



entropy digital

Installing a Pre-Release iPhone Application

Step One: Retrieving Your UDID

In order to run an iPhone application that is under development, and not yet released on the App Store, you must first supply us your unique handset identifier or UDID number – so that we can code a specific instance of the build to run on your handset. There are two ways to find your UDID for your iPhone/iPod Touch:

Method One: Using the UDID Sender Application

The fastest method of retrieving and sending your UDID is by installing the Free 'UDID Sender' application. Steps are as follows:

- 1) Connect to the App Store - through your iPhone not via a computer
- 2) In the App Store 'Search' section, search for 'UDID'
- 3) Find and download the free 'UDID Sender' App
- 4) Run the App and click the button to find your UDID Number
- 5) E-mail the number to Entropy Digital

Method Two: Obtaining your UDID from iTunes

You can also get your UDID from iTunes or your iPhone/iPod Touch. The iTunes steps are:

1. Connect your iPhone/iPod touch, which should automatically launch iTunes
2. Select your device in the left panel. This shows the summary tab.
3. Select the Serial Number. This toggles the summary to show the UDID. The summary should show something like: Identifier (UDID): A 40 character string.
4. Conveniently, iTunes automatically copies the UDID to the clipboard.
5. Paste the UDID into a message and e-mail the number to Entropy Digital

Step Two: Installing the Application

When the app is ready to distribute, we will supply a ZIP file with the application via e-mail.

Within the e-mail attachment you will find a ZIP file (App.ZIP) containing two items (the application file itself and a mobileprovision file which will make it possible to run on your iPhone).

To install the Development application to your iPhone, please follow these steps:

- 1) Download both the ZIP file attached in this mail to your desktop
- 2) Unzip the ZIP file revealing the application and a mobileprovision file
- 3) Launch iTunes (please note this needs to be the iTunes account you usually synch to)
- 4) Drag the mobileprovision file into your iTunes Library (please note, nothing significant will happen but you will see the 'Library' menu highlighted for a second)
- 5) Drag the unzipped App into your Library
- 6) Your App will now be in your application section
- 7) Attach your iPhone and choose the App for synching in the 'application' section of your iPhone.
- 8) Synch the App to your handset