

A quick guide to creating an iPad or iPhone App with the Story Book App Project v1.3

There are 3 steps. 1. Create your files. 2. Add your files to project. 3. Configure your App.

## Step 1. Create your files.

The Story Book App requires:

Description	Filename
JPEG format page images (1024x768 landscape or 768x1024 portrait)	pageX.jpg
MP3 format narration audio	pageX_narrate.mp3
JPEG format extras (printable colouring pages, activity sheets, posters, etc)	printX.jpg

Optionally, you can include:

Description	Filename
PNG format 'popup layer' images (1024x768 landscape or 768x1024 portrait)	pageX_layer.png
MP3 format 'page tap' audio	pageX_tap.mp3

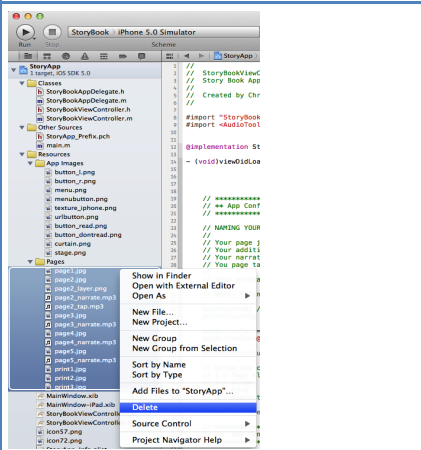
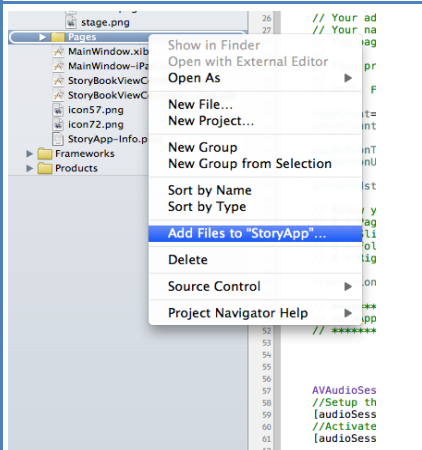
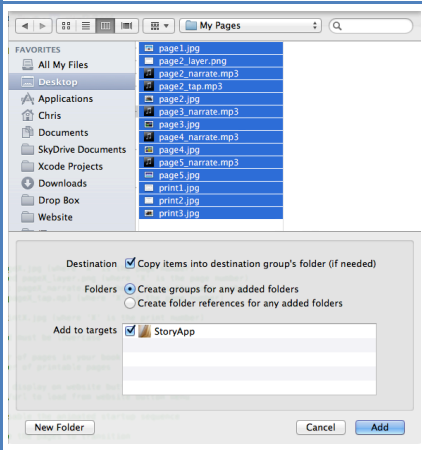
(Where X is the number of the page, or printable extra)

NOTE: Filenames are case-sensitive. All filenames **must** be lowercase. Also, don't include leading zeros in your page numbers - page1.jpg is correct, page01.jpg is not correct. If for any reason your files are not loading, please check the filenames.

## Step 2. Add your files to the project.

At this point you need to open the Story Book App project in Xcode (that's the file with a blue icon named *StoryApp.xcodeproj*)

- In the left pane (Project Navigator) within the folder “Pages” you will see the files for the example book, which was included with the project. Delete those, and choose “move to trash”.
- Now, Right-click the pages folder to add your files to the project
- When prompted, check the box labelled “Copy items into the destination group's folder”

1. Delete example pages	2. Choose “Add files”	3. Add your files
		

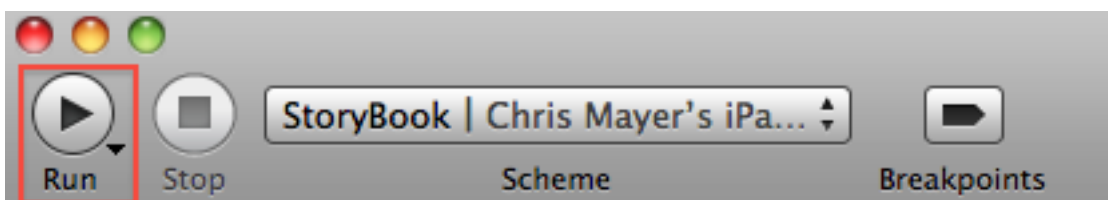
### Step 3. Configure your App.

Also in the left-pane (Project Navigator), select the file *StoryBookViewController.m*, find the block of code below. You need to set how many pages are included, and how many extras. You can also customize other features of the app here, such as the page transition animation, and the startup animation.

```
// *****  
// ** App Configuration Begin **  
// *****  
  
// NAMING YOUR FILES  
//  
// Your page jpeg files must be named: pageX.jpg (where 'X' is the page number)  
// Your additional page layer must be named pageX_layer.png (where 'X' is the page number)  
// Your narration mp3 files must be named: pageX_narrate.mp3 (where 'X' is the page number)  
// You page tap mp3 files must be named: pageX_tap.mp3 (where 'X' is the page number)  
//  
// Your printable pages must be named: printX.jpg (where 'X' is the print number)  
//  
// NOTE: Filenames are case-sensitive, and must be lowercase  
  
pageCount=5; //enter here the total number of pages in your book  
printCount=3; //enter here the total number of printable extra pages  
  
appButtonText=@"Visit Website"; //text to display on website button on menu  
appButtonURL=@"http://www.google.com/"; //url to load from website button menu  
  
animatedstartup=YES; //change to NO to disable the animated startup sequence  
  
transitiontype=1;  
  
// Above you can choose how you would like the pages to transition  
// 1 = Page Flip  
// 2 = Slide  
// 3 = Fold  
// 4 = Right-to-Left Page Flip - Eg. for Arabic, Hebrew, Chinese books.  
//      (also reverses swipe gesture directions)  
  
// *****  
// ** App Configuration End **  
// *****
```

Next, to change the name displayed underneath your app's icon, open the file *StoryApp-Info.plist*. Here, change the text in "Bundle display name" from "StoryApp" to the name of your app.

Now, click "Run"...



You will also want to replace the icons with your own. *icon.png* is the standard iPhone icon (57x57 pixel). *icon@2x.png* is the iPhone retina display icon (114x114 pixel). *icon72.png* is the iPad icon (72x72 pixel).

If all looks good, follow Apple's instructions for uploading your app for release on the App Store.

## FAQs / Troubleshooting

The Story Book App project has been designed to be extremely easy to work with, even for those with little or no programming experience. However, there are a few points that may seem confusing to those new to iOS development.

Q. “I’ve replaced the example book pages with my own, but some of the example pages or MP3s still show in my app. What’s happened?”

A. This is very easily fixed, and is caused by Xcode caching old files that it has not realised are no longer needed. First, delete the app from the home screen of the iOS Simulator or your iOS device. Second, select “Clean” from the “Product” menu in Xcode. Now click “Run”. All old files are now removed.

Q. “My app works fine on the Simulator, but some pages/MP3s do not load on my iOS device. What could cause this?”

A. Make sure you have named your files correctly. Filenames within the iOS environment in the Simulator are not case-sensitive, but a real iOS device filesystem is case-sensitive. It’s extremely important that your files are named correctly - see step 1 of this guide.

Q. “My app is ready. How do I upload?”

A. Apple has guides in the [iOS Provisioning Portal](#) - but they can seem complicated to many people uploading an app for the first time. I personally recommend this guide: <http://iphone.keyvisuals.com/iphonedev/how-to-create-a-distribution-build-in-xcode-4-a-step-by-step-tutorial/>

Q. “When the Story Book App project is updated do I need to update my app to use the latest version?”

A. No, that is your choice. But all updates are free, and often add new features, so if you can find the time to update your app then your customers will surely be happy.