Setting up LiveCode for iOS Development - Quick Start
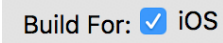
Detailed instructions for signing up for the iOS Developer Program and setting up LiveCode for iOS development is covered in an online lesson at http://lessons.livecode.com/m/2571/l/23275-how-do-i-become-an-ios-developer. Here is a quick-start synopsis:

1. Ensure Apple's XCode application is installed on your system. (Runs on Mac computers only.)
    a. Xcode is available for free download from the App Store on your Mac computer.
    b. In the Mac labs on BYU campus you can install Xcode using the Self Service application.

    Note: *Launching Xcode for the first time requires administrator rights.*

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 the iOS simulator.

1. Create your stack.
2. Choose File menu > Standalone Applications Settings.
3. Click on the iOS tab. The iOS settings appear.
4. Check the box that says Build for: iOS.   Build For: ☑ iOS
5. Choose "iPad", "iPhone", or both, depending on where you want to deploy your app.
6. Choose iOS Version: "10.1 or later" is a good choice for now.
7. 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 security certification will be set up, this must start with "edu.byu.dight." The final part can be some variation on your app name, something like this: edu.byu.dight.myapp
    c. Profile: choose nothing for now, but it will be needed before building for testing on an actual device.
    d. Select appropriate iPhone Initial Orientations.
    e. Select desired iPad Supported Initial Orientations.
    f. Leave the rest of the settings at their defaults.
8. Close the Standalone Applications Settings window and save your stack.
9. In the Development Menu choose Test Target > iPad (or iPhone) Simulator
10. Now choose Development menu > Test. Your stack will be built into a test app and launched automatically in the simulator. (You may ignore any warnings about missing icons or splash screens.)

    Note: The first launch of the simulator may take a very long time. Be patient and keep clicking "Yes" if LiveCode asks you if you want to keep trying. It may help to launch the Simulator.app separately before trying to test in LiveCode.