

# B4i (in Pc)

## What you need:

- 1- The B4i program, this is a Windows program running on a PC.
- 2- The Java SDK on the PC, free.
- 3- An Apple developer license, cost 99\$ per year.
- 4- A device for testing.
- 5- The Basi4i-Bridge program on the device, free.
- 6- A Mac builder to compile the program. The hosted Mac Builder service over Internet

## Steps to follow:

### 1- Installing Java JDK.

Java JDK must be installed, as B4i requires it.

### 2- Installing B4i.

Copy the license file b4i-license.txt to the B4i folder and to a safe place on the computer for backup. Note that this is not a text file, do not open it with a text editor. When you first run B4i you will be asked to enter your e-mail address, the one you used when you purchased it B4i. You find it also in the mail you received with the B4i file.

### 3- Install the Hosted Mac builder service.

When you bought this service, a code arrived by email. You must enter it in the IDE in "Tools -> Build Server -> Server Settings -> User Id:"

### 4- Configure Paths in the IDE.

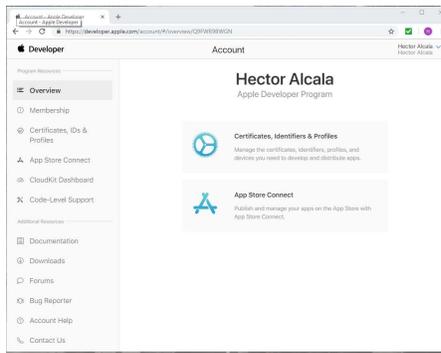
You need to configure the different paths in the IDE.

- Create a special folder for the Keys, for example C:\B4i\Keys.
- Create a specific folder for additional libraries, for example C:\B4i\AdditionalLibraries.
- Create a specific folder for shared modules, for example C:\B4i\SharedModules.

You must enter it in the IDE in "Tools -> Configure Paths" and place the locations of the requested information

### 5- Create a certificate and provisioning profile.

- Create a key by choosing "Tools - Private Sign Key". This process will create the file "**certSigningRequest.csr**" in the corresponding folder (C:\B4i\Keys). Which will be used for the generation of the certificate.
- Find the device UDID. Look the "B4iBeginnersGuide" -> 1.3.1 UDID. Be sure to have only the device to use (iPhone or iPad)
- Using your apple developer license, go to the corresponding page for the "**Certificate, Identifiers & Profiles**"



- Create a **distribution certificate (ad hoc + store)**. For this you will be asked for the location of the above mentioned " **certSigningRequest.csr** " file. The certificate will be generated. You must download it to the folder "**C:\B4i\Keys**"
- Create a **distribution profile (ad hoc)**. For this you will be asked for create an **App ID**, create an App ID of type **Wildcard App ID** y con el Bundle ID: "**anywheresoftware.b4i.\***" for example (You can only use this provisioning profile with applications that their package name starts with anywheresoftware.b4i. For example anywheresoftware.b4i.example). Enable the services required by your application. It will also ask you to **register a device** with which you will make the application. For this you need the UDID of the device. Connect the device to the PC and run the iTunes, select the device and in "Summary" click on the serial number until the UDID number appears and copy it and finish the registration of the device. Complete the registration of the profile and download it to the folder "**C:\B4i\Keys**"

## 6- Set the package name based on the provision app id.

Set the package name based on the provision app ID that you created earlier (**anywheresoftware.b4i.example.\***). "Project -> Build Configuration -> Package: **anywheresoftware.b4i.example**" without "."

## 7- Install the B4i certificate

Open Safari (device browser) and navigate to: [www.b4x.com/ca.pem](http://www.b4x.com/ca.pem)

Follow the instructions.

You can see at any time the profile in "Settings -> General -> Profile" and enable it in "Settings -> General -> About -> Certificate Trust Settings"

## 8- Install Build B4i-Bridge

In the IDE go to "Tools -> Build Server -> Build B4i-Bridge App" and after the correct compilation, the system will generate a QR which will have to be read with the camera of the device to be used for the development and using Safari will install this tool. Close Safari and



then click on the installed icon . With this process the installation will be finished and



the icon will be set .

