

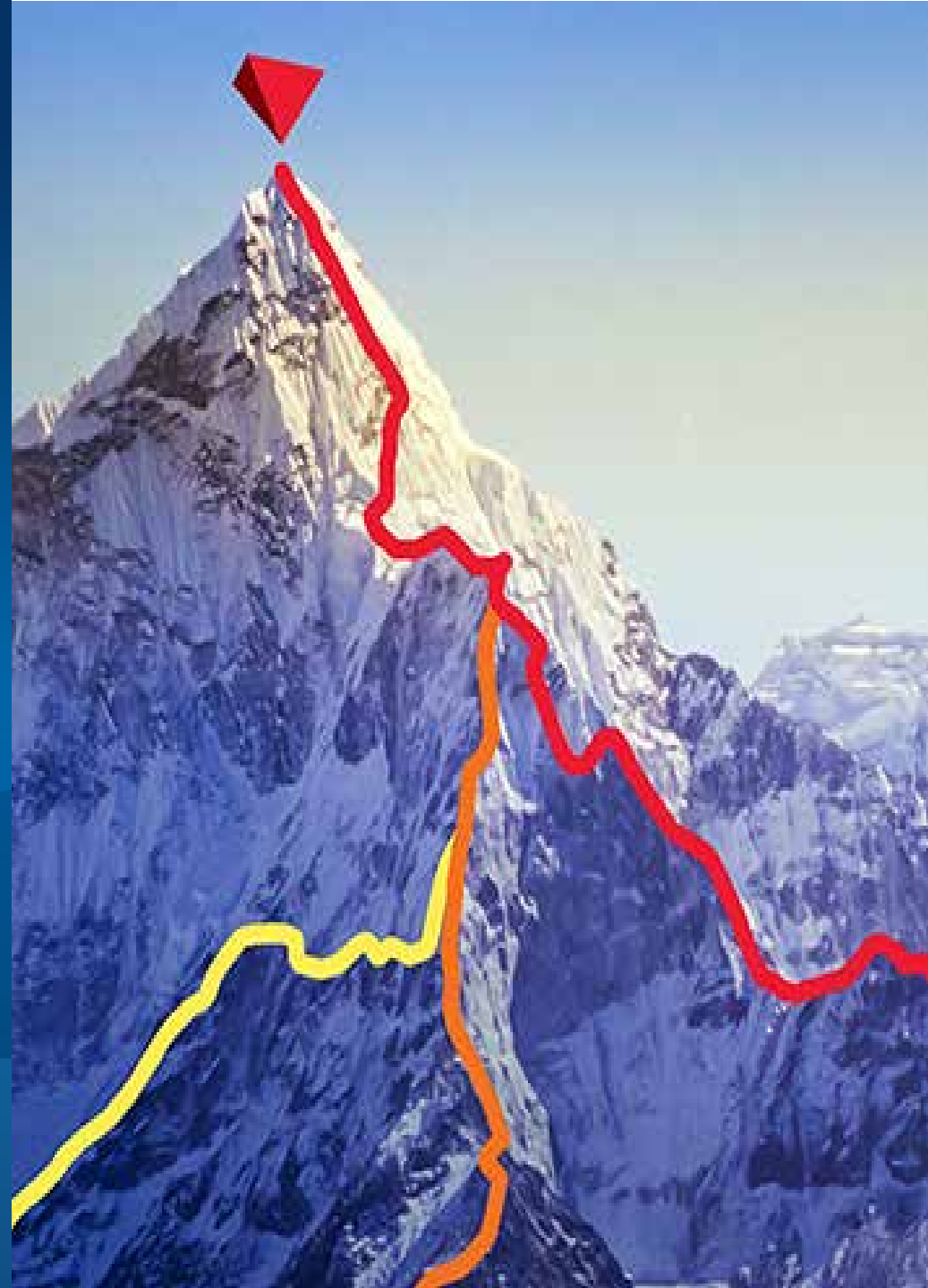


Esri International Developer Summit
Palm Springs, CA

Deploying iOS Apps

Al Pascual

Overview



Native Apps



Device Platforms



PHONE



TABLET



LAPTOP



DESKTOP



EMBEDDED

Device Platform Strategy

Built from a common GIS Runtime

Configurable Apps

ArcGIS for iOS,
Android, Windows Phone

Collector for
ArcGIS

Operations
Dashboard

Additional Apps

ArcGIS Runtime SDKs

Mac OS X
(Objective C)

iOS
(Objective C)

Android
(Java)

Linux
(C++, Java)

Windows
Phone
(SL, XAML)

Windows
(Win Store)

Windows
(WPF)

Windows
(Java SE)

Core ArcGIS Runtime Components

Geometry

Sync Framework

Graphics

Symbols

Map Grids

Spatial Reference

Feature Cache

Tiles

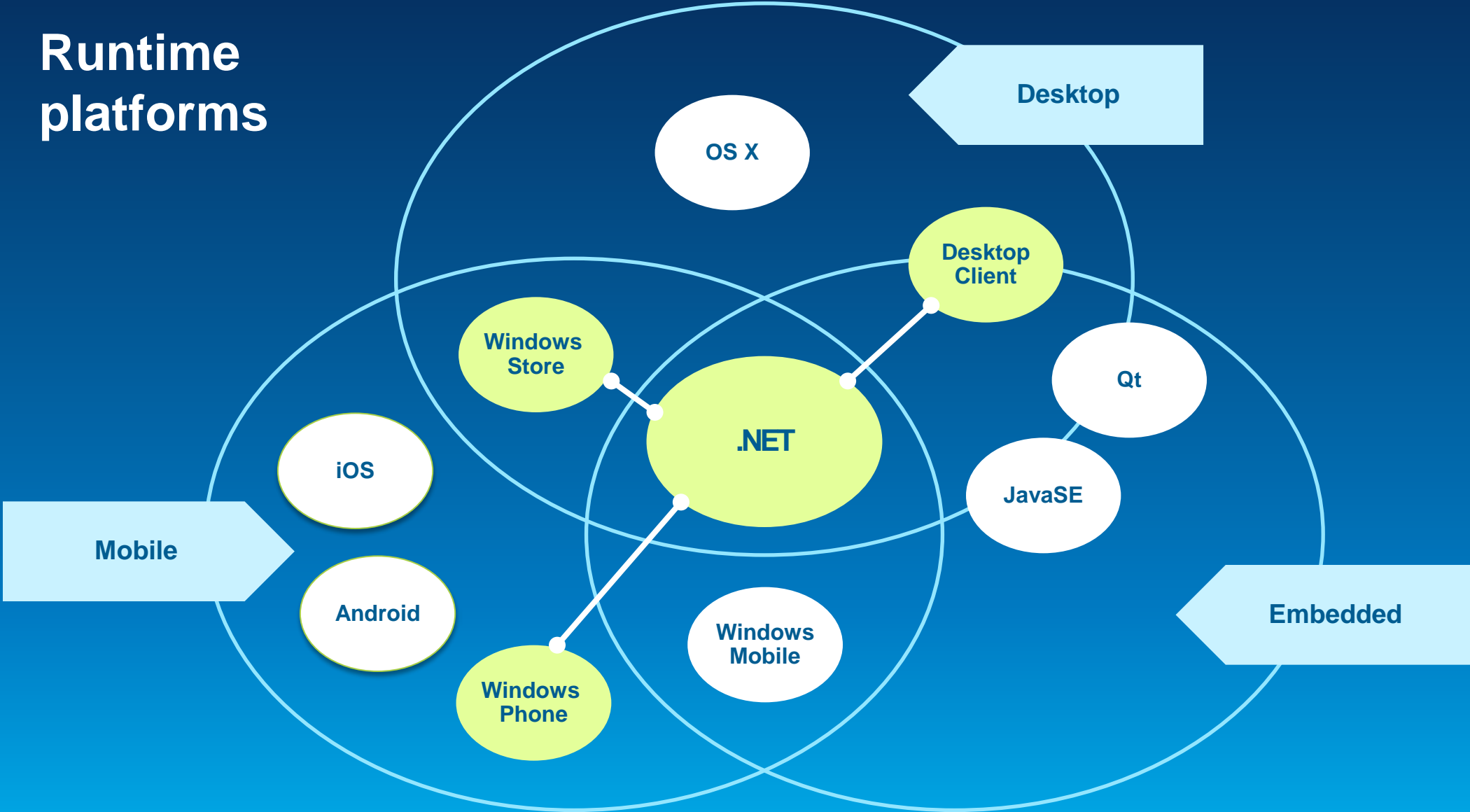
Messaging

3D

Map Display

More...

Runtime platforms



What do you need?

- **xCode 5**
- **OS X Mavericks (10.9) Mountain Lion (10.8)**
- **A Mac computer with an Intel chip**
- **Download the ArcGIS Runtime SDK for iOS or OS X from**
 - **<http://developers.arcgis.com>**

Deploying

iOS and OS X



Creating a great (GIS/mapping) application for iOS



Distribution options

1. Development distribution
2. Enterprise distribution (Ad-Hoc)
3. App Store distribution



Choosing an iOS Developer Program



iOS Developer Program (\$99/year)

Select this program if you would like to distribute apps on the App Store as an individual, sole proprietor, company, organization, government entity or educational institution.

[Learn more](#) ▶



iOS Developer Enterprise Program (\$299/year)

Select this program if you would like to develop proprietary apps for internal distribution within your company, organization, government entity or educational institution.

[Learn more](#) ▶

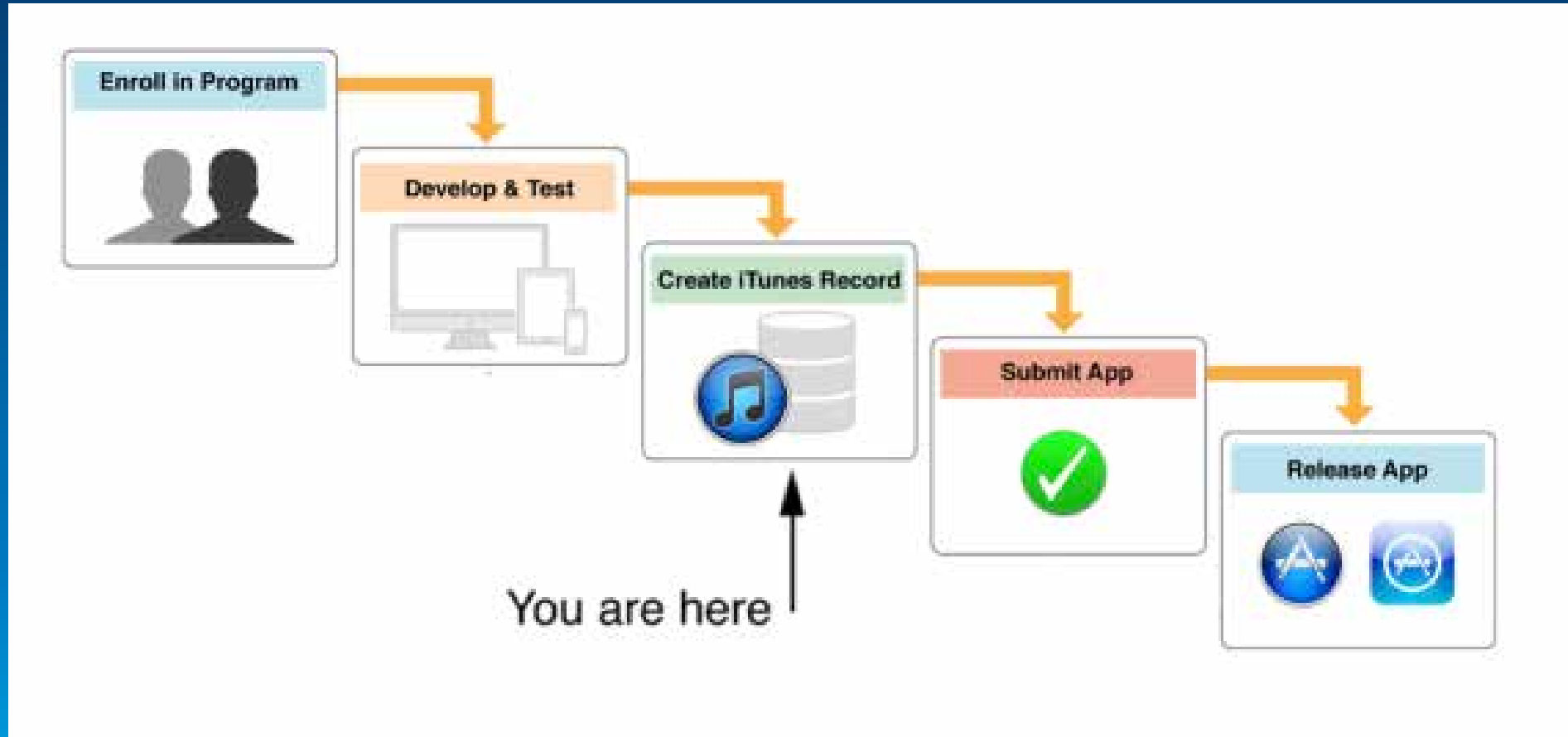


iOS Developer University Program (Free)

Select this program if you are a degree-granting, higher education institution that would like to introduce iOS development into your curriculum.

[Learn more](#) ▶

How to submit an app?



Submit a new app

Apple iTunes Connect alpascual@gmail.com

App Information

Enter the following information about your app.

Default Language	<input type="text" value="English"/>	?
App Name	<input type="text"/>	?
SKU Number	<input type="text"/>	?
Bundle ID	<input type="text" value="Select"/>	?

You can register a new Bundle ID [here](#).

Does your app have specific device requirements? [Learn more](#)

Metadata

Click Edit to change version information in each section.

Follow links to view more version information and to resolve issues.

Adventure 2014 (1.0.0)

Version Information **Edit**

Adventure 2014

Version: 1.0.0
Copyright: 2014 Example, Inc.
Primary Category: Games
Subcategory: Adventure
Subcategory: Educational
Secondary Category (Optional): Education
Rating: 3+
Status: ● Ready for Sale

Links

- Version Summary
- Crash Reports
- Binary Details
- Status History
- Customer Reviews
- Resolution Center
- Contact Us

Metadata and Uploads **Edit**

English (Default Language) Choose Another Language: English (Default)

Take advantage of the App Store's global audience by translating your app's metadata for the App Store for each of the countries in which you offer apps. Customers are more likely to read about your app if it's in their native language. View a list of third party vendors who can provide internationalization and localization services for your app.

App Name: Adventure 2014

Adventure 2014 (1.0.0) - Binary Details

App Name: Adventure 2014
Apple ID: 736328639
Bundle Identifier: com.example.adventure2014
Localizations: Chinese, Dutch, English, French, German, Italian, Japanese, Portuguese, Russian, Spanish
Pre-rendered Icon Flag: TRUE
Original Zip File Name: Example_1.6.0_2013-04-12_147.zip
Bundle Short Version String:
Bundle Version: 1.6.0
Minimum OS Requirements: 4.0
Build SDK: 10A403
Build Platform: 10A403
Required Capabilities: armv7
Supported Architectures: armv7
Device Family: iPhone / iPod Touch, iPad
Newsstand App: FALSE
Entitlements: Adventure2014.app/Adventure2014
get-task-allow: false
aps-environment: production
keychain-access-groups: (VCR54552YT.com.example.adventure2014)
application-identifier: VCR54552YT.com.example.adventure2014

Done

Export Compliance

Export Compliance

Have you added or made changes to encryption features since your last submission of this app?

Export laws require that products containing encryption must be properly authorized for export. Failure to comply could result in severe penalties. [Learn more about export requirements.](#)

Yes
 No

Content Rights

Does your app contain, display, or access third-party content?

Yes
 No

Previous Purchase Restrictions

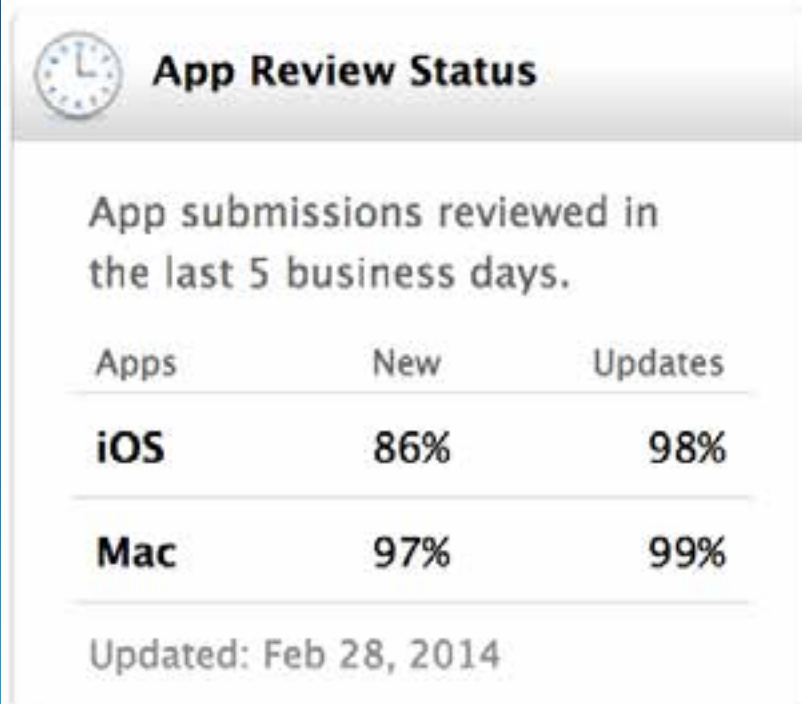
Are you updating this app because of a significant usability issue or for a legal issue, such as an infringement claim?

Yes
 No

Cancel Continue

Policies and reviews

- We will reject Apps for any content or behavior that we believe is over the line. What line, you ask? Well, as a Supreme Court Justice once said, "I'll know it when I see it". And we think that you will also know it when you cross it.
- If your App is rejected, we have a Review Board that you can appeal to. If you run to the press and trash us, it never helps.



The widget features a clock icon on the left and the title "App Review Status" in bold. Below the title, it states "App submissions reviewed in the last 5 business days." and contains a table with three columns: "Apps", "New", and "Updates". The table has two rows: "iOS" with 86% New and 98% Updates, and "Mac" with 97% New and 99% Updates. At the bottom, it says "Updated: Feb 28, 2014".

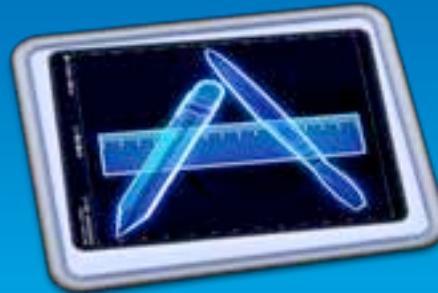
Apps	New	Updates
iOS	86%	98%
Mac	97%	99%

Updated: Feb 28, 2014

Testing

- **ALWAYS** test using a physical device!
 - Performance
 - App
 - Network
 - 3G
 - Memory
 - User experience

- Instruments
 - Leaks
 - Zombies



Licensing



Runtime Licensing

Development and Deployment Workflow



1. Download and Install



2. Develop and Test



3. Deploy and Distribute

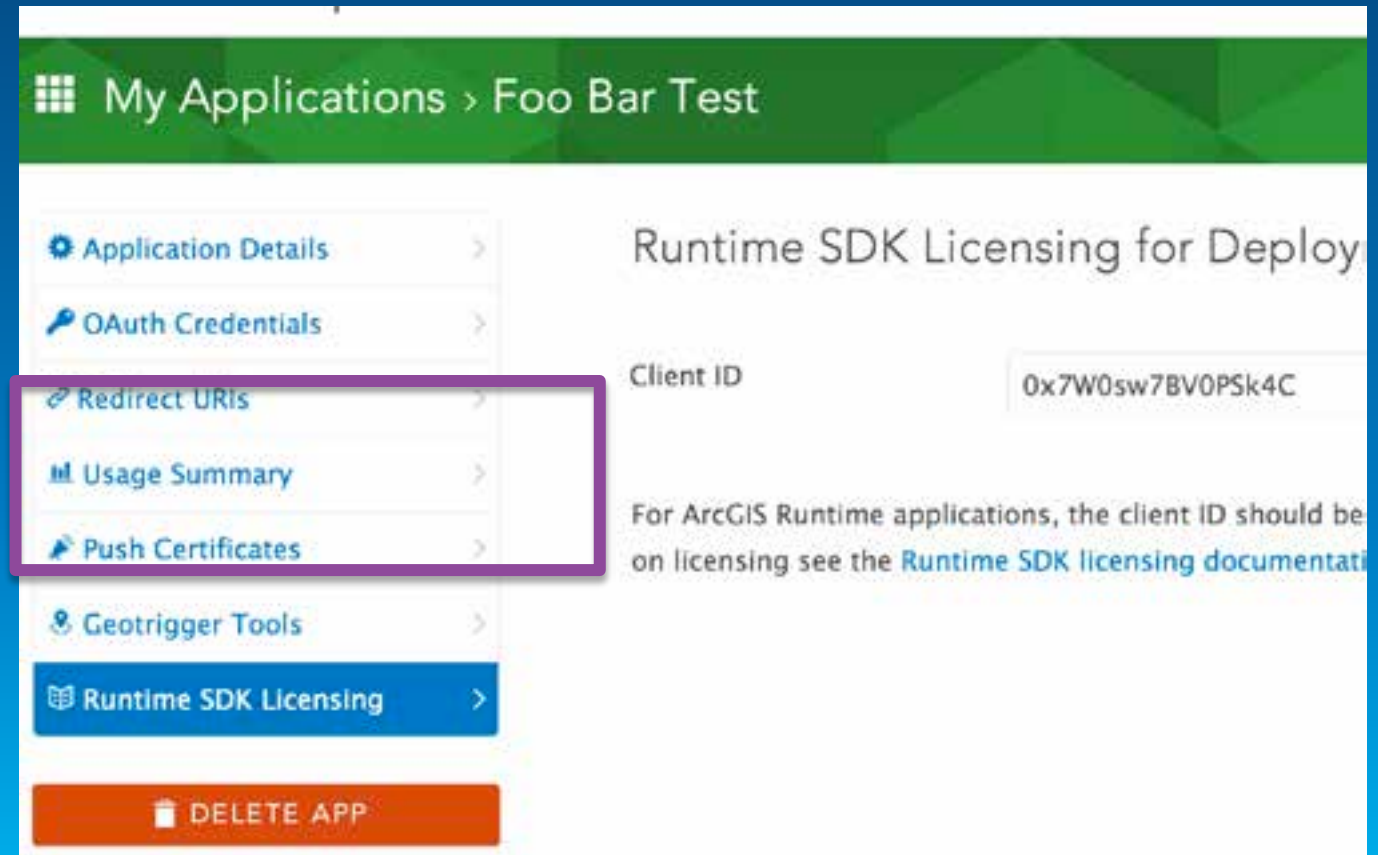
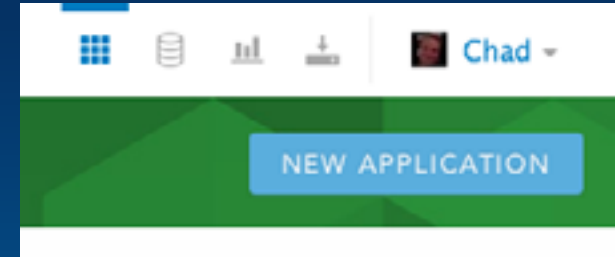
License levels and functionality

License Level	Available functionality
Developer (development and testing only)	All functionality (watermarks and debug messages will be generated, nag screens with local server*)
Basic	Connected - all functionality Offline - map viewing only
Standard	Connected and offline - all functionality, includes: <ul style="list-style-type: none">• Local locators (geocoding)• Local routing• Local geodatabase editing• Local geodatabase sync operations• Local server*

* For those SDKs that support it

How to license your app at the basic level

- <http://developers.arcgis.com>
- Under Application section, create a New Application (or select existing)
- Click on Runtime SDK Licensing
- Copy the Client ID and use it to set your clientID



How to license your app at the standard level

- **You have 2 options:**
 1. **Use an organization account (ArcGIS Online or Portal for ArcGIS)**
 - Requires users of your app to log in with their account
 1. **Use a license string obtained from Customer Service or your international distributor**
 - License burnt into the app
 - Extensions can also be added with this option

For more info speak to sales or product management

Attribution



- You are required to attribute Esri in your app using the following guidelines for all iOS devices:
 - About and Credit screens must include the following text: "Mapping API provided by Esri [ArcGIS Runtime SDK for iOS](#)".
 - Map data: All map data used in an application must be attributed in About and Credit.
 - Esri logo: If your application uses data served by Esri through ArcGIS Online, you must display a logo on the map pursuant to the logo guidelines below. For examples of such data, see this [ArcGIS Online page](#).

Esri logo guidelines



- **Adhere to the following rules if your app uses data served by Esri through ArcGIS Online:**
 - **Minimum size of the logo is 43 x 25 pixels.**
 - **Place the logo directly on the map with no background.**
 - **Logo should be located on the bottom left corner of the map.**
 - **Do not apply transparency to the logo.**
 - **Do not overlap with another logo or visual component .**
 - **For retina display devices, use the double sized logo (86 x 50).**

ArcGIS Runtime Sessions



ArcGIS Runtime SDK sessions Tuesday

Session Name	Time	Location
Deploying Android Apps	1:00pm – 1:30pm	Demo Theater 1 – Oasis 1
Deploying iOS Apps	1:30pm – 2:00pm	Demo Theater 1 – Oasis 1
Deploying Windows Store Application	2:30pm – 3:30pm	Demo Theater 1 – Oasis 1
Building a Slick App Using Qt	4:00pm – 4:30pm	Demo Theater 1 – Oasis 1
Migrating your Apps to the iOS Platform	5:30pm – 6:30pm	Demo Theater 2 – Oasis 1
Squeezing Every Ounce of Performance from ArcGIS Runtime	5:30pm – 6:30pm	Mesquite B

ArcGIS Runtime SDK sessions Wednesday – Part 1

Session Name	Time	Location
Building WPF Apps with the New .NET ArcGIS Runtime SDK	10:30am – 11:30am	Pasadena/Ventura/Sierra
Building iOS Apps with ArcGIS Runtime SDK	10:30am – 11:30am 1:00pm – 2:00pm	Smoketree A – E Mesquite G-H
Animating Thousands of Graphics and Features with the ArcGIS Runtime SDK for Java	1:00pm – 2:00pm	Demo Theater 1 – Oasis 1
Building Mac Apps with ArcGIS Runtime SDK	1:00pm – 2:00pm	Mojave Learning Center
Building Windows Store and Windows Phone Apps with ArcGIS Runtime SDK	1:00pm – 2:00pm	Primrose C/D
Getting Started with ArcGIS Runtime SDK for Qt	1:00pm – 2:00pm	Smoketree F

ArcGIS Runtime SDK sessions Wednesday – Part 2

Session Name	Time	Location
20 Things You Didn't Know You Can Do with ArcGIS Runtime SDK for iOS	2:30pm – 3:00pm	Demo Theater 1 – Oasis 1
Building Android Apps with ArcGIS Runtime SDK	2:30pm – 3:30pm	Smoketree A – E
Building Offline Apps for iOS and the Mac	2:30pm – 3:30pm	Mojave Learning Center
Building Qt Apps with ArcGIS Runtime SDK	2:30pm – 3:30pm	Smoketree F
Building WPF Apps with Runtime SDK	2:30pm – 3:30pm	Demo Theater 2 – Oasis 1
Building Java Apps with ArcGIS Runtime SDK	4:00pm – 5:00pm	Smoketree F

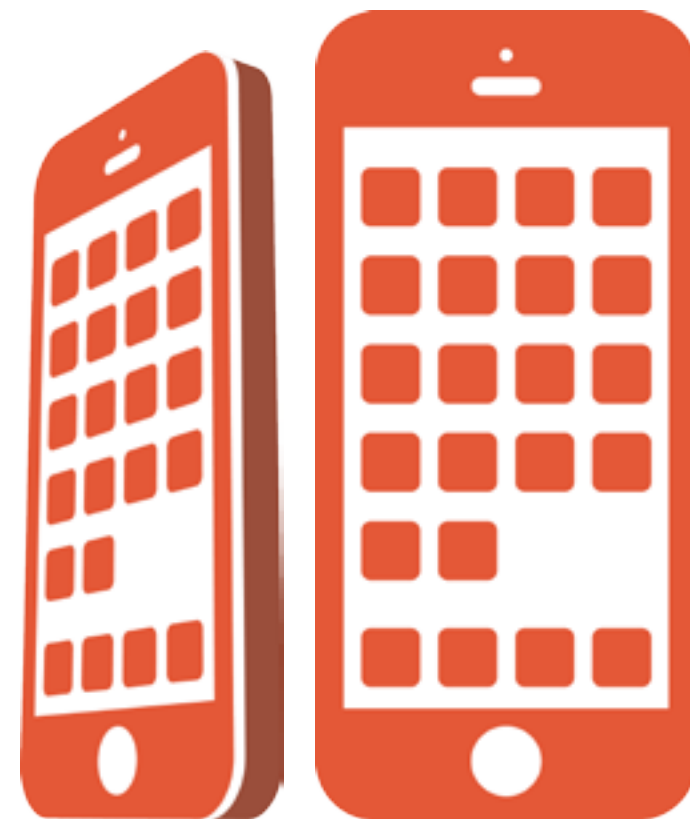
ArcGIS Runtime SDK sessions Wednesday – Part 3

Session Name	Time	Location
Building Offline Apps with ArcGIS Runtime SDK – Part 1	4:00pm – 5:00pm	Primrose B
Building Offline Apps with ArcGIS Runtime SDK – Part 2	5:30pm – 6:30pm	Primrose B

ArcGIS Runtime SDK sessions Thursday –

Session Name	Time	Location
The Road Ahead: ArcGIS Runtime SDKs	8:30am – 9:30am	Primrose A
Everything (or Anything) You Wanted to Know about the ArcGIS Runtime SDKs	10:00am – 11:00am	Primrose A
Building Windows Store and Windows Phone Apps with ArcGIS Runtime SDK	1:00pm – 2:00pm	Mesquite B
Building iOS Apps with ArcGIS Runtime SDK	1:00pm – 2:00pm	Mesquite GH
Migrating Your WPF Apps to the New ArcGIS Runtime SDK for .NET	1:00pm – 2:00pm	Pasadena/Ventura/Sierra
Building Android Apps with ArcGIS Runtime SDK	2:30pm – 3:30pm	Mesquite GH
Building WPF Apps with the New .NET ArcGIS Runtime SDK	2:30pm – 3:30pm	Mesquite B

One more thing



Esri GeoChase - Get in on the Chase!

- A geospatial scavenger hunt around Palm Springs, powered by the Esri® Geotrigger Service.
- Free download in the iOS App Store and Google Play
- Register for the contest to win some great prizes!
- For more information
 - Apps and SDKs island in the Esri Showcase
 - [App web page](#)

Get in On the Chase



Esri GeoChase iPhone/Android App - Contest

- **Every time you unlock a location in the app, you are entered into a prize drawing.**
- **Contest Prizes**
 - Grand Prize: 16 GB ASUS Nexus 7 and a ticket to the 2015 Dev Summit**
 - First Prize: 16 GB iPad Air**
 - Second Prize: (2) Wowee MiP Robots**
 - Third Prize: (10) Winners choice – Mapman T-shirt, Mapgirl T-shirt, Esri water bottle**
- **Winners announced at the closing session**

Questions?



<http://flowchainsensei.files.wordpress.com/2012/09/megaphone.jpg>



Understanding our world.