

(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:

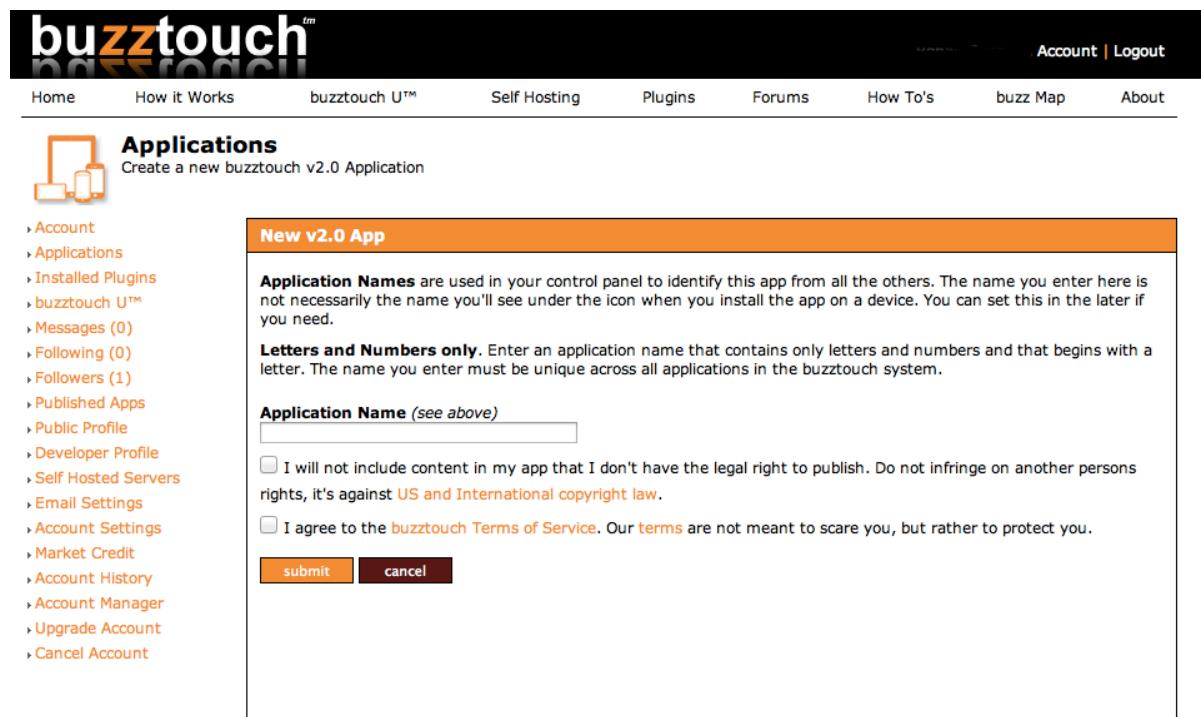
- 1: Create a dummy V 2.0 Buzztouch app and download the code
- 2: Overwrite the files in your V1.5 app – all the files in BT_Layout , and BT_Config > [appname]_AppDelegate.h and .m
- 3: Change all references to your old app name in All files to the

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')



The screenshot shows the Buzztouch control panel. At the top, there is a navigation bar with links for Home, How it Works, buzztouch U™, Self Hosting, Plugins, Forums, How To's, buzz Map, and About. On the far right, there is an Account | Logout link. Below the navigation bar, there is a sidebar on the left with a list of links: Account, Applications, Installed Plugins, buzztouch U™, Messages (0), Following (0), Followers (1), Published Apps, Public Profile, Developer Profile, Self Hosted Servers, Email Settings, Account Settings, Market Credit, Account History, Account Manager, Upgrade Account, and Cancel Account. The main content area is titled 'Applications' and has a sub-instruction 'Create a new buzztouch v2.0 Application'. A large orange box contains the 'New v2.0 App' form. The form has a title 'New v2.0 App' and a note: 'Application Names are used in your control panel to identify this app from all the others. The name you enter here is not necessarily the name you'll see under the icon when you install the app on a device. You can set this in the later if you need.' It also includes a note: 'Letters and Numbers only. Enter an application name that contains only letters and numbers and that begins with a letter. The name you enter must be unique across all applications in the buzztouch system.' Below this, there is a text input field labeled 'Application Name (see above)'. At the bottom of the form, there are two checkboxes: 'I will not include content in my app that I don't have the legal right to publish. Do not infringe on another persons rights, it's against US and International copyright law.' and 'I agree to the buzztouch Terms of Service. Our terms are not meant to scare you, but rather to protect you.' There are also 'submit' and 'cancel' buttons at the bottom.

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

buzztouch™

Home How it Works buzztouch U™ Self Hosting

› Account | Applications | AnthonyBrandtArtist | Download Source Code

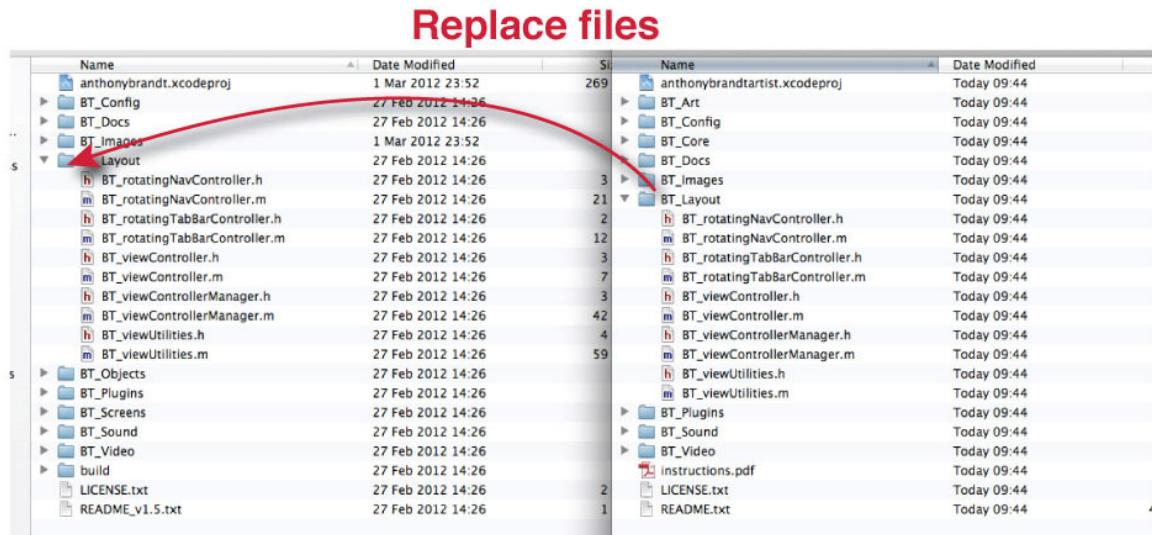
Download Source Code


Prepare package for download
XCode Required, Mac only

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 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.



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.

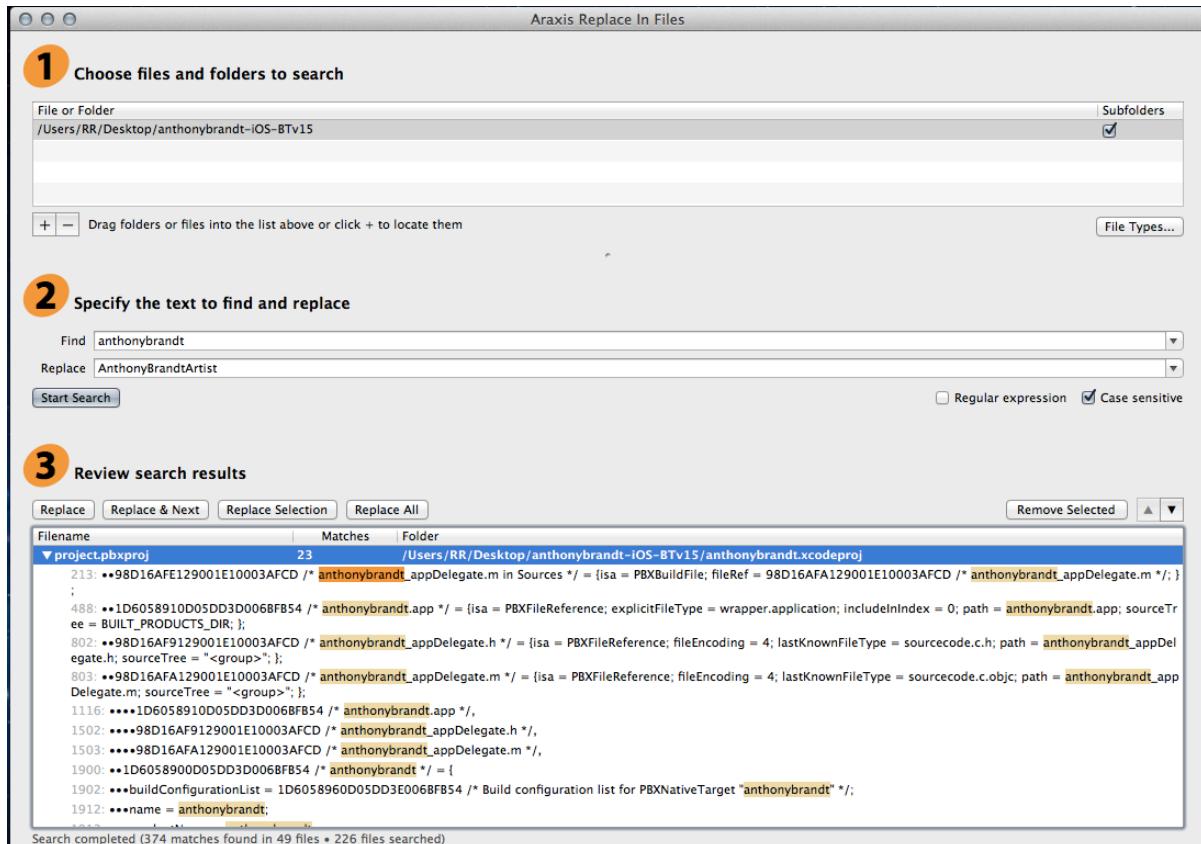
6: Open up ‘Araxis Replace in Files’, and point it at your iOS v1.5 folder. (1)

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

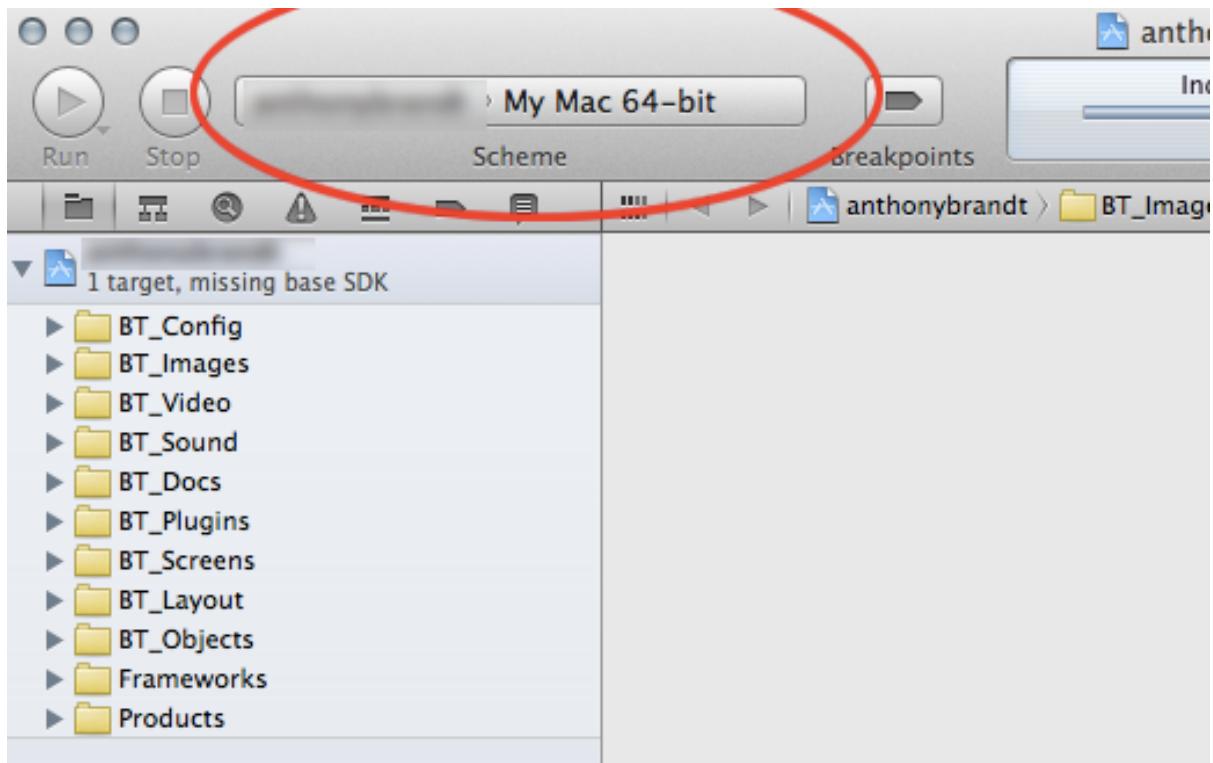
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results will probably differ. Review the files that are going to be altered to make sure it hasn't picked up on files that you've created (For example urls in the BT_config.txt file, or image file names), then click the replace all button.



7: Open up in Xcode 4.5

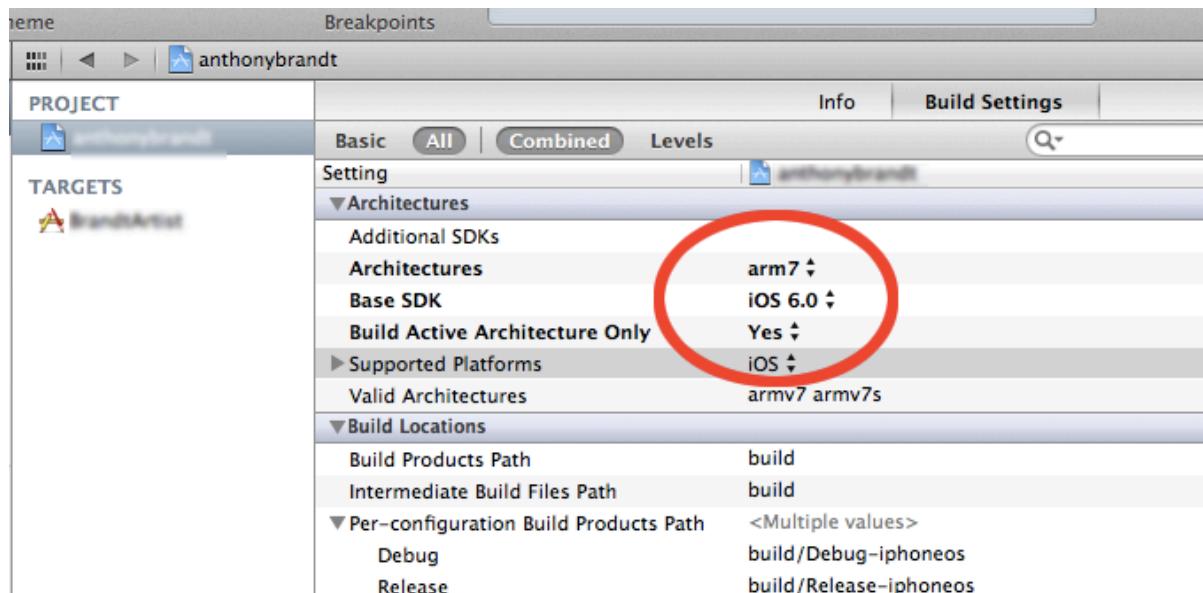
When you first try and run your project in Xcode 4.5 you might see 'compile for mac 64-bit' (shown below), not your usual iOS simulator, to fix this follow the steps below.



8: Go to Build settings > Architectures > click on standard, then replace

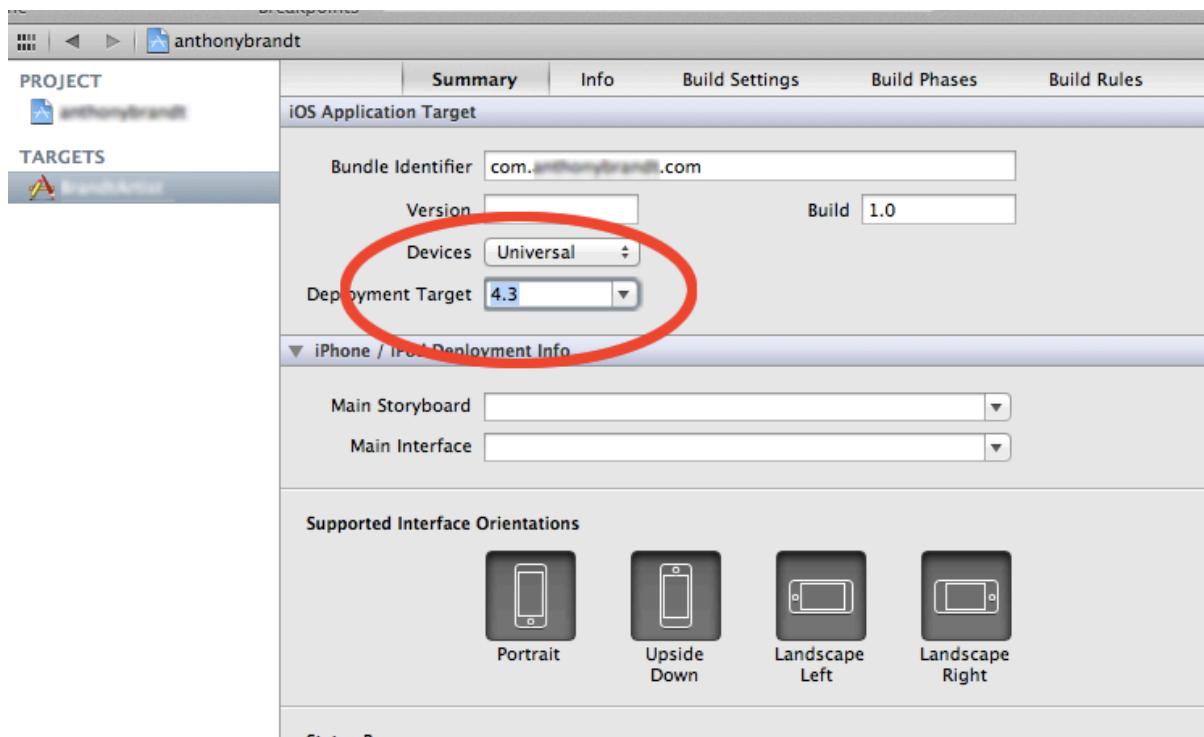
`$(ARCHS_STANDARD_32_BIT)` with `arm7`

Immediately below this line click on 'base sdk' and then select 'Latest (iOS6.0)' from the popup window.

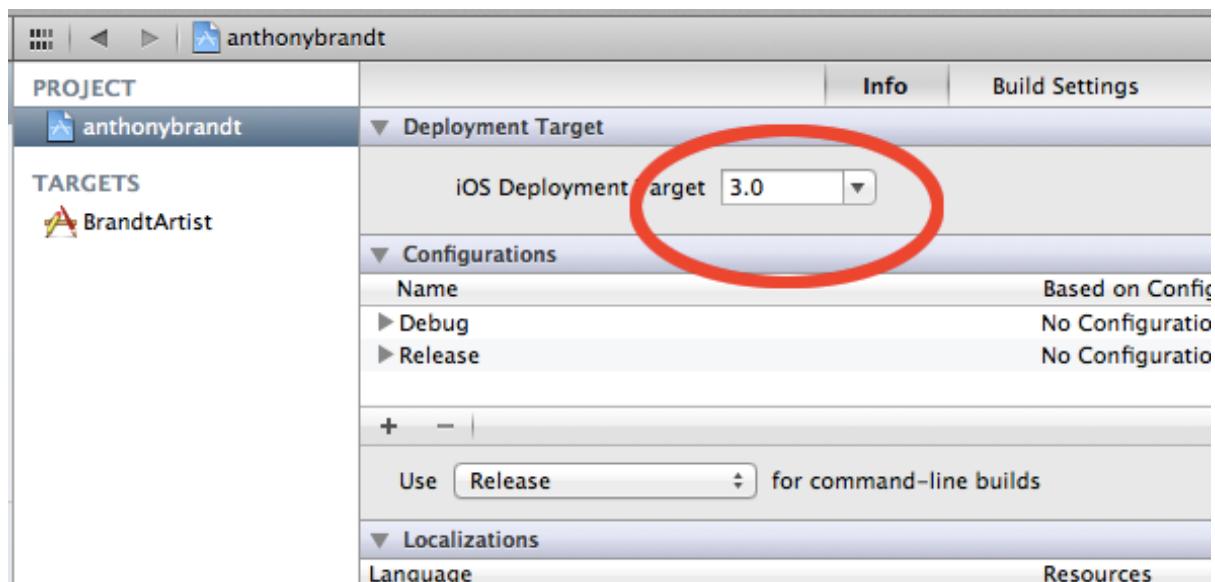


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9: Then go to Targets > Summary and change your Deployment target from 3 to 4.3



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

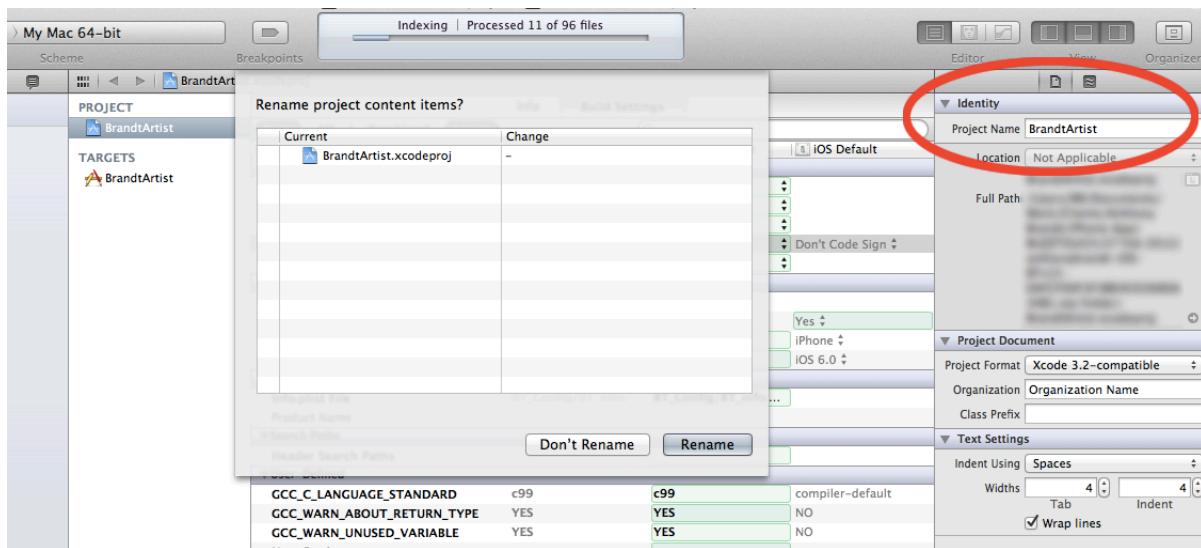


11: You'll need to create a new retina splash screen picture

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