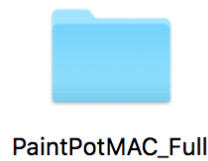
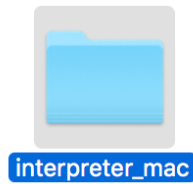


Tutorial on how to create a Tier 1 AGK app for the MAC using Xcode and the AGK interpreter template.

When you have created your tier 1 project and everything is working do the following.

Locate your folder where you have AGK saved on the MAC and select the folder where all the C++ files are located when you installed AGK. You want to select the apps folder in this.

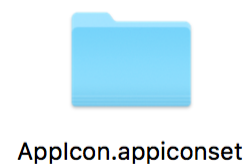
Make a duplicate of the interpreter_mac folder which is already there and rename it to the name of your tier 1 project:



Delete the media folder inside this renamed folder and copy your own media folder from your tier 1 project to it. This is the one that contains all your pictures and sounds etc. Make sure you have run the project from AGK at least once before doing this.

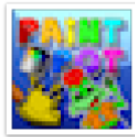


Create a folder called Applcon.appiconset inside the renamed folder, we will place all your app icons in here.





Contents.json



Icon-32.png



Icon-32@2x.png



Icon-128.png



Icon-128@2x.png



Icon-256.png



Icon-256@2x.png



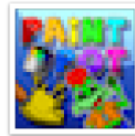
Icon-512.png



Icon-512@2x.png



Icon-Small.png



Icon-Small@2x.png

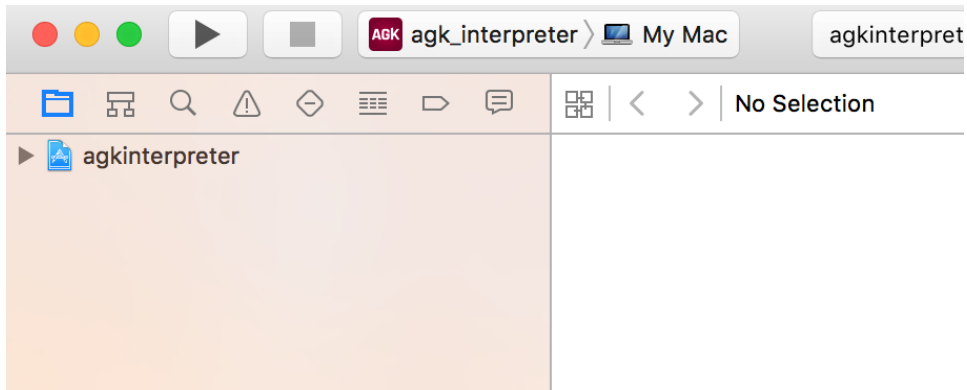
Apple requires icons of different sizes so create icons like this and put them in the `AppIcon.appiconset` folder. Small - 16x16, Small x 2 - 32x32, Icon-32.png 32x32, Icon-32@2x.png 64x64 and so on until you have all 10 icons.

Now double click the icon for `agkinterpreter.xcodeproj` in the renamed folder and we can start changing the preferences.

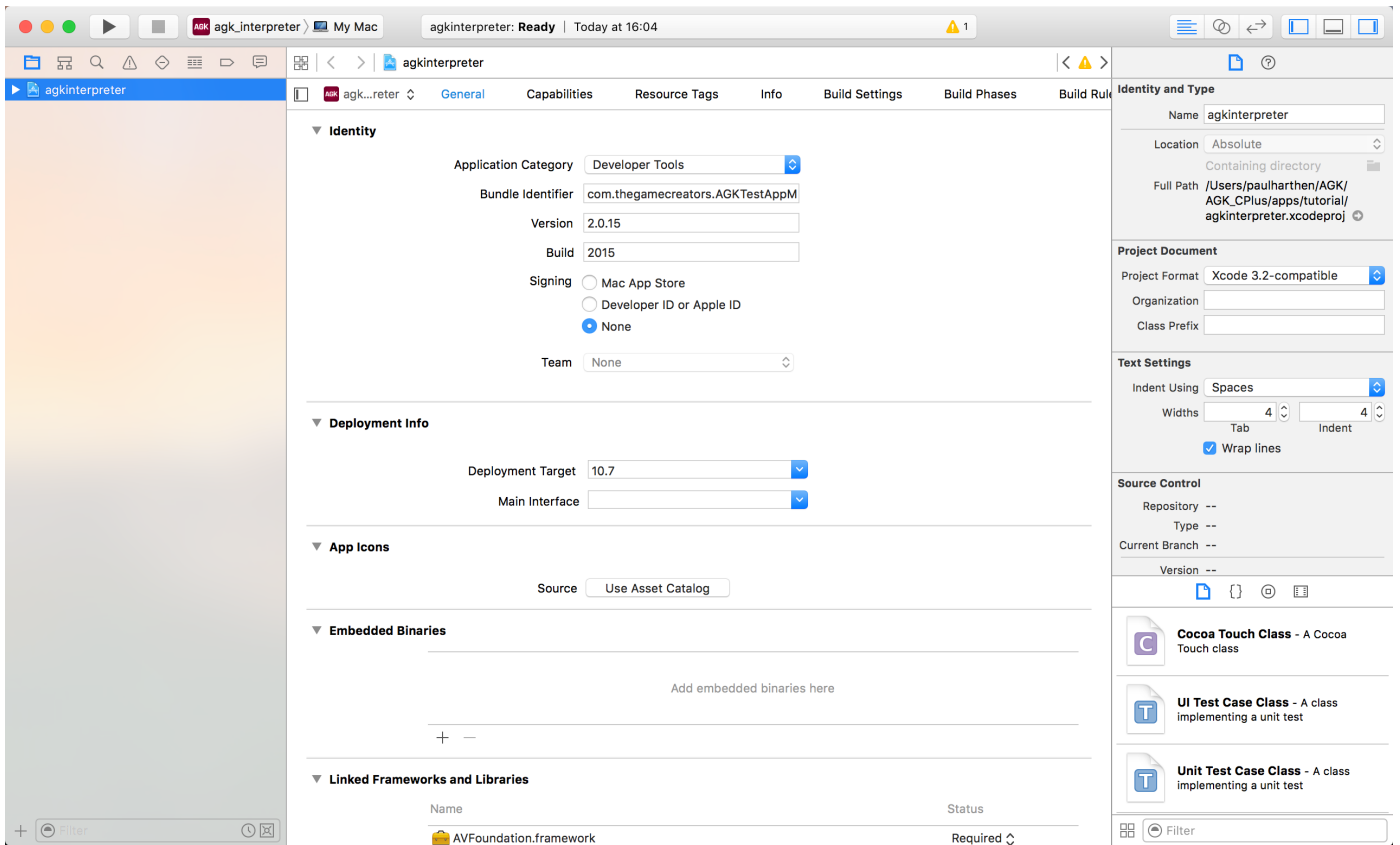


agkinterpreter.xcodeproj

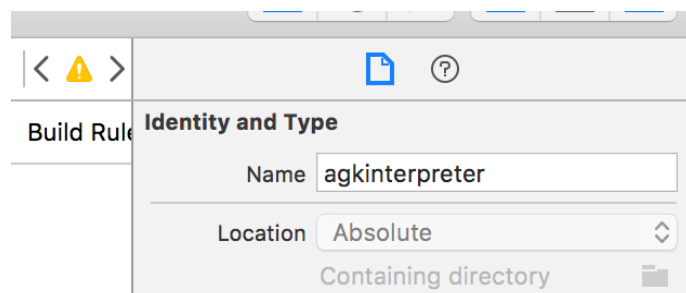
Xcode should now open and you will see this: with blank areas.

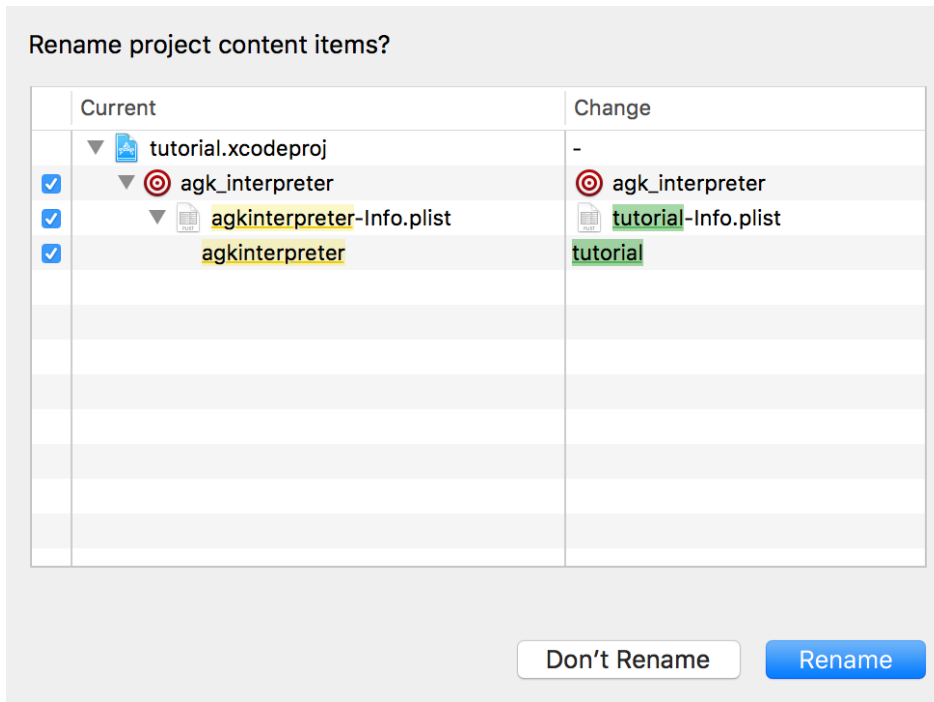


Select the agkinterpreter icon above and you will see a lot of information and options. Don't worry here though as we don't need to change a lot of this, well not too much.



Next you will want to change the name in the top right to the one for your project. Click it and put a name in and press enter.





You should now see the rename project box above. If you notice I have called it tutorial but it can be any name you want here. Click Rename and OK and wait for Xcode to change a few things for you.

When you see the yellow warning triangles, just ignore them as they don't matter.

If you look at the full screen picture further up, you will see we are in the General section of Xcode as this tab is highlighted in blue.

Staying in this General section we will change the Application Category and Bundle Identifier.

Application Category

Bundle Identifier

Version

Build

Signing Mac App Store
 Developer ID or Apple ID
 None

Team

As you can see here I have changed it to Educational games and com.leap.paintpot which I set in my provisioning profile. I have also selected the button for Mac App Store to create the App in the Apple MAC store and changed the version and build numbers as you would do in AGK.

Application Category Games - Educational Games

Bundle Identifier

Version

Build

Signing Mac App Store
 Developer ID or Apple ID
 None

Team None

Once you have done this click the tab for the Info section and this will now highlight in blue.

agk...reter ◊ General Capabilities Resource Tags **Info** Build Settings Build Phases

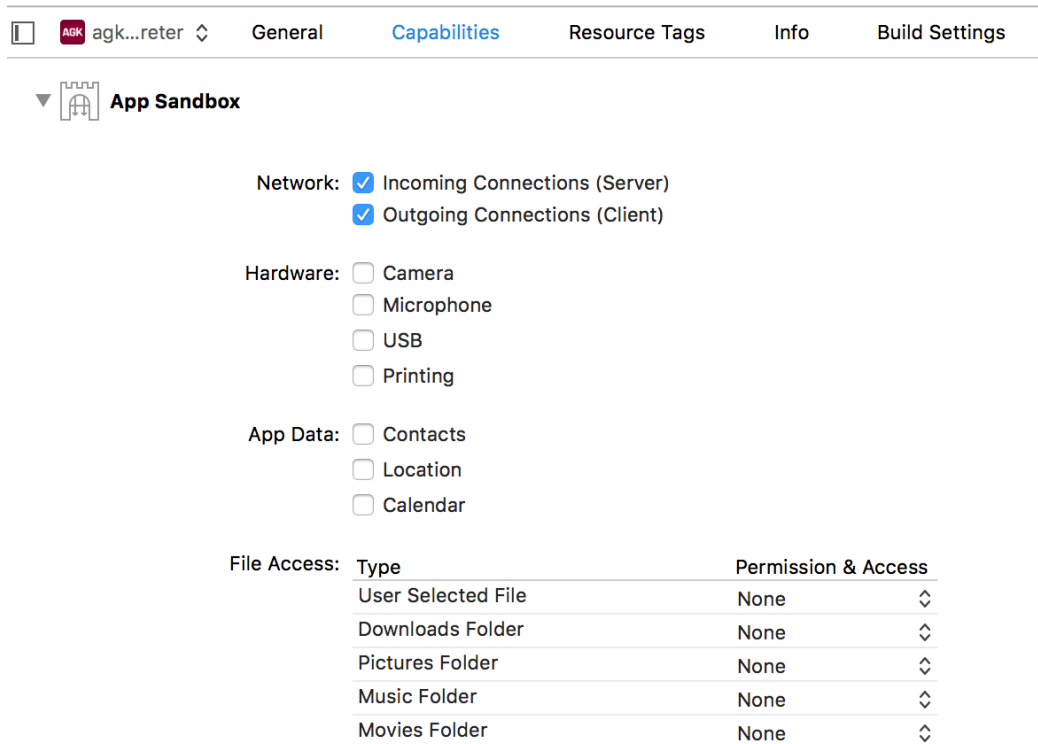
▼ Custom OS X Application Target Properties

Key	Type	Value
Bundle name	String	\${PRODUCT_NAME}
Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)
InfoDictionary version	String	6.0
Application Category	String	Games - Educational Games
Bundle version	String	1.0
Application Category	String	Productivity
Executable file	String	\$(EXECUTABLE_NAME)
Principal class	String	NSApplication
Bundle OS Type code	String	APPL
Icon file	String	icons
Bundle creator OS Type code	String	????
Minimum system version	String	\$(MACOSX_DEPLOYMENT_TARGET)
Localization native development region	String	English
Copyright (human-readable)	String	The Game Creators
Bundle versions string, short	String	1.0

Here we want to change where it says The Game Creators in the Copyright section. Just click on the name The Game Creators and put your name here

Executable file	String	\$(EXECUTABLE_NAME)
Principal class	String	NSApplication
Bundle OS Type code	String	APPL
Icon file	String	icons
Bundle creator OS Type code	String	????
Minimum system version	String	\$(MACOSX_DEPLOYMENT_TARGET)
Localization native development region	String	English
Copyright (human-readable)	String	Paul Harthen
Bundle versions string, short	String	1.0

If you have got this far, then well done you are doing great!

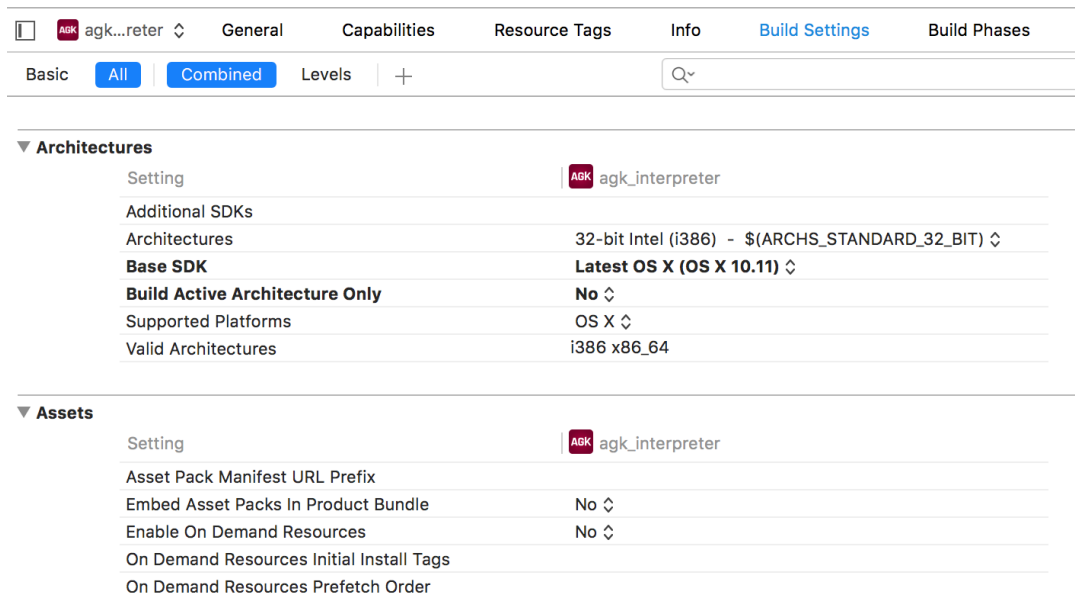


Okay, now click the Capabilities tab. This is where you can change the settings in the sandboxing area for what your app does when running. Make sure you only have checkboxes for things your app actually needs or Apple will reject your app for having stuff that is not needed!

Eg, I would uncheck the Networking options and tick Printing as I don't need network and if I wanted to use the Printing command to save a picture on the mobile device or print a picture out etc. This is not for a text command e.g., Print "Hello".

We are nearly there!

Now we want to select the build settings tab:



Scroll down until you see the Packaging section:

Private Headers Folder Path	AGK Player.app/Contents/PrivateHeaders
▶ Private Module Map File	
Product Bundle Identifier	com.leap.paintpot
Product Module Name	AGK_Player
Product Name	AGK Player
Property List Output Encoding	same-as-input ⚡
Public Headers Folder Path	AGK Player.app/Contents/Headers
Strings file Output Encoding	UTF-16 ⚡
Wrapper Extension	app

Here we can change the Product Name from AGK Player to your own project name. Click AGK Player, rename it and enter.

Product Bundle Identifier	com.leap.paintpot
Product Module Name	AGK_Player
▶ Product Name	AGK Player
Property List Output Encoding	same-as-input ⚡
▶ Public Headers Folder Path	AGK Player.app/Contents/Headers
Strings file Output Encoding	UTF-16 ⚡

You will notice that when you do this the Product Module Name will also change.

Private Module Map File	
Product Bundle Identifier	com.leap.paintpot
▶ Product Module Name	Paint_Pot
▶ Product Name	Paint Pot
Property List Output Encoding	same-as-input ⚡
Public Headers Folder Path	Paint Pot.app/Contents/Headers
Strings file Output Encoding	UTF-16 ⚡

Also in the build settings scroll to the Deployment section for the Installation directory.

▼ Deployment	
Setting	agk_interpreter
Additional Strip Flags	
Alternate Install Group	staff
Alternate Install Owner	paulharthen
Alternate Install Permissions	u+w,go-w,a+rX
Alternate Permissions Files	
Combine High Resolution Artwork	Yes ⌵
Deployment Location	No ⌵
Deployment Postprocessing	No ⌵
Install Group	staff
Install Owner	paulharthen
Install Permissions	u+w,go-w,a+rX
Installation Build Products Location	/tmp/PaintPotMAC_Full.dst
▼ Installation Directory	/Users/paulharthen/Applications
Debug	/Users/paulharthen/Applications
Release	/Users/paulharthen/Applications
ReleaseFree	/Users/paulharthen/Applications
OS X Deployment Target	OS X 10.7 ⌵
Pre-install Requirements Property List	
Resources Targeted Device Family	
Skip Install	No ⌵
▼ Strip Debug Symbols During Copy	<Multiple values> ⌵
Debug	No ⌵
Release	Yes ⌵
ReleaseFree	Yes ⌵
Strip Linked Product	Yes ⌵
Strip Style	All Symbols ⌵
Use Separate Strip	No ⌵

Here you want to select the /users/paulharthen/applications bit but obviously it will have your name here.

▼ Installation Directory	/Users/paulharthen/Applications
Debug	/Users/paulharthen/Applications
Release	/Users/paulharthen/Applications
ReleaseFree	/Users/paulharthen/Applications

When you click it, you will see the name change to \$(HOME)/Applications. You need to change this to the following - \$(LOCAL_APPS_DIR) and then press enter.

▶ Installation Build Products Location	/tmp/PaintPotMAC_Full.dst
▼ Installation Directory	\$(HOME)/Applications
Debug	/Users/paulharthen/Applications
Release	/Users/paulharthen/Applications

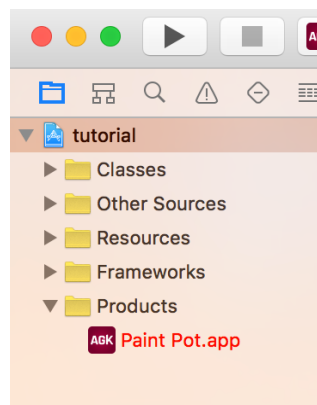
Like this:

Installation Build Products Location	/tmp/PaintPotMAC_Full.dst
▼ Installation Directory	\$(LOCAL_APPS_DIR)
Debug	/Users/paulharthen/Applications
Release	/Users/paulharthen/Applications

Once you have pressed enter you will see the folders change to /Applications. This is really important as if you don't change this your app will not upload. This is the installation directory where all the apps go to if you check your other programs on your Mac.

Installation Build Products Location	/tmp/PaintPotMAC_Full.dst
▼ Installation Directory	/Applications
Debug	/Applications
Release	/Applications
ReleaseFree	/Applications
▶ OS X Deployment Target	OS X 10.7 ⚡

If you now click back on the General tab and navigate the folders list on the left you will see your own app name instead of AGK.



I know this seems like a lot of work so far but once you have done this a few times it will be really easy!! :) Honest!

Now we are back in the general section, can you see the part at the bottom saying App icons? Well this is where we will now change the icon to your own because you wont want to do all this and then see the AGK icon when you run your app.

AGK agk...reter ▾ General Capabilities Resource Tags Info Bu

▼ Identity

Application Category Games - Educational Games ▾

Bundle Identifier com.leap.paintpot

Version 1.0

Build 1.0

Signing Mac App Store
 Developer ID or Apple ID
 None

Team None ▾

▼ Deployment Info

Deployment Target 10.7 ▾

Main Interface ▾

▼ App Icons

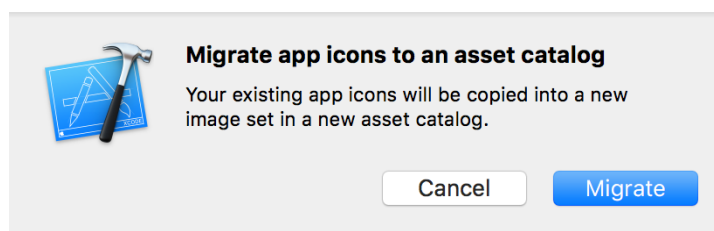
Source Use Asset Catalog

Click the box, Use Asset Catalog.

▼ App Icons

Source Use Asset Catalog

You will then see this pop up box, just click Migrate.

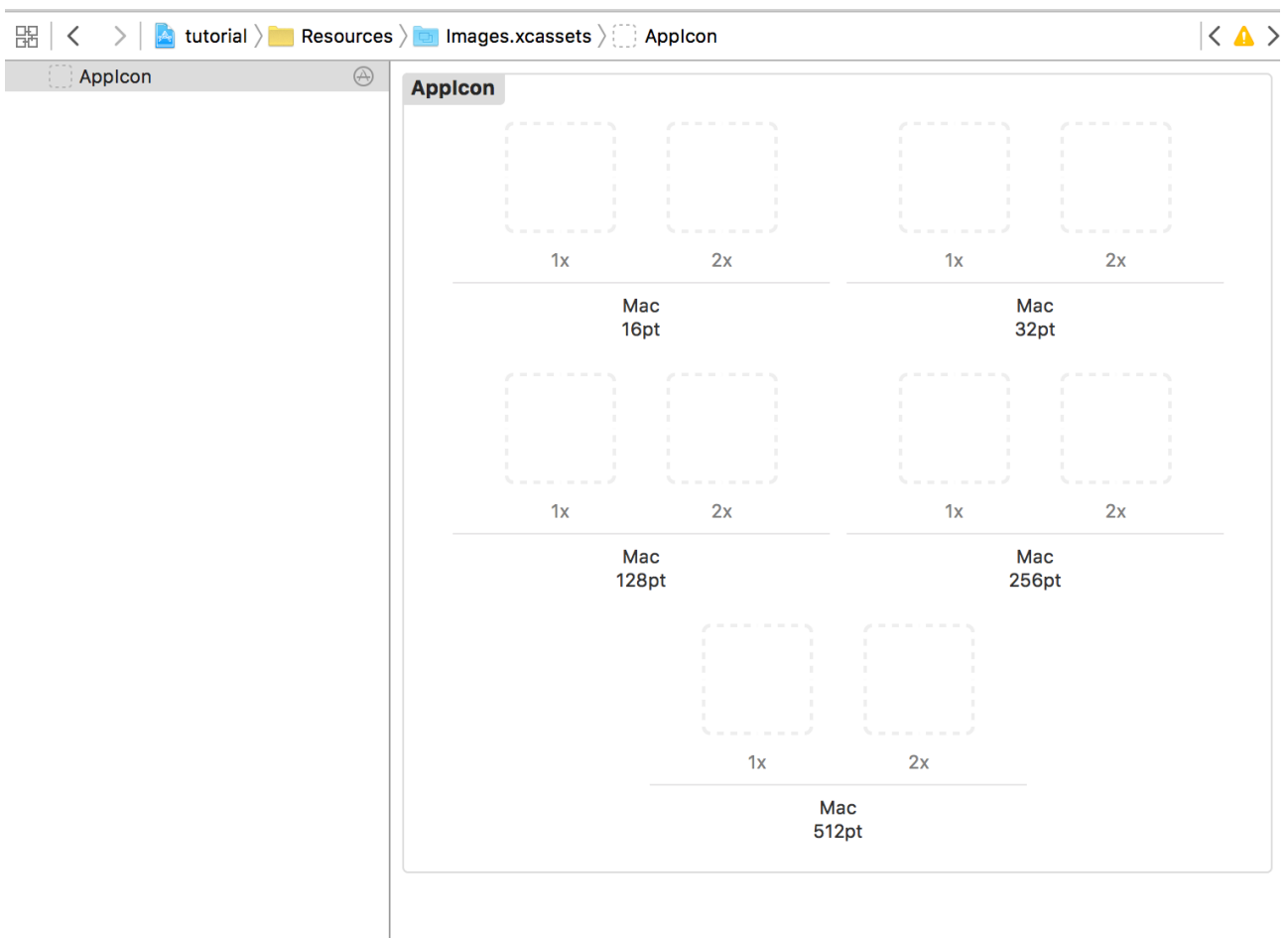


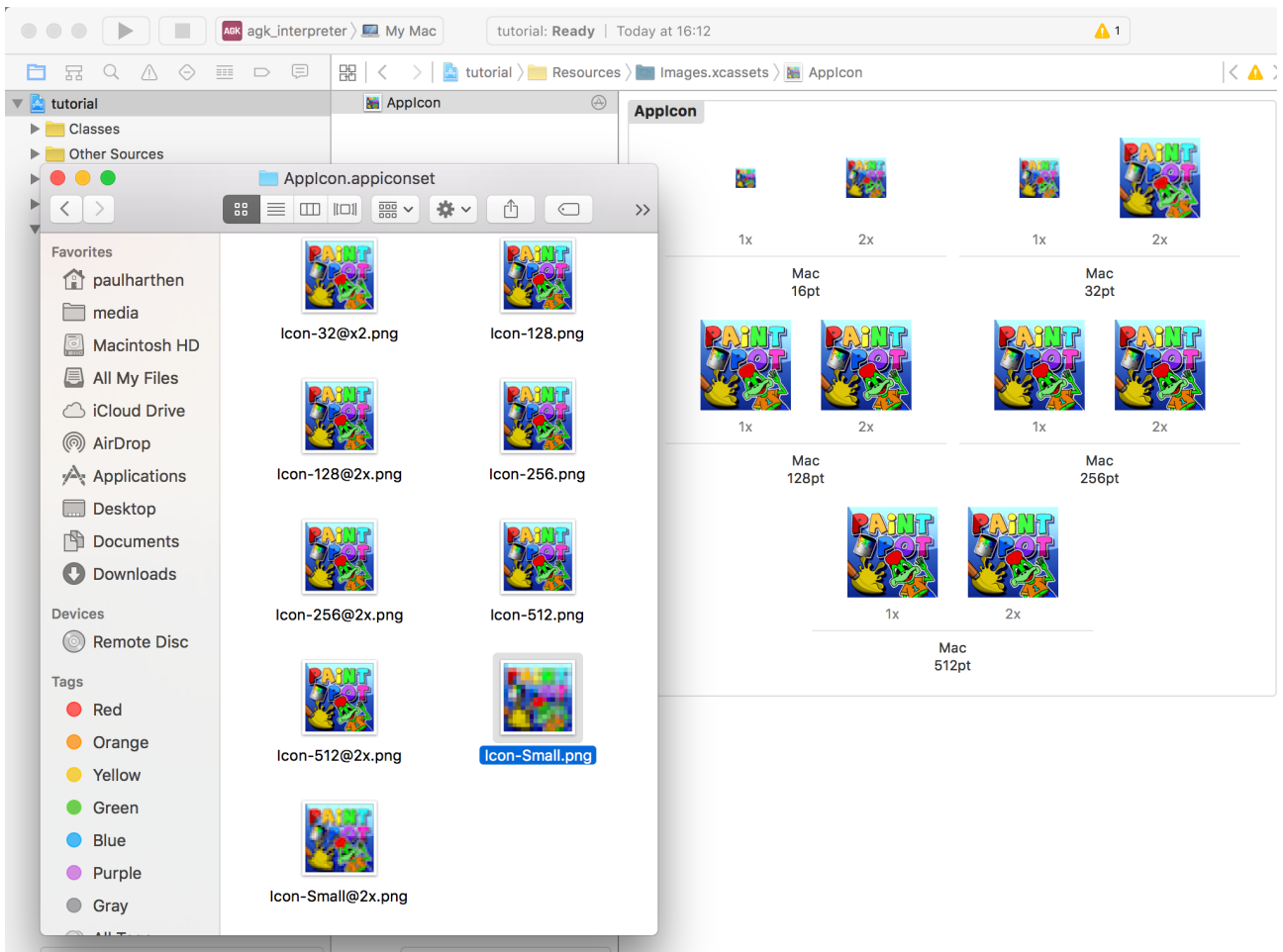
This is now where you will think nothing has happen but if you look closely you will see a little arrow pointing to the right, so just click it.

▼ **App Icons**

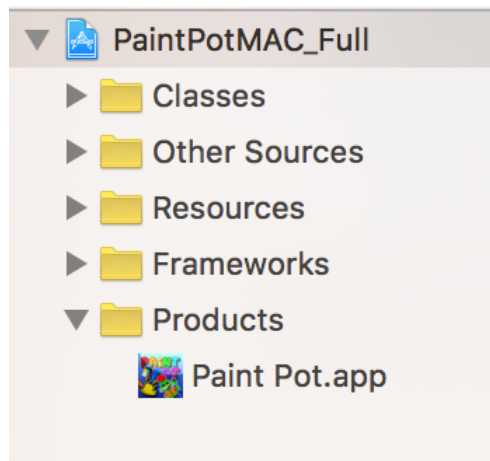
Source ▾ →

Ok! This screen will now appear so just open your icon folder that you made earlier and drag and drop all your icons into the correct places.





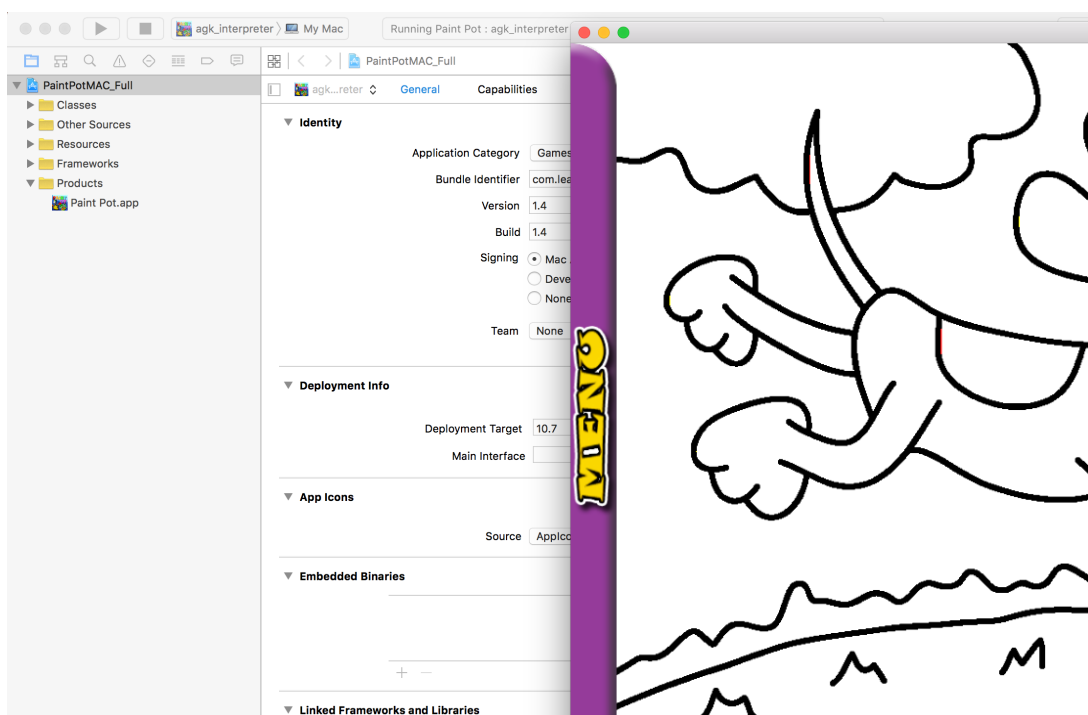
You should now notice that your icon is now next to your app instead of the AGK one.



So all that work is done but now you should be able to press the play/build button, wait for a minute or 2, see the build succeeded icon and your app will start playing on your MAC as if by magic!!!



Well done, get yourself a brew and now get ready to upload your app to the the Apple store!

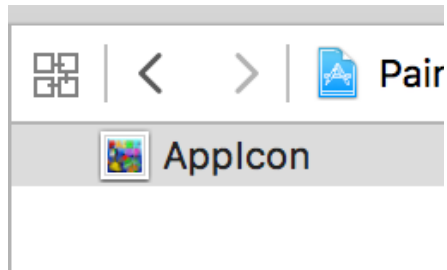


Just a thing to remember. If for some reason you change the code of your tier 1 app and you want to rebuild it here, you can't just press the play/build button as it will still run the last version you did. All you have to do here is delete the media folder again in here and copy it over again from the new version of your tier 1 modified code. Then just press the play/build button and it will complete with the modified code.

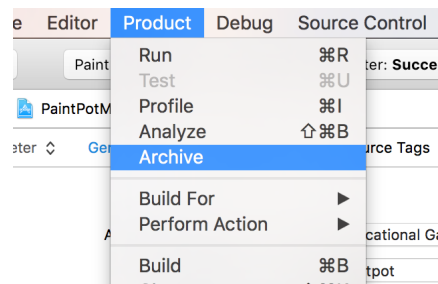
Simple! :)

When you have created all your profiles etc on the iOS developer account then this is what you need to do:

Nearly forgot, first off if you are wondering how to get back to the general section and off the icon screen then just press that left arrow here.



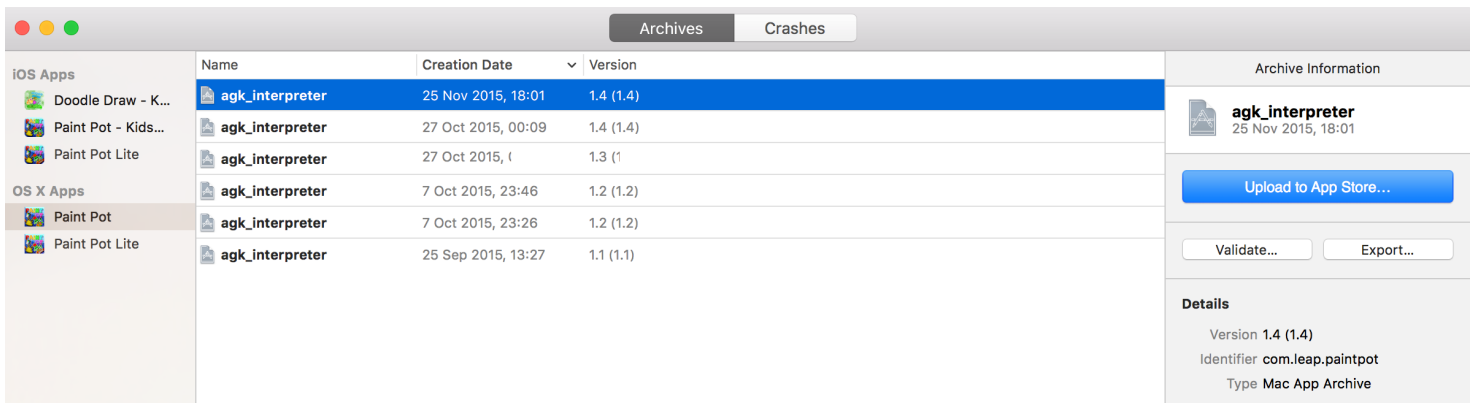
Right so your app is working great and we want to upload it to the Apple app store. Press Archive from the pull down menu option Product.



This screen will now appear. You will see here I have a few builds but if this is the first time, you will just have one ready to upload. Select your app to upload and then press Validate. You could just press Upload to App Store now but I always Validate first and make sure everything is fine and then Upload.

Here all you have to do is follow the onscreen prompts and select your profiles etc.

Once you have done this, your app will be in your developer account and the icon will appear on the app page ready to submit!



Well I hope this will help and good luck with your app on the Apple App Store!!!! :)