

Development Machine Prerequisites

System Requirements

Mac OSX Snow Leopard 10.6.2 or later (Intel)

iTunes

Safari

At least 9.0 GB of free disk space

Local administrator rights

USB port

Update Mac OSX

iOS SDK requires Mac OSX Snow Leopard. It is recommended to update your Mac OSX. You can update your Mac OSX software manually:

1. In your Mac desktop, select <Apple> > About This Mac.
2. Click **Software Update...**

Update iTunes

1. Launch iTunes.
2. Select **iTunes > Check for Updates...**

iOS SDK

Register as a user to obtain an Apple ID and password at <http://www.apple.com>. Register as an Apple Developer at <http://developer.apple.com/programs/register/>. You can download iOS SDK at iPhone Dev Center at <http://developer.apple.com/iphone/>.

You are required to be an Apple Developer before you can join the iPhone, Mac, or Safari Developer programs. Apple requires developer to enroll in the iPhone Developer Program in order to test and debug in iPhone, iPad, and iPod touch and distribute your applications in App Store. You can join the iPhone Developer Program at <http://developer.apple.com/programs/iphone/>. It costs \$99 per year.

Use iPhone SDK 4.0 to target iPhone OS 4.0 or earlier for iPhone-only application. Use iPhone SDK 3.2 to target iPhone OS 3.2 for iPad-only development.

In iOS4, the iPhone Simulator can run Universal apps in the iPad Simulator in iPhone OS 3.2 or iPhone Simulator in iPhone OS 4.0 from a single Universal build.

Installing the iOS SDK

By default, the iOS SDK files are unpacked into a directory named Developer at your Macintosh HD.

1. Download the iOS SDK `xcode_<xcode version>_and_ios_sdk_<ios version>.dmg`.
2. Double-click and install the iOS SDK.

Multiple versions of the Xcode can be installed. You can move or rename the <Developer> directory. Do not alter its internal structure.

Copy Right by BESS HO