

A quick guide to creating an iPad or iPhone App with the Story Book App Project v1.6.1

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

Step 1. Create your files.

The Story Book App requires:

Description	Filename
JPEG format page images (1024x768 resolution)	pageX.jpg
MP3 format narration audio	pageX_narrate.mp3
JPEG format activity sheets (colouring pages, activity sheets, mazes, etc)	activityX.jpg

Optionally, you can include:

Description	Filename
PNG format 'popup layer' images (1024x768 resolution)	pageX_layer.png
MP3 format 'page tap' audio (for page 2 onwards)	pageX_tap.mp3
MP3 format looping background music	bgm.mp3
Higher resolution images for iPad Retina display (2048x1536 resolution)	pageX@2x.jpg pageX_layer@2x.png

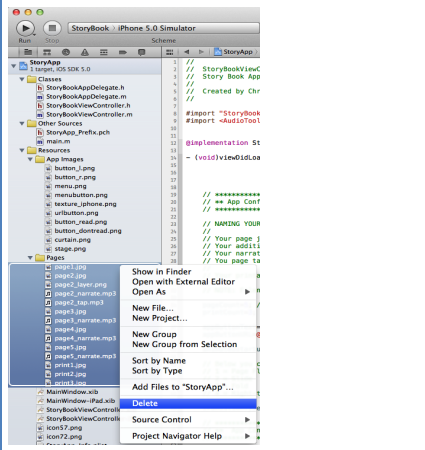
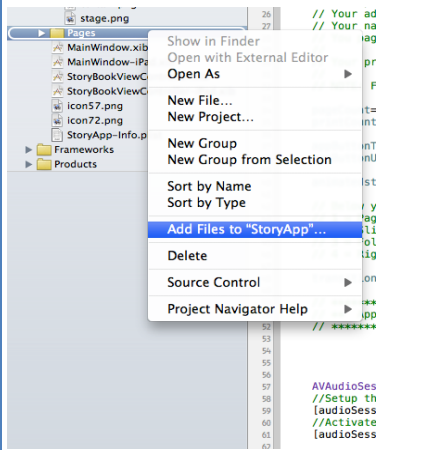
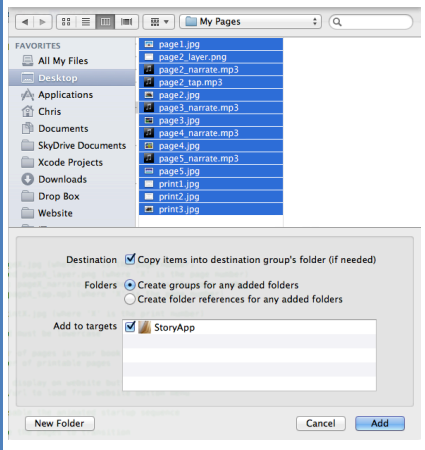
(Where X is the number of the page, or activity sheet)

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
		

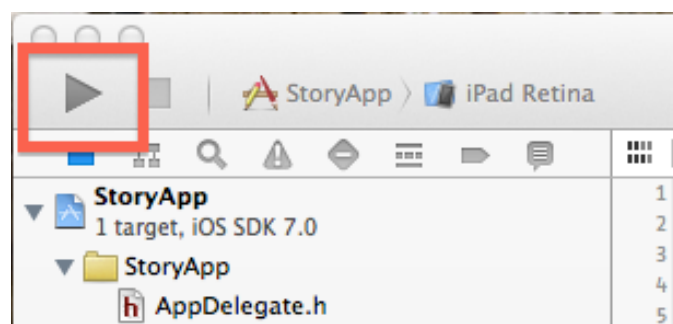
Step 3. Configure your App.

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 and activity sheets are included. You can also customize other features of the app here, such as the page transition animation, the startup animation, and the website button in the menu.

```
// *****  
// ** App Configuration Begin **  
// *****  
  
// See the PDF guide for help adding your content to the app  
  
// NAMING YOUR FILES  
//  
// The page jpeg files must be named: pageX.jpg (where 'X' is the page number)  
// The (optional) popup layer must be named pageX_layer.png (where 'X' is the page number)  
// The narration mp3 files must be named: pageX_narrate.mp3 (where 'X' is the page number)  
// The page tap mp3 files must be named: pageX_tap.mp3 (where 'X' is the page number)  
//  
// The activity pages must be named: activityX.jpg (where 'X' is the activity number)  
//  
// NOTE: Filenames are case-sensitive, and must be lowercase  
  
pageCount=5; //enter here the total number of pages in your book  
activityCount=2; //enter here the total number of activity pages  
popuplayer=YES; //show the popup layer? (pageX_layer.png)  
animatedstartup=YES; //show the startup animation? (curtains opening)  
  
// Enable parental gate to restrict kids from using web links/sharing without parents permission?  
// NOTE: Apple require this to be set to YES for apps listed in the kids category on the App Store  
parentalgate=NO;  
  
appButtonText=@"Visit Website"; //text to display on website button on menu  
appButtonURL=@"http://www.codestore.co.uk/"; //url to load from website button menu  
  
// Here you can choose the position of the button on the titlescreen  
// that's the [Read to me / I'll read] buttons:  
// 1=Top  
// 2=Middle  
// 3=Bottom  
buttonposition=2;  
  
// Below 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)  
transitiontype=2;  
  
// Enable background music? (add a file named bgm.mp3, and change this setting to YES)  
bgm=NO;  
  
// *****  
// ** 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'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. Sample icons are included in the correct sizes for iOS 7 devices. You should replace these icons with your own, make sure they are PNG format images without transparency.

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.