

iTunes Extras/iTunes LP Development: How to Test v1.0



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Testing for a Mac or PC

To test the functionality of your iTunes LP or iTunes Extras on a Mac or PC, you can use Safari to perform initial tests during development. Drag the index.html file into Safari and click to test basic navigation. You can also use the keyboard arrows to navigate as you would on Apple TV with the 6-button remote. If you've used the provided templates, you will hear a "bonk" noise when using the arrows and you reach the end of a navigable plane, just like you would on Apple TV. Note that your core assets (movies and albums/tracks) will not work through a browser and instead will need to be played through iTunes in the following manner:

1. Set up iTunes for debugging and editing XIDs by running the following commands in the command line prior to launching iTunes.

Edit HTML:

To allow right click "Inspect Element" when in an iTunes LP or iTunes Extras:

Mac: defaults write com.apple.iTunes WebKitDeveloperExtras -bool true

Windows: iTunes.exe /setPrefInt WebKitDeveloperExtras 1

To undo this change to iTunes, run this command:

Mac: defaults write com.apple.iTunes WebKitDeveloperExtras -bool false

Windows: iTunes.exe /setPrefInt WebKitDeveloperExtras 0

Asset XID editing:

To change the "Grouping" field in Get Info to "XID":

Mac: defaults write com.apple.iTunes booklet-authoring-mode 1

Windows: iTunes.exe /setPrefInt booklet-authoring-mode 1

To undo this change to iTunes, run this command:

Mac: defaults write com.apple.iTunes booklet-authoring-mode 0

Windows: iTunes.exe /setPrefInt booklet-authoring-mode 0

2. Prepare fake XIDs (if real XIDs are not yet available for your songs or movie - see section `uuid` below) and add it to the core asset by launching the Get Info panel and adjusting the "Grouping" field (see above). A mocked up core movie asset with chapters (iTunes Extras Test Video.m4v) has been provided for you to download and review chapter functionality. You can edit the "Grouping" field to remove the ID "TEST:uuid:F97CCBE5-EBD4-4A30-A13A-6B5052EE6A04" and replace it with your own test or real XID.
3. Add same XID you've placed on core asset in the data.js file.
4. Create an .itlp or .ite package by simply adding ".itlp" or ".ite" to your folder containing the index.html file. If you are using a Mac, this will turn the folder into a package in the Finder; to continue editing, you'll have to right click on the package and choose "Open Package Contents" from the menu. Then drag that package into iTunes along with the core asset (album or movie) or the mocked up core movie asset "iTunes Extras Test Video".
5. Make sure that your background audio is present in the "audio" folder, and your bonus content (audio or video) is present in the "videos" folder. These files must be m4vs (for videos) or m4as (for audio only extras) to function properly.

Testing for Apple TV

To test the functionality of your iTunes LP or iTunes Extras on Apple TV:

1. Make sure that your manifest.xml file allows your iTunes LP or iTunes Extras to play on Apple TV by including this section:

```
<requirements>
<supported_platforms>
<platform name="iTunes" minimum_version="9.0"/>
<platform name="AppleTV" minimum_version="3.0"/>
</supported_platforms>
</requirements>
```
2. Make sure your core assets and the iTunes LP or iTunes Extras share the same "Album" Name in the Get Info Panel. That way, they will correctly show up on the Apple TV. Note that this is for testing only.
3. Sync the core asset and the iTunes LP or iTunes Extras over from iTunes to Apple TV.

Creating XIDs for Testing

If you are testing iTunes LP or iTunes Extras prior to submission to the iTunes Store, and you have not yet finalized the identifiers for your content, you may wish to generate temporary XIDs for testing. The best way to do this is to use the reserved prefix TEST, combined with the uuid scheme.

To generate an XID using the TEST prefix and the uuid scheme, first generate a unique UUID for the track or video to be temporarily identified with the XID. You can do this using the uuidgen command on Mac OS X; for example:

```
$ uuidgen
94C2C4BC-E57B-4CA6-B7C9-AA9EE8A63298
```

Then, create your XID by prepending "TEST:uuid:" to your UUID. For example, for the UUID above, you would use the following XID:

```
TEST:uuid:94C2C4BC-E57B-4CA6-B7C9-AA9EE8A63298
```

For more information on XIDs, see the Development Guide.