OEM Service Specifications

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Introduction

This document outlines the OEM service, including the information requirements, production process and responsibilities.

The OEM application works on the iPhone, iPod Touch and iPad. Any references to 'iPhone' in this document also relate to the iPod Touch.

More information on the CommandFusion software products can be found at www.commandfusion.com

Artwork File Formats

All artwork must be provided in the following format:
- PNG (NO TRANSPARENCY)

All other image formats are not permitted.

All images must be in 72 DPI.

If you require custom artwork to be designed, we can provide this service at an addition cost. Please contact us with your requirements to receive a custom quote.

Deliverables

Please provide all deliverables in a single zip file, named to match your desired app name (without spaces), with folder structures as follows:
MyAppName.zip:
/appinfo.txt
/Icons/<icon files here>
/Screenshots/<screenshot files here>
/Loading Screens/<default loading screens here>
/GUI/<iphone GUI files here>
/GUI-568h/<iphone 5 gen files here>
/GUI-iPad/<ipad files here>
/GUI-iPadMini/<ipad mini files here (optional)>

Contact Details

For further information, please contact CommandFusion via one of the following:

- Email: support@commandfusion.com
- Skype: commandfusion

Configurable Options

The following options are available to be customized for your OEM application.
Please make sure to follow the file naming conventions EXACTLY!

For any text data, please provide in an appinfo.txt file, with each section under its own heading. Do NOT send word documents.

Application Name

The name of your application appears below the icon on the iPhone home screen.
It also appears prominently on the App Store listing of your application as well as in the iPhone settings. Choose a name that you and your customers will be able to quickly identify.

We recommend restricting this to 20 characters to ensure the whole name fits below the icon on the home screen. However, longer names are permitted and will be truncated on the home screen as necessary.

Optionally, you can also define a specific name to be shown below the app on the home screen, which differs from your app name as shown on the App Store. Use this option only if you need to use a long app name in the app store, but want a short name to show on the home screen.

Application Icon

The icon of your application that will appear on the device home screen as well as various other places within the OS and app stores. All formats are restricted to the Artwork File Formats as described earlier in this document.

- Icon29x29.png (29 x 29 pixels)
- Icon29x29@2x.png (58 x 58 pixels)
- Icon40x40.png (40 x 40 pixels)
- Icon40x40@2x.png (80 x 80 pixels)
- Icon57x57.png (57 x 57 pixels)
- Icon57x57@2x.png (114 x 114 pixels)
- Icon60x60.png (60 x 60 pixels)
- Icon60x60@2x.png (120 x 120 pixels)
- Icon72x72.png (72 x 72 pixels)
- Icon72x72@2x.png (144 x 144 pixels)
- Icon76x76.png (76 x 76 pixels)
- Icon76x76@2x.png (152 x 152 pixels)
- Icon512x512.png (512 x 512 pixels)
- Icon512x512@2x.png (1024 x 1024 pixels)

Note: All icon file names start with a capital "I".

More information is available at the links below:
iOS App Icon Design Guidelines
iOS App Icon Specifications

- DO NOT crop the icon to have rounded corners; this is automatically done for you. If you wish to apply effects such as a border, add this into the design but note that it will be automatically cropped to the correct corner radius dimensions. There should be NO transparency in your icon files.
- DO NOT apply the standard iPhone 'shine' to the icon; this is automatically done for you. You can also choose to have the shine disabled and create your own custom shine effect if you wish (or no shine at all). Please note if you want to enable or disable the shine!

Some helpful Photoshop templates are available here: http://appicontemplate.com

Application Description

The description of your application to appear on the App Store. Restricted to 4000 characters. This can also be updated at any time after release.

App Store Categories

You can choose a primary and secondary category for your application to be shown in the App Store. Please open the App Store in iTunes or on your iPhone to browse what categories are available. The secondary category is optional.

Support URL

This is the URL that will be linked from the 'Support' link on your App Store listing. We recommend directing this link to your company home page.

Support Email

This is the email that will be linked from the 'Support Contact' link on your App Store listing. We recommend directing this link to a generic email account within your company.

Territories (Countries)

Choose which territories you wish to have your application available in within the App Store. Only iTunes Store users in your selected territories will be able to see and download your application. To not limit your application by territory at all, simply state 'Whole World' for this option.

Application Release Date

If you wish to only have your application released on the App Store from a certain date, please define the date required. Otherwise the application will be released as soon as it's approved by Apple.

Application Loading Screen

The screen that shows whilst the application is loading can be customized to any static image.

iPhone: The image must be 320x480 pixels. Filename: Default.png
Retina Display: The image must be 640x960 pixels. Filename: Default@2x.png
5th Gen: The image must be 320x568 pixels. Filename: Default-568h.png
5th Gen Retina: The image must be 640x1136 pixels. Filename: Default-568h@2x.png

iPad: You have two options, a single loading screen that will show no matter what orientation the device is in, or a loading screen for both landscape and portrait mode. Provide only one file if you want to force loading screen to be locked into a certain orientation. Otherwise provide both files.

iPad Landscape: 1024 x 768 pixels, filename: Default-Landscape.png
Retina Display: 2048x1536, filename: Default-Landscape@2x.png

iPad Portrait: 768 x 1024 pixels, filename: Default-Portrait.png
Retina Display: 1536x2048, filename: Default-Portrait@2x.png

Note: The loading screen will be edited to contain the following information on any OEM build before we submit to the App Store: "Powered by CommandFusion Automation Engine" with a small CommandFusion logo. An example of this can be seen in the "iViewer 4" app on the app store.

Application Screenshots

The App Store listing can show up to 5 screenshots of your application for iPhone, iPhone 5th gen and another 5 screenshots for iPad. You must provide one screenshot for all platforms, but the rest are optional.

iPhone: Each screenshot must be for retina displays 640x960 pixels (or 960x640 for landscape).
Filenames: screenshot_01.png, screenshot_02.png, etc.

iPhone/iPod Touch 5th Generation: Each screenshot must be 640x1136 (or 1136x640 for landscape).
Filenames: screenshot_01-568h.png, screenshot_02-568h.png, etc.

iPad: Each screenshot must be 1024x768 pixels (or 768x1024).
Filenames: screenshot_ipad_01.png, screenshot_iPad_02.png, etc.

iPad Retina Display: Each screenshot must be 1536x2048 pixels (or 2048x1536).
Filenames: screenshot_ipad_01@2x.png, screenshot_iPad_02@2x.png, etc.

Screenshots can be created by developing a GUI for iViewer using our guiDesigner software, then loading the GUI onto an iPhone or iPad running the generic iViewer. To take screenshots, load the application and press the Power and Home hard buttons on the iPhone or iPad at the same time, then quickly release the buttons. A screenshot will then be saved to the iPhone photos library, which can then be retrieved via USB on your PC or Mac. You can also use the 'export screenshots' functionality built into guiDesigner (although this will not work for retina display resolutions required).

Default GUI

When your application is installed for the first time onto a customer's device, it will load the default GUI unless the 'Reload GUI File' option is turned on in the application settings. Provide us with the .gui and all assets (images, scripts, sounds, etc) used. We recommend inserting instructions on how to contact your company, as well as leaving the connection details completely empty.

The default GUI must not contain words such as "Demo" or "Sample" as this may delay application approval to the App Store. On a similar note, do not include any images or names that are copyright to Apple, as these may also result in your app being rejected by the App Review Team. Examples of illegal content are Apple logos, photos of Apple devices, etc.

Your default GUI for iPhone should include a copy of all graphics in retina display format (click the link for more info) with @2x in the filename just before the file extension. For example, if you have an image called "button.png" you need to include a separate file called "button@2x.png" that is exactly twice the pixel size as the original.

The default GUI's should be named and placed in folders like so:
GUI/default.gui
GUI-568h/default.gui
GUI-iPad/default.gui
GUI-iPadMini/default.gui (optional, same resolution as iPad, but smaller screen dimensions - so can be customized if required)

Keywords

Your app must have keywords associated with it, which is how people will find your app in the App Store search. The contents of the app description are not included in the search. This must be limited to 100 characters (not 100 words), separated by commas (no spaces). The commas and spaces are included in the 100 character limit. Please use a word processing or text editor to ensure the entire keyword contents is 100 characters or less.