h and .m

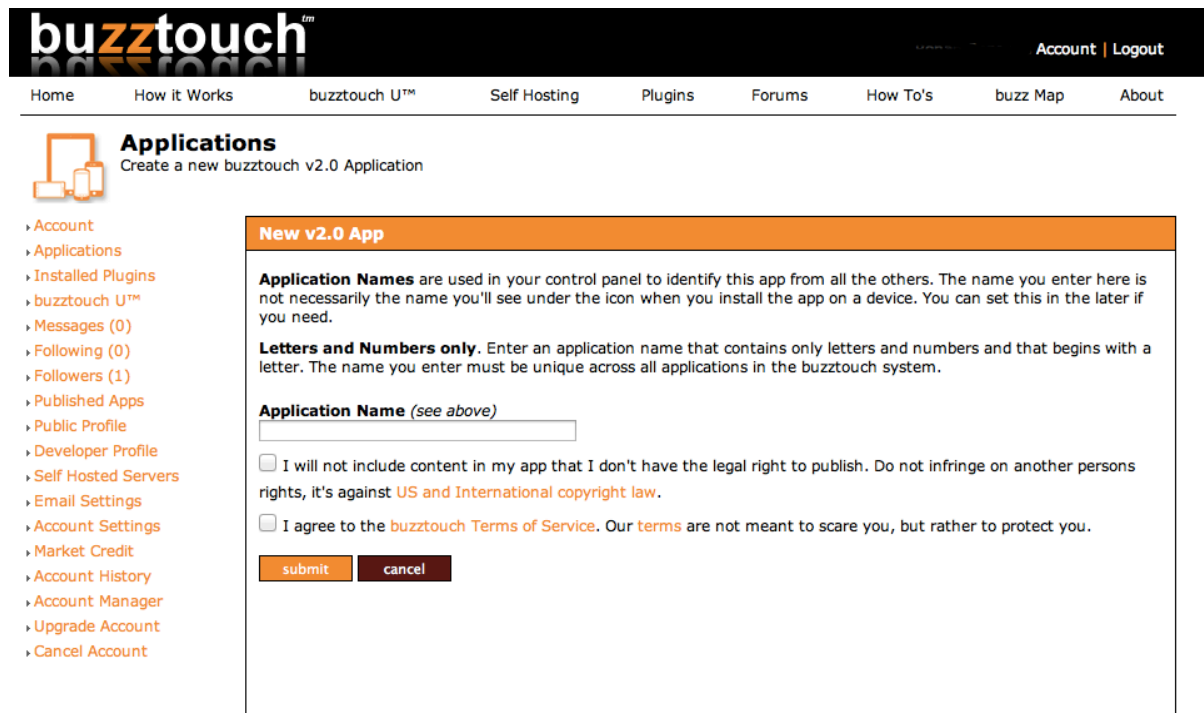**3:**   Change all references to your old app name in All files to the

new name you used to create the V2 app

4: Change some Xcode settings (see 7. below), compile and off you go!

Long Version

1: In your Buzztouch control panel create a new V2 app. When you name it don't use a new name that contains the old name as this will cause errors, if your old app is called 'myapp' don't call your new app 'myapp2')

2: Add some screens to give it basic functionality, then download the code:

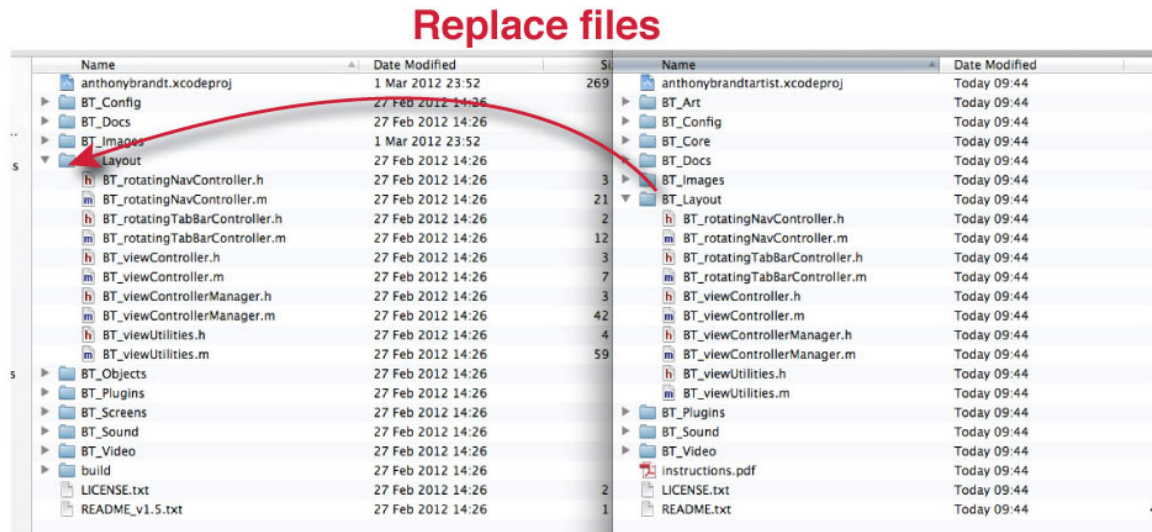**3:**   Save it to your hard disk and expand the zip file.

Open up two finder windows, here the left hand finder window has the code for the V1.5 app, and the right has a the newly downloaded V2 code. (At this point its a good idea to back up your v1.5 code so you can revert back to it if you need to.)

Copy and paste all the files in the BT_Layout folder, overwriting the old v1.5 files.

Replace files

4: Also Replace the following 2 files that are in the BT_Config folder:

[Your app name]_appDelegate.h   and   [Your app name]_appDelegate.m

5: You now need to do a search and replace to replace every instance of your 'old app name' in every file in your newly updated V1.5 app folder. As there can be hundreds of files it can be tricky, not to mention tedious to find all instances of the app name by using textedit or similar.

I chose to use a program available on the app store called 'Araxis Replace in Files', there are other programs out there that have a similar functionality, but this one is easy to use and inexpensive.
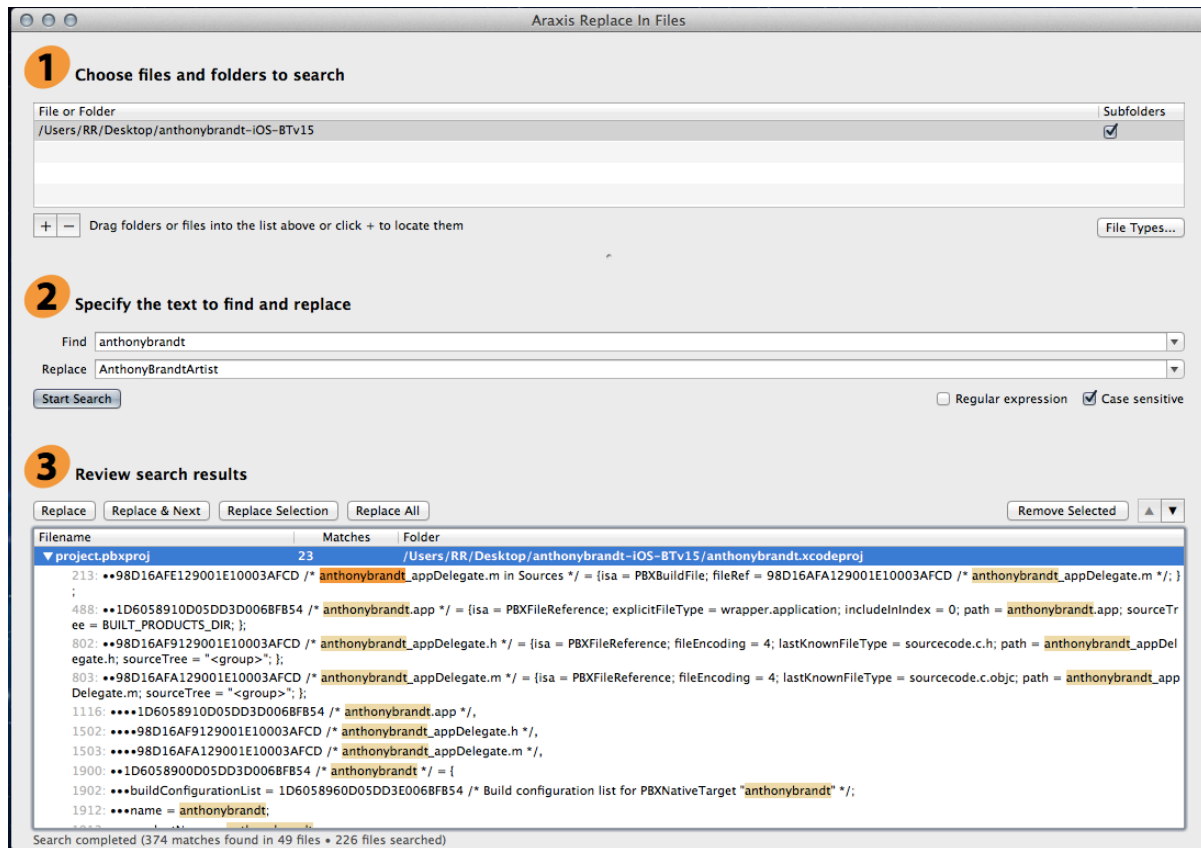
6: Open up 'Araxis Replace in Files', and point it at your iOS v1.5 folder. (1)

Type in your old app name in the find area, and below this type in your new (V2) app name. In this case I'm replacing anthonybrandt (my V1.5 app name) with AnthonyBrandtArtist (v. 20 name). bear in mind that this is case sensitive. Then click the 'start search' button.

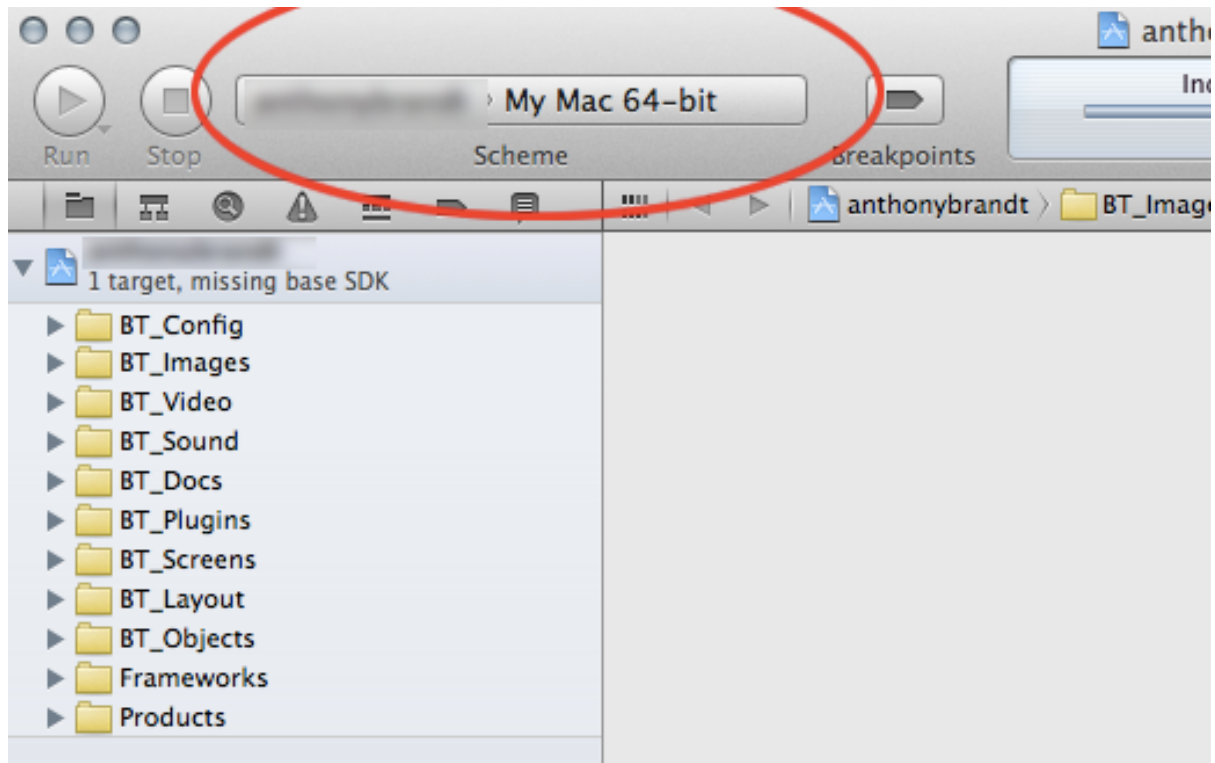The search returned 374 matches and searched 226 files, your

results will probably differ. Review the files that are going to be altered to make sure it hasn't picked up on files that you've created (For example urls in the BT_config.txt file, or image file names), then click the replace all button.

7:   Open up in Xcode 4.5

When you first try and run your project in Xcode 4.5 you might see 'compile for mac 64-bit' (shown below), not your usual iOS simulator, to fix this follow the steps below.
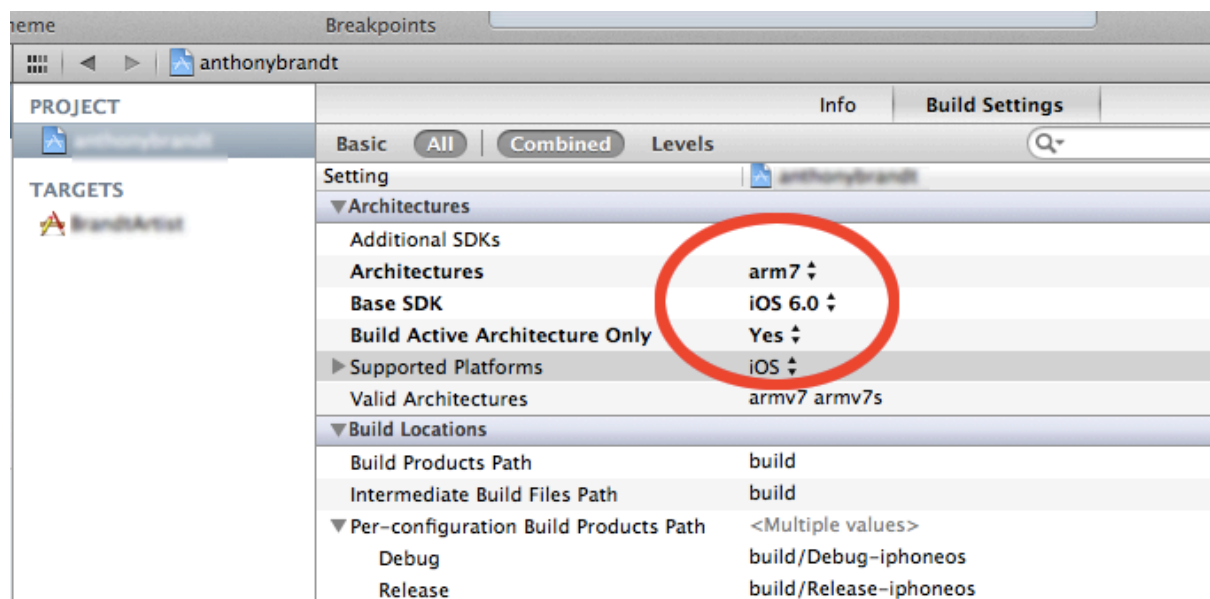
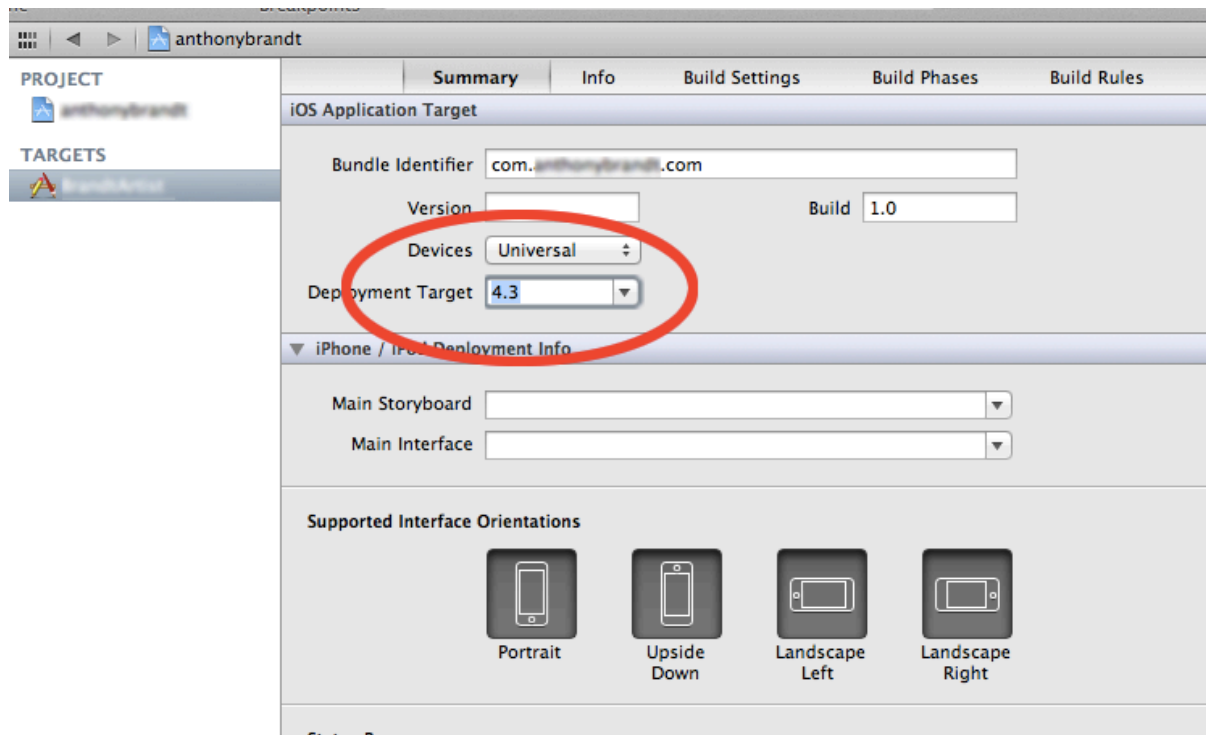**8:** Go to Build settings > Architectures > click on standard, then replace

$(ARCHS_STANDARD_32_BIT)   with   arm7

Immediately below this line click on 'base sdk' and then select 'Latest (iOS6.0)' from the popup window.
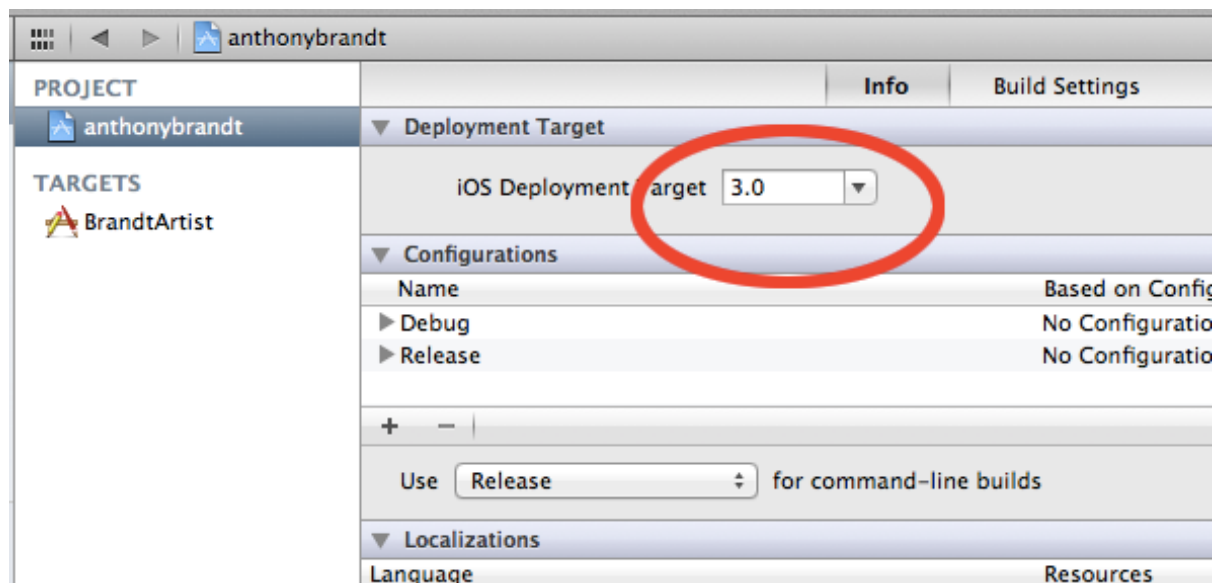
9: Then go to Targets > Summary and change your Deployment target from 3 to 4.3

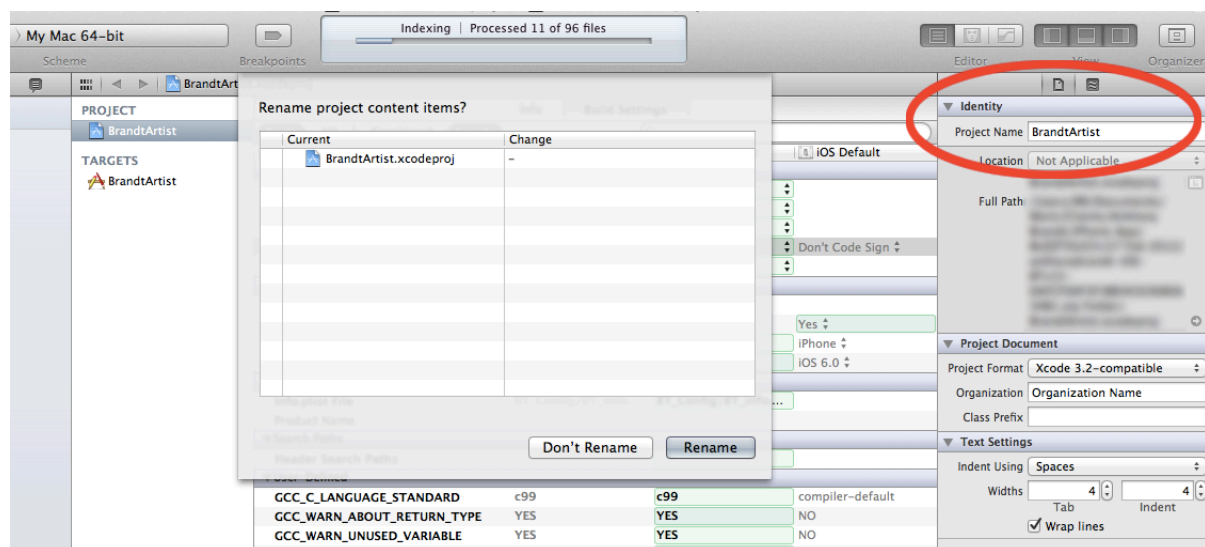**10:** In Project > info change iOS deployment target from **3.0 to 4.3**

11: You'll need to create a new retina splash screen picture

for the iPhone 5, its called Default-568h@2x.png its dimensions
are 640 x 1,136 pixels. Drag this image into your Buzztouch
BT_Images folder.

12:   Under Project on the right hand side under 'identity' your
Project name will still be the old V1.5 name, change it to the new
name. Xcode will then reindex all your files.

Quit Xcode and restart your project, and if all goes well you
should now see the iOS simulator profiles available. (If it doesn't
work and you still see only 'my mac 64 bit' have a look at this
posting for some other possible solutions... http://
stackoverflow.com/questions/8377970/xcode-ios-project-only-
shows-my-mac-64-bit-but-not-simulator-or-device)

13: Compile your app under iOS 6 and if all goes well it should
run, and app rotation working! **Congratulations!** If it works, stop
take a deep breath, then immediately make a backup of your files.

Conclusion:

Following this method you should be able to run your Buzztouch
V1.5 app under Xcode 4.5 and iOS 6. Unfortunately there will be
lots of yellow errors as its compiled which you'll have to track

down and fix. Try the Buzztouch forums for help.

P.s. If anyone else who tries this method finds better please let me know and I will update this document

Good Luck on building your app

Rohan