

## Setting up LiveCode for Mobile Development - Quick Start

1. Ensure Apple's XCode development tool and Android's SDK are installed on your system.
  - a. Setting up for iOS is covered in an online lesson at <http://lessons.runrev.com/s/lessons/m/2571/1/23275-how-do-i-become-an-ios-developer>.
  - b. Setting up for Android is covered in online lessons in a series of lessons for PC, Mac and Linux users. See <http://lessons.runrev.com>, and search for "Android developer".
2. Launch LiveCode.
3. Open LiveCode > Preferences and click on Mobile Support.
4. In the iOS section at the top click the "..." button and locate the XCode application. It is normally in the Applications folder at the root level of the hard drive.
5. In the Android section click the bottom "..." button and locate the Android SDK, if installed.

## Preparing a Stack for Testing on iOS.

1. Create your stack.
2. Choose File menu > Standalone Applications Settings.
3. Click on the iOS icon. The iOS settings appear.
4. Check the Build for: iOS box.
5. Settings:
  - a. Display name: Type the name that should appear on the iOS system.
  - b. Internal App ID: For eventual testing on a device, because of the way our provisioning certification is set up, this must start with "edu.byu.humanities." The final part can be some variation on your app name, something like this:  
edu.byu.humanities.myapp
  - c. Profile: choose nothing for now, but it will be needed before building for testing on an actual device.
  - d. Select appropriate Initial and Supported Orientations.
  - e. Supported Devices: Choose "iPad", "iPhone", or both, depending on where you want to deploy your app.
  - f. Minimum iOS Version: 4.2 is a good choice for now.
  - g. Leave the rest of the settings at their defaults.
6. Close the Standalone Applications Settings window and save your stack.
7. In the Development Menu choose Test Target > iPad (iPhone) Simulator
8. Now choose Development menu > Test. Your stack will be built into a test app and launched automatically in the simulator.