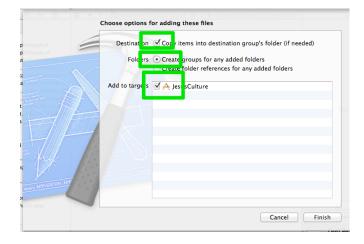
## **Create Icons for Apps**

- 1) Create 2 .png files 57x57 and 72x72
- 2) Drag and Drop into Supporting Files Folder
- 3) Check/Select items > Finish



4) Localize images
5) Add Icon files

JesusCulture	Key	Type	Value
1 target, iOS SDK 6.0	▼ Information Property List	Dictionary	(20 items)
EususCulture BeususCulture BeususCultureAppDelegate.h m JesusCultureAppDelegate.m BeusuSCultureMa.iewController.h m JesusCultureMa.iewController.m BeusuSCultureMa.iewController.m JesusCultureDetailViewController.m JesusCultureDetailViewController.m JesusCultureMa.incoller_iPhone.xib JesusCultureMa.incoller_iPhone.xib	Localization native development reg	String	en
	Bundle display name	String	\${PRODUCT_NAME}
	Executable file	String	\${EXECUTABLE_NAME}
	Get Info string	String	
	▼Icon files	Array	(2 items)
	Item 0	String	icon57.png
	Item 1	String	icon72.png
	Bundle identifier 🗧 🔾 🔾	String	ç edu.rockvalleycollege.
	InfoDictionary version	String	6.0
JesusCultureDetntroller iPad.xib	Bundle name	String	\${PRODUCT_NAME}
V Supporting Files	Bundle OS Type code	String	APPL
icon57.png	Bundle versions string, short	String	1.0
icon72.png	Bundle creator OS Type code	String	7777
iphone57.jpg	Bundle version	String	1.0
🙀 ipad72.jpg	Application Category	String	
JesusCulture–Info.plist	Application requires iPhone environ	Boolean	YES
infoPlist.strings m main.m h JesusCulture-Prefix.pch i Default.png i Default@Zx.png i Default@Zx.png Frameworks	Copyright (human-readable)	String	
	Icon already includes gloss effects	Boolean	NO
	Required device capabilities	Array	(1 item)
	Status bar tinting parameters	Dictionary	(1 item)
	Supported interface orientations	Array	(3 items)
	Supported interface orientations (iPa	Array	(4 items)

- 6) Project > Clean
- 7) Project > Build
- 8) Check to make sure INFOPLIST\_FILE has correct .plist & info has both images

