



# iPhone SDK - Download Notes

## Beta iPhone SDK and Xcode 3.1 Developer Tools for Mac OS X v10.5

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### Introduction

This beta release of the iPhone SDK includes a complete set of tools, compilers, frameworks, and documentation for creating iPhone OS applications. These tools include the Xcode IDE, and the Instruments analysis tool, among many others. With this software you can develop applications that run on iPhone and iPod touch using the included iPhone Simulator.

We encourage developers to apply to the iPhone Developer Program for access to additional support resources. Program members will receive a certificate that enables development and testing directly on an iPhone or iPod touch, using this iPhone SDK and tool set. For information about joining the iPhone Developer Program, please visit <http://developer.apple.com/iphone/program/>

### Installation

NOTE: iPhone SDK will run on Intel-based Macs running Mac OS X v10.5.2 and later.

The installer provides four main options for configuring the installation:

- **Developer Tools Essentials.** Contains the essential components of Xcode. It's installed in `/Developer` by default or another directory of your choice, including external volumes.
- **iPhone SDK.** Contains the iPhone software development kit software extension to Xcode. You must accept both software license agreements in the installer in order to install this.
- **Developer Tools System Components.** Includes CHUD performance tools. Its components are always placed in `/Developer`.
- **UNIX Development Support.** Command-line tools used for UNIX-based development. Its components are always placed in `/usr`.

Throughout this document <Xcode> refers to the path in which the Developer Tools Essentials components are installed. You can now have both Xcode 3.1 and Xcode 3.0 installed. You can move or rename the <Xcode> directory, but must not alter its internal structure.

**NOTE:** Only one version of the Developer Tools System Components and the UNIX Development Support components can be installed on a computer at a time. The last installed set of these components replaces any previously installed set.

Please see the complete iPhone SDK and Xcode 3.1 release notes for more detailed information on this release.

### Step-by-Step Installation Instructions

**Note:** With Mac OS X 10.5 Leopard, by default Xcode 3.0 is installed in /Developer. With Xcode 3.1 the default install location is still /Developer. If you want to keep a previously installed Xcode 3.0 and still install Xcode 3.1, you must either do a "Custom Install" of Xcode 3.1 and specify a new <Xcode> directory name (e.g. Xcode3.1) or you must move the pre-existing /Developer directory to a new name (e.g. Xcode3.0) before you install Xcode 3.1. See step 5 below.

1. Boot into a partition with the Mac OS X v10.5.2 or later installed.
2. Download the iPhone SDK DVD software.
3. Double-click on iPhone SDK.
4. Follow the instructions in the Installer.
5. To install Xcode 3.1 in a directory other than the default /Developer, you must specify a new <Xcode> directory name on the "Custom Install" pane; e.g. Xcode3.1.
  - Select the folder icon under "Location" next to the "Developer Tools Essentials" package name.
  - Select "Other..." at the top of the pop-up.
  - Navigate to the location for the new <Xcode> folder. Select "New Folder".
  - Enter a folder name in the "New Folder" window; e.g. Xcode3.1. Select "Create".
  - Finally, select "Choose" in the "Install Xcode Tools" pane.
6. Authenticate as the administrative user. The first user you create when setting up Mac OS X has administrator privileges by default.

Once the installation is complete, you can access the documentation by launching Xcode and choosing any of the items in the Help menu. Developer applications such as Xcode, Instruments, and Interface Builder are installed in <Xcode>/Applications.

## Uninstalling iPhone SDK and Xcode Developer Tools

To uninstall iPhone SDK and Xcode developer tools on the boot volume along with the <Xcode> directory, from a Terminal window type:

```
$ sudo <Xcode>/Library/uninstall-devtools --mode=all
```

If you just want to remove the underlying developer content on the boot volume, but leave the <Xcode> directory and supporting files untouched, from a Terminal window type:

```
$ sudo <Xcode>/Library/uninstall-devtools --mode=systemsupport
```

If you just want to just remove the UNIX development support on the boot volume, but leave the <Xcode> directory and supporting files untouched, from a Terminal window type:

```
$ sudo <Xcode>/Library/uninstall-devtools --mode=unixdev
```

Finally, to just uninstall the <Xcode> directory you can simply drag it to the trash, or from a Terminal window type:

```
$ sudo <Xcode>/Library/uninstall-devtools --mode=xcodedir
```

## Known Issues

The following issues are known to exist in this beta of the iPhone SDK:

- **iPhone Simulator**
  - The Simulator is known to fail when run by a user other than the user account under which the iPhone SDK was installed
  - Resetting the Simulator using the on-device Settings app by clicking Settings > General > Reset will leave the Simulator "stuck"
  - The version of the Foundation framework included in the Simulator includes functionality not found on the iPhone or iPod touch. Please consult the documentation for availability information
- **Xcode and developer tools**
  - The Xcode IDE will crash if iTunes 7.6.1 is installed after the iPhone SDK
  - The iPhone SDK is designed for Intel-based Macs in 32-bit mode; many features will not work on PPC-based Macs or in Intel 64-bit mode
  - Interface Builder is not yet included in this beta of the iPhone SDK