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**""UY KRGT SDK
Compile Instruction**

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SDK Compile Instruction

Please follow the below steps to compile the UIKit SDK.

Join the Apple Developer Program

Please visit the Apple iPhone Dev Center website <http://developer.apple.com/> and register as a developer.

Install the iPhone Developer Tools

Please download and install Xcode with the latest iPhone SDK.

Certificate Signing and Provisioning Profile

- **App IDs** Register your App IDs on the Apple Dev Center.
- **Certificates** Generate a certificates signing with your app ID.
- **Devices** Register your testing devices by adding their UDIDs.
- **Provisioning** Create a provisioning profile with your app ID, and then add your devices to the provisioning file. Reload the webpage until the status becomes "Active".
- Download and then import the certificate to your computer through Keychain Access under Applications --> Utilities.
- Download provisioning profile to your local machine.

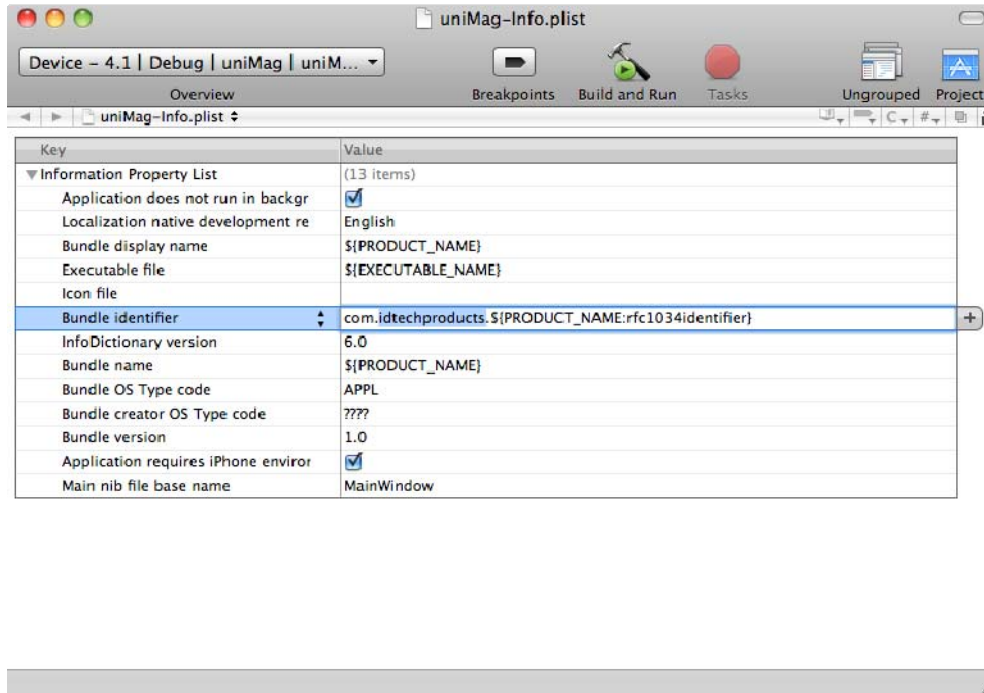


SDK Compile Instruction

Check Build Environment for SDK

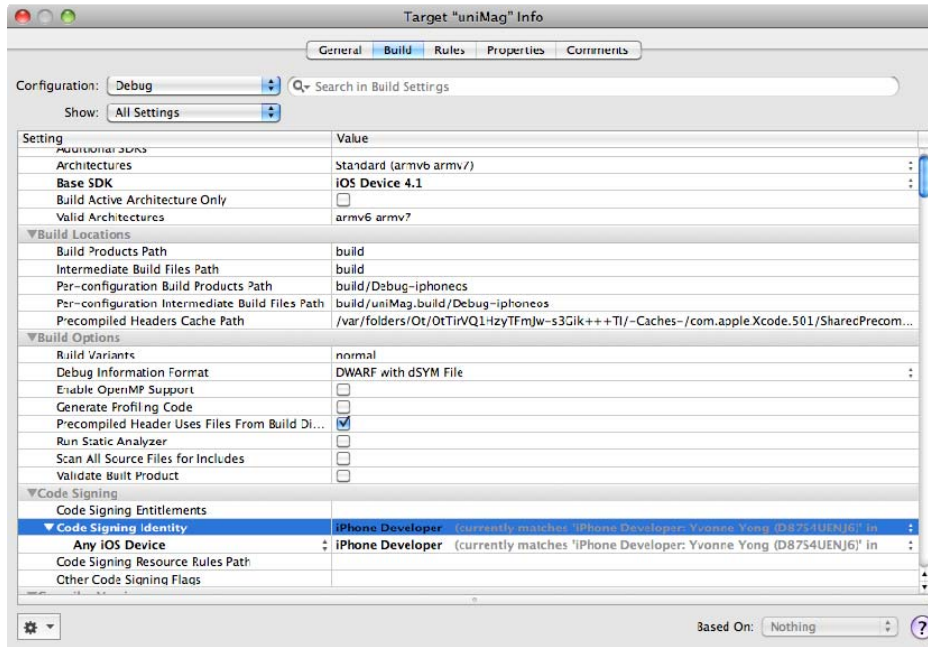
Please have the SDK ready on your local machine. Double-click on ".xcodeproj" file and Xcode will launch with the SDK project open.

- Install provisioning profile to the SDK project by double-clicking on the provisioning file that we downloaded before. The Organizer within Xcode should launch and the profile should be listed if it has been successfully installed.
- Under **Resources** folder, double-click on ".plist" file and check if the app ID matches.

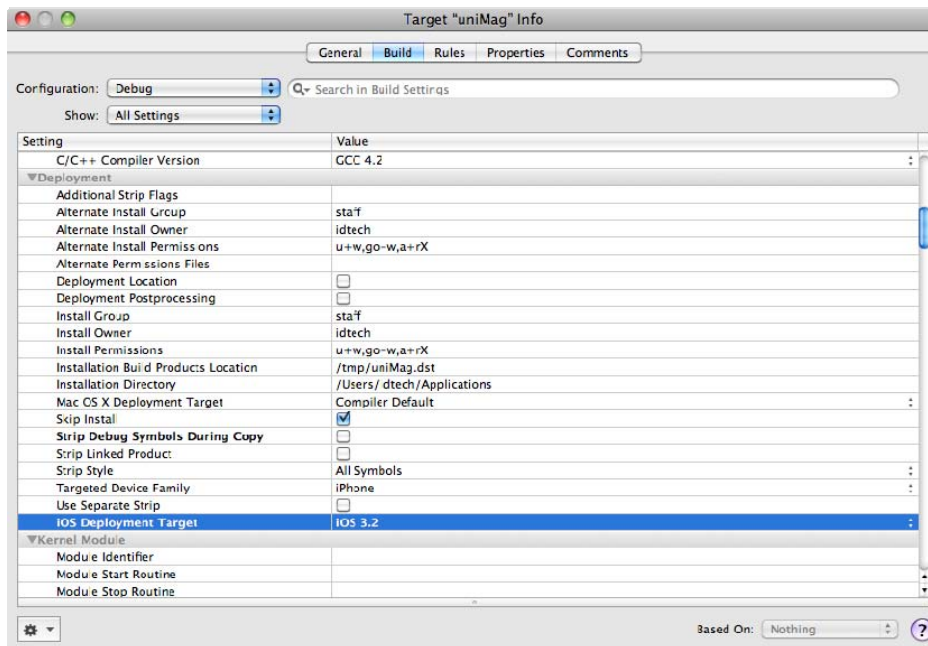


SDK Compile Instruction

- Under **Targets**, double-click on project name, e.g., uniMag. Check **Code Signing Identity** and see if the right provisioning profile matches current Configuration. Use Development Provisioning Profile for **Debug** configuration, while Distribution Provisioning Profile for **Release** configuration.



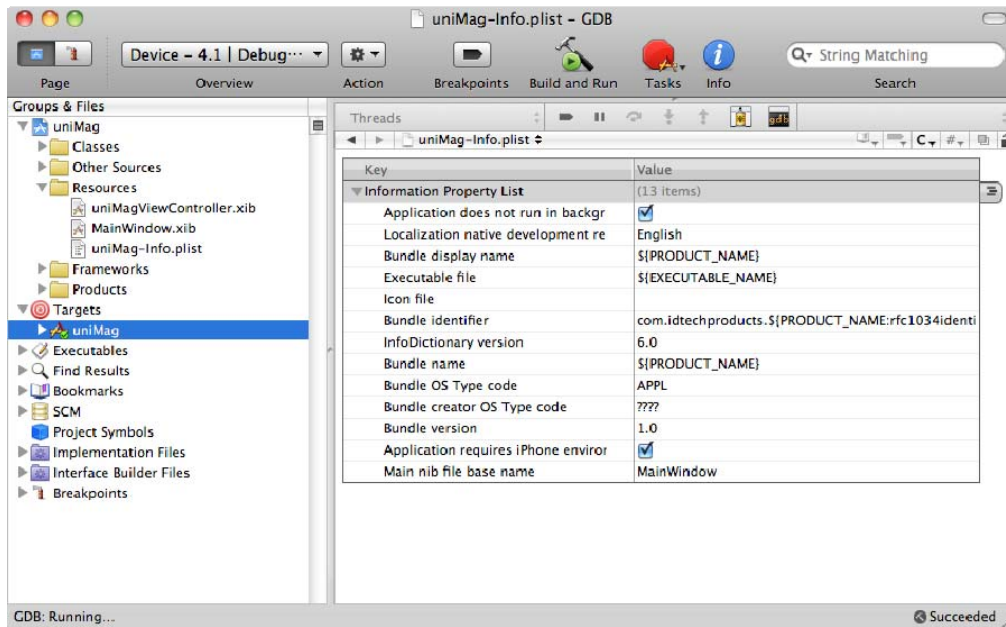
- SDK currently supports devices that with iOS higher or equal to 3.1.3.



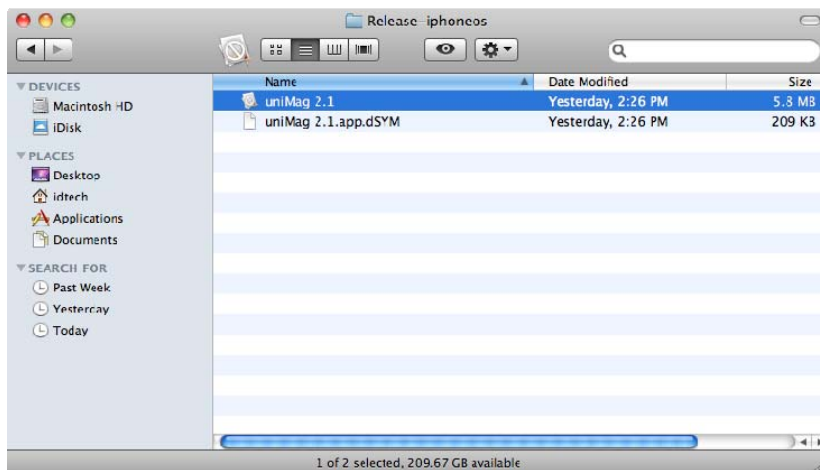
SDK Compile Instruction

Compile and Install Application to the Device

- Connect testing device to Mac and make sure the UDIS has been added to the provisioning profile. Check if the device is connected properly, showing green light next to the device in Organizer.
- Click **Build and Run** button to compile and install the application to the device.



- You may also compile the SDK with **Release** configuration, and then add the application through the iTunes. Find the ".ipa" file under project folder (\build\Release-iphoneos). Add the application to iTunes by dragging ".ipa" file to Apps category under LIBRARY. Then add and sync the application to the testing device.



SDK Compile Instruction

Run and Test the Application

- Connect the reader to your testing device. For Swiper Mini, please set headphone volume to maximum level. Headphone volume can be adjusted only after reader is plugged into the headphone jack.
- Launch application by tapping on the name of the app.
- Wait for connection establishment. For uniMag, a message will pop up showing "Powering up Device".
- Click Swipe button after the status bar shows "Connected".
- Check output after a card swipe.

