

SocialSpot

Installation Guide

A complete guide to installing and deploying the SocialSpot iOS application on a physical device using Xcode.

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Overview

SocialSpot is an iOS mobile application that allows users to create a profile, connect social media accounts, and view nearby users through a map-based interface. This document provides a complete guide to installing and deploying the application on a physical iOS device using Xcode.

Software and Requirements

Before beginning the installation process, ensure the following software and hardware prerequisites are met:

| Requirement | Details |
|-------------------|--|
| Operating System | Mac computer running macOS |
| IDE | Xcode (latest version recommended) |
| Target Device | iPhone or compatible iOS device |
| Apple ID | Required (free tier is sufficient) |
| Developer Account | Apple Developer Account (free or paid) |
| Connectivity | USB cable or wireless debugging connection |
| Network | Active internet connection |

Source Code Access

Clone the project repository using the following command:

```
git clone https://github.com/sawyerke/SocialSpot.git
```

The repository is hosted on GitHub at the following URL:

<https://github.com/sawyerke/SocialSpot>

Installation and Deployment Process

Follow the steps below to build and deploy SocialSpot to a physical iOS device.

Step-by-Step Instructions

1. Open the project in Xcode by double-clicking SocialSpot.xcodeproj or launching Xcode and selecting File > Open.
2. Connect your iPhone to your Mac via USB cable. When prompted on the device, tap Trust to authorize the connection.
3. Enable Developer Mode on the iPhone. Navigate to Settings → Privacy & Security → Developer Mode and toggle it on. The device will restart.
4. In Xcode, select your connected device as the build destination from the device toolbar at the top of the window.
5. Configure code signing under the Signing & Capabilities tab. Select your Apple ID as the development team. Xcode will automatically manage provisioning profiles.
6. Ensure the bundle identifier is unique. If another developer has already registered the default identifier, modify it to avoid conflicts (e.g., com.yourname.SocialSpot).
7. Press Cmd+R to build and run the application on your device.

Trust Certificate (First Launch Only)

When running the app for the first time on a physical device, iOS will block the launch until the developer certificate is trusted. To resolve this:

Navigate to Settings → General → VPN & Device Management, locate the developer profile associated with your Apple ID, and tap Trust.

External Resources

SocialSpot relies on the following external services and APIs:

| Resource | Description |
|--------------------------|--|
| Apple Developer Services | Code signing, provisioning profiles, and device registration (free or paid tier) |
| Map Services | Apple Maps integration via MapKit for the map-based user interface |
| Supabase Backend | PostgreSQL database, authentication, real-time subscriptions, and file storage |

Troubleshooting

The following table addresses common issues encountered during installation and deployment.

| Issue | Cause | Resolution |
|---------------------------------|--|--|
| Device not appearing in Xcode | USB connection not established or device not trusted | Reconnect the cable and tap Trust on the device when prompted |
| Build errors related to signing | Missing or misconfigured provisioning profile | Verify your Apple ID is selected under Signing & Capabilities and that Automatically Manage Signing is enabled |
| App installs but won't open | Developer certificate not trusted on the device | Go to Settings → General → VPN & Device Management and trust the developer profile |
| Bundle identifier conflict | Another developer has registered the same identifier | Change the bundle identifier to a unique value in the project settings |

Conclusion

SocialSpot can be deployed directly to a physical iOS device using Xcode by connecting the device, configuring code signing, and building the project. This streamlined process allows for efficient testing and development without requiring complex deployment environments or third-party distribution tools.