

Application Programming Interface - API

152 x 152

Icon-76@2x.png

- Home screen on iPad with retina display
- Square (NO MASK !)
- The rounded corners will be added by the iOS

iOS Human Interface Guidelines

Developer

iOS Developer Library

Search iOS Developer Library

iOS Developer Library

Resource Types

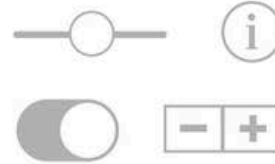
- Getting Started
- Guides
- Reference
- Release Notes
- Sample Code
- Technical Notes
- Technical Q&As
- Video
- Xcode Tasks

Topics

- Audio & Video
- Data Management
- General
- Graphics & Animation
- Languages & Utilities
- Mathematical Computation
- Networking & Internet
- Performance
- Security
- User Experience

iOS 7 Design Resources

Learn how to transition your app's user interface.



Documents



2041 of 2041

Title	Resource Type	Topic	Framework	Date
▶ Resolving App ID Prefix Mismatching	Technical Q&As	Languages & Utilities Distribution Tools	Security	2014-09-10 First Version
▶ Resolving the Invalid Signature binary rejection	Technical Q&As	Languages & Utilities Distribution Tools	Security	2014-09-10 First Version
▶ Resolving the Potential Loss of Keychain Access warning	Technical Q&As	Languages & Utilities Distribution Tools	Security	2014-09-10 First Version
▶ How iOS Determines the Language For Your App	Technical Q&As	User Experience	UIKit	2014-09-10 First Version
▶ Reducing Download Size for iOS App Updates	Technical Q&As	Data Management		2014-09-10 Content

Icon Requirements for iOS

Icon Requirements and Tips for Apple Devices

iOS Human Interface Guidelines (full version PDF)

Icons and Graphics
Icon Design

Icon and Image Design

- ["Icon and Image Sizes"](#) (page 207)
- ["App Icon"](#) (page 209)
- ["Launch Images"](#) (page 215)
- ["Bar Button Icons"](#) (page 218)
- ["Newsstand Icons"](#) (page 221)
- ["Web Clip Icons"](#) (page 224)
- ["Creating Resizable Images"](#) (page 225)

Icon Requirements for iOS – App Icon

iPhone square without the mask

180 x 180 px 3x

120 x 120 px 2x

Device or context	Icon size
iPhone	180px × 180px (60pt × 60pt @3x) 120px × 120px (60pt × 60pt @2x)
iPad Pro	167px × 167px (83.5pt × 83.5pt @2x)
iPad, iPad mini	152px × 152px (76pt × 76pt @2x)
App Store	1024px × 1024px (1024pt × 1024pt @1x)



Icon Requirements for iOS – App Icon

App Icon submitted
120 x 120 px



iOS 7 display of an app
icon on the Home screen



iOS 6 display of an app
icon on the Home screen



App Icon

Select Hello World Project in the Xcode

App Icons and Launch Images

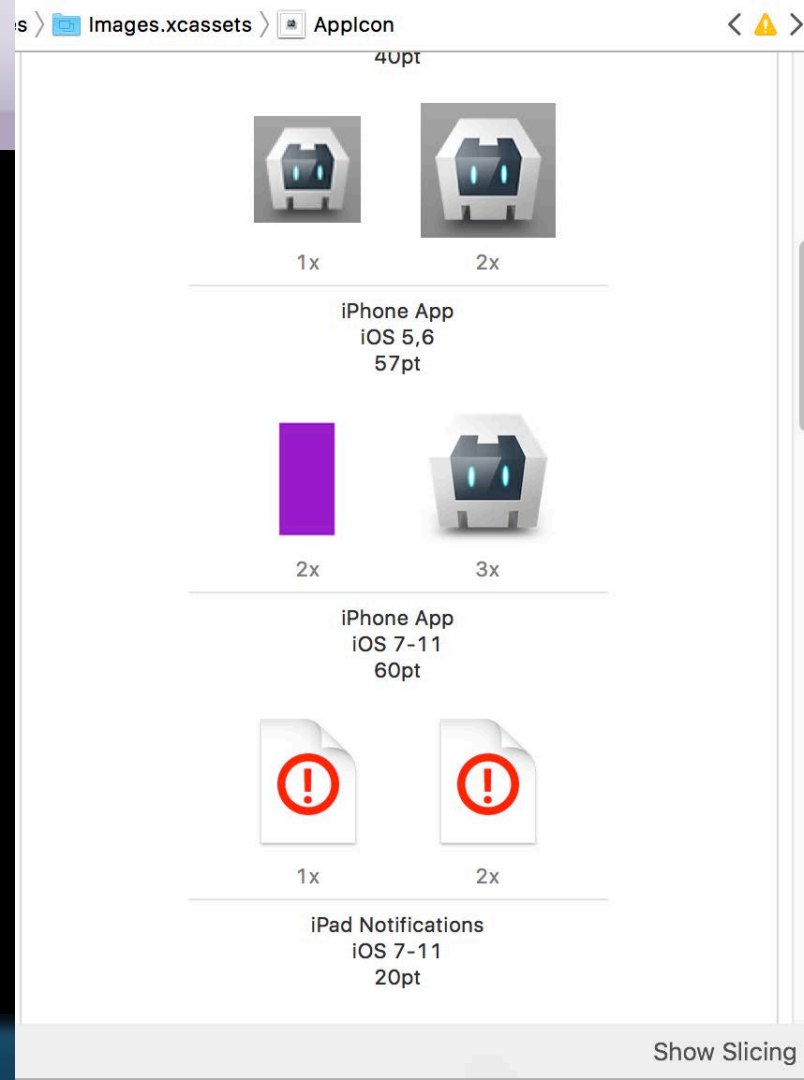
App Icon Source

Applcon

Click on the right “browse” icon to open Applcon window

Drag and drop your next icon

to iPhone App iOS 7-11 60pt



App Icon

Running Hello World on iPad

Hello World

config.xml
www
assets
css
icon.png
img
index.html
js
lib
res
pgbomit
icon
screen
spec
spec.html
merges
Staging
CordovaLib.xcodeproj
Classes
Plugins
Other Sources
Resources
Frameworks
Products

General Capabilities Resource Tags Info Build Settings Build Phases Build Rules

Status Bar Style: Default
 Hide status bar
 Requires full screen

App Icons and Launch Images

App Icons Source: **AppIcon**
Launch Images Source: Don't use asset catalogs
Launch Screen File: [dropdown]

Embedded Binaries

Add embedded binaries here

Linked Frameworks and Libraries

Name	Status
AssetsLibrary.framework	Required
libCordova.a	Required
CoreGraphics.framework	Required
MobileCoreServices.framework	Required

Identity and Type

Name: Hello World
Location: Absolute
Containing directory: [dropdown]
Full Path: /Users/tsoupi/my-app/platforms/ios/Hello World.xcodeproj

Project Document

Project Format: Xcode 3.2-compatible
Organization: [text field]
Class Prefix: [text field]

Text Settings

Indent Using: Spaces
Widths: 4 Tab 4 Indent
 Wrap lines

Source Control

Repository: --
Type: --
Current Branch: --
Version: --
Status: No changes
Location: [text field]

Cocoa Touch Class - A Cocoa Touch class

UI Test Case Class - A class implementing a unit test

File Explorer (Left Panel):

- Hello World
 - config.xml
 - www
 - assets
 - css
 - icon.png
 - img
 - index.html
 - js
 - lib
 - res
 - .pgbomit
 - icon
 - screen
 - spec
 - spec.html
 - merges
 - Staging
 - CordovaLib.xcodeproj
 - Classes
 - Plugins
 - Other Sources
 - Resources
 - Frameworks
 - Products

Assets Catalog (Left Panel):

- Brand Assets

Assets Catalog (Main View):

Assets Catalog (Main View) details:

- iPhone App (iOS 5,6 57pt): 1x, 2x
- iPhone App (iOS 7-9 60pt): 2x, 3x
- iPad Settings (iOS 5-9 29pt): 1x, 2x
- iPad Spotlight (iOS 7-9 40pt): 1x, 2x
- iPad Spotlight (iOS 5,6 50pt): 1x, 2x
- iPad App (iOS 7-9 76pt): 1x, 2x
- iPad Pro App (iOS 9 83.5pt): 2x

Buttons: +, -, (refresh icon)

Bottom Bar: Hello World

Identity and Type

- Name: Images.xcassets
- Type: Default - assetcatalog
- Location: Relative to Project
- Full Path: /Users/tsoupi/my-app/platforms/ios/Hello World/Images.xcassets

Target Membership

- Hello World

Source Control

- Repository: --
- Type: --
- Current Branch: --
- Version: --
- Status: No changes
- Location: --

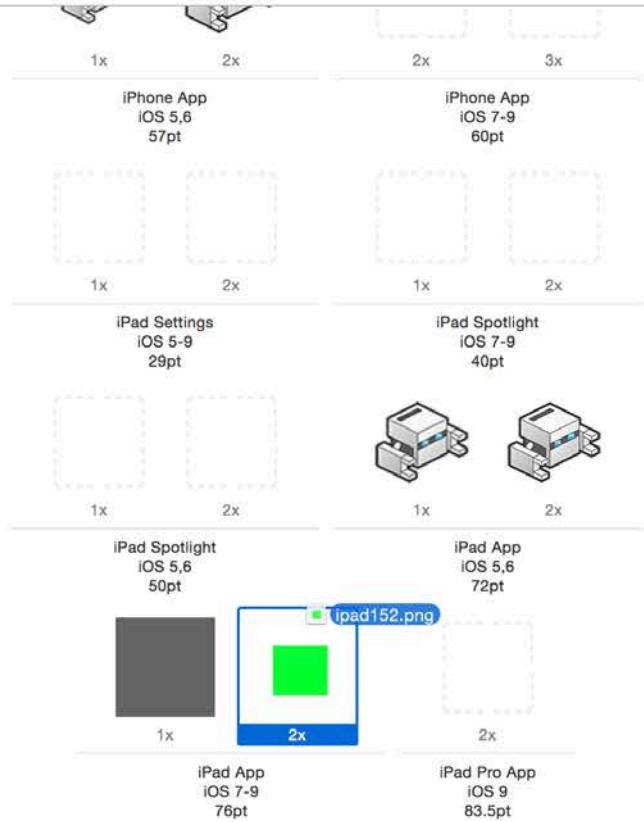
Buttons: (document icon), (code icon), (refresh icon), (info icon)

Recent Classes:

- Cocoa Touch Class - A Cocoa Touch class
- UI Test Case Class - A class implementing a unit test
- Unit Test Case Class - A class implementing a unit test

For more information please read "iOS Data Storage Guidelines" at: <https://developer.apple.com/icloud/documentation/data-storage/>
 To disable web storage backup to iCloud, set the BackupWebStorage preference to "local" in the Cordova config.xml file

- Applcon
- Brand Assets



Identity and Type

Name: Hello World
Location: Absolute
Containing directory: [Folder Icon]
Full Path: /Users/tsoupi/my-app/platforms/ios/HelloWorld.xcodeproj

Project Document

Project Format: Xcode 3.2-compatible
Organization: [Field]
Class Prefix: [Field]

Text Settings

Indent Using: Spaces
Widths: 4 (Tab) 4 (Indent)
 Wrap lines

Source Control

Repository: --
Type: --
Current Branch: --
Version: --
Status: No changes
Location: [Field]

- week5_PG_camera
- rdova-tutorial-master
- readme.md
- server
- solutions
- starter-www
- assets
- index.html
- js
- lib
- rdova-tutorial-master.zip
- ad76.png
- ad152.png

Cocoa Touch Class - A Cocoa Touch class

UI Test Case Class - A class implementing a unit test

File Explorer (Left Panel):

- Hello World
 - config.xml
 - www
 - assets
 - css
 - icon.png
 - img
 - index.html
 - js
 - lib
 - res
 - .pgbomit
 - icon
 - screen
 - spec
 - spec.html
 - merges
 - Staging
 - CordovaLib.xcodeproj
 - Classes
 - Plugins
 - Other Sources
 - Resources
 - Frameworks
 - Products

Assets Catalog (Middle-Left Panel):

- AppIcon
 - Brand Assets

Assets Catalog (Main Area):

- iPhone App
 - 1x (57pt)
 - 2x (60pt)
- iPad Settings
 - 1x (29pt)
 - 2x (29pt)
- iPad Spotlight
 - 1x (40pt)
 - 2x (40pt)
- iPad App
 - 1x (50pt)
 - 2x (50pt)
- iPad Pro App
 - 2x (76pt)
 - 2x (83.5pt)

Visuals: Dashed boxes for missing assets, solid colored squares (grey and green) for existing assets.

Identity and Type:

- Name: Hello World
- Location: Absolute
- Full Path: /Users/tsoupi/.../Hello World.xcodeproj

Project Document:

- Project Format: Xcode 3.2-compatible
- Organization: [Empty]
- Class Prefix: [Empty]

Text Settings:

- Indent Using: Spaces
- Widths: 4 (Tab), 4 (Indent)
- Wrap lines:

Source Control:

- Repository: --
- Type: --
- Current Branch: --
- Version: --
- Status: No changes
- Location: --

Class List (Bottom):

- Cocoa Touch Class - A Cocoa Touch class
- UI Test Case Class - A class

Simulator

The image shows the Xcode Simulator interface. At the top, the menu bar includes Xcode, File, Edit, View, Product, Debug, Source Control, Window, and Help. The status bar shows the system tray with icons for network, battery (32%), and time (Mon 11:52 AM). The main window title is "Running Hello World on iPad".

A dropdown menu is open over the simulator selection bar, listing the following devices:

- ✓ iPad 2
- iPad Air
- iPad Air 2
- iPad Pro
- iPad Retina
- iPhone 4s
- iPhone 5
- iPhone 5s
- iPhone 6
- iPhone 6 Plus
- iPhone 6s
- iPhone 6s Plus

Below the list are the options: "Add Additional Simulators..." and "Download Simulators...".

The main settings panel is currently on the "General" tab. The "Status Bar Style" is set to "Default". There are checkboxes for "Hide status bar" (unchecked) and "Requires full screen" (checked).

The "Images" section includes:

- App Icons Source: Applcon
- Launch Images Source: Brand Assets
- Launch Screen File: (empty)

The "Embedded Binaries" section is currently empty with the text "Add embedded binaries here".

The "Linked Frameworks and Libraries" section contains the following table:

Name	Status
AssetsLibrary.framework	Required
libCordova.a	Required
CoreGraphics.framework	Required
MobileCoreServices.framework	Required

The right sidebar shows the "Identity and Type" section with the following details:

- Name: Hello World
- Location: Absolute
- Containing directory: (empty)
- Full Path: /Users/tsoupi/my-app/platforms/ios/Hello World.xcodeproj

The "Project Document" section shows:

- Project Format: Xcode 3.2-compatible
- Organization: (empty)
- Class Prefix: (empty)

The "Text Settings" section shows:

- Indent Using: Spaces
- Widths: 4 (Tab), 4 (Indent)
- Wrap lines: checked

The "Source Control" section shows:

- Repository: --
- Type: --
- Current Branch: --
- Version: --
- Status: No changes
- Location: (empty)

At the bottom right, there is a "Cocoa Touch Class - A Cocoa Touch class" section with a plus icon.