



Illumination Software Creator

Tutorial : Building an iOS (iPhone / iPad) App

Illumination Software Creator allows you to build applications, for all available target platforms, with no changes to your project.

However, when building iPhone or iPad applications there are a few additional items you will need to setup (outside of Illumination).

Step 1) Installing XCode and the iOS SDK

You must have a current copy of XCode and the iOS (iPhone / iPad) SDK installed. You can find more information at: <http://developer.apple.com/devcenter/ios/index.action>

Installing XCode is only possible on MacOS X.

However, you may use Illumination Software Creator on Windows or Linux to design your iPhone or iPad application and then, when you wish to perform the final step of “building” your iOS application, you will need access to a Mac.

Step 2) Build your project for iOS

Open your project Illumination and select “Build Project - iOS - iPhone” or “Build Project - iOS – iPad” from the Project menu.

Once complete (this is typically a very fast process that takes only seconds) you will be presented with a folder full of files. These files are a complete, ready to go XCode project – including full source code and everything needed to build a complete iOS application.

On your Mac, with XCode installed, double click on the .xcodeproj file in this folder. This will launch XCode and open your project.

At this point you are all set! Just hit 'Build and Run' from the XCode toolbar and you can run your new app in the iPhone simulator.

Things To Know

There is no technical difference between applications created with Illumination Software Creator, and those apps created with XCode alone. Your application can be modified, run on actual iOS devices and even submitted to the iTunes App Store.

If you have difficulty setting up XCode or building iPhone/iPad applications feel free to ask any

question in the Illumination Software Creator Support forum at : <http://radicalbreeze.com/forum>