



A quick guide to creating an iPad App with the Coloring Book App Project

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

Step 1. Create your files.

For the coloring pages, the app requires *either* JPEG or PNG format images. These must be named:

For JPEG files:

pageX.jpg, where X is the page number (eg page1.jpg, page2.jpg, page3.jpg, etc).

For PNG files:

pageX.png, where X is the page number (eg page1.png, page2.png, page3.png, etc).

PNG files must have a transparent background, for PNG files only the outlines of your coloring pages will be shown - this enables the app to place the file above the user's coloring so that they cannot color over the outlines.

You will probably also want to change the titlescreen image and the background image for the page selection screen. Simply edit or replace the files [titlescreen.jpg](#) & [pageselect.jpg](#) in the “App images” folder of the project.

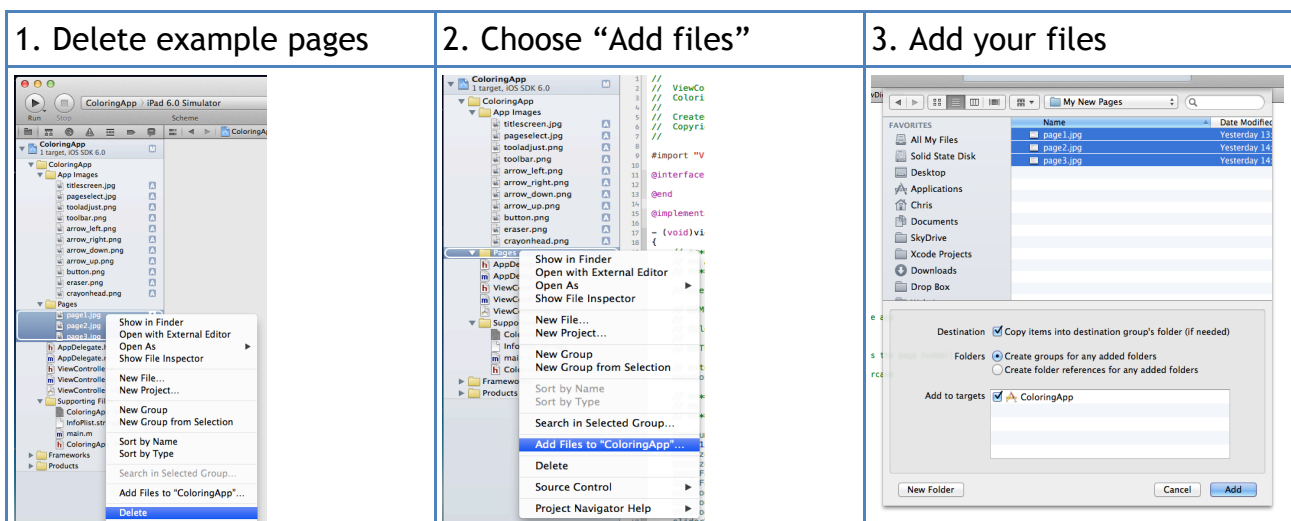
Also, if including background music have a file named *background.mp3*.

NOTE: Filenames are case-sensitive. All page 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 Coloring Book App project in Xcode (that's the file with a blue icon named *ColoringApp.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”.
- Next, 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”, and under “Add to targets” make sure “ColoringApp” is checked.



Note: The sample content includes both JPEG and PNG pages, but you only need to include either JPEG or PNG pages, not both.

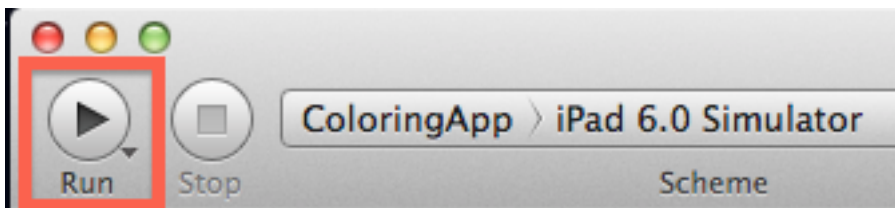
Step 3. Configure your App.

Also in the left-pane (Project Navigator), select the file *ViewController.m*, find the block of code below. You need to set options such as how many pages are included, whether to use jpeg or png files, and whether to enable background music. (highlighted in bold below).

```
// *****  
// ** App Configuration Begin **  
// *****  
  
// See the PDF guide for help adding your content to the app  
  
// NAMING YOUR FILES  
//  
// Coloring pages must be named: pageX.jpg (where 'X' is the page number)  
//  
// NOTE: Filenames are case-sensitive, and must be lowercase  
  
// Enter below the total number of coloring pages  
pageCount=3;  
  
// Play looping background music?  
// Add a file named background.mp3 to to 'Pages' folder and set the  
// option below to YES  
LoadBackgroundMusic=YES;  
  
// Use transparent PNG files instead of JPGs?  
// Transparent PNGs enable the outlines of the coloring pages to stay  
// above the user's editing, so that the outlines cannot be colored over  
// Change the option below to YES, and name your files (page1.png, page2.png, etc)  
UseTransparentPNGs=NO;  
  
// *****  
// ** App Configuration End **  
// *****
```

Next, to change the name displayed underneath your app's icon, open the file *ColoringApp-Info.plist*. Here, change the text in "Bundle display name" from "ColoringBook" to the name of your app. You don't need to rename anything else, the project name can stay as "ColoringApp" - only the "Bundle display name" is seen by users.

Now, click "Run"...



You'll now see your app running on the iOS Simulator or your iOS device.

Icons

You will also want to replace the icons with your own. The icon is included in two sizes, *icon.png* is the standard icon (72x72 pixel), *icon@2x.png* is the Retina display icon (144x144 pixel).

After you're finished building your app, follow Apple's instructions for uploading your app for release on the App Store.

FAQs / Troubleshooting

The Coloring 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 coloring pages with my own, but some of the example pages 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 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 Coloring 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.