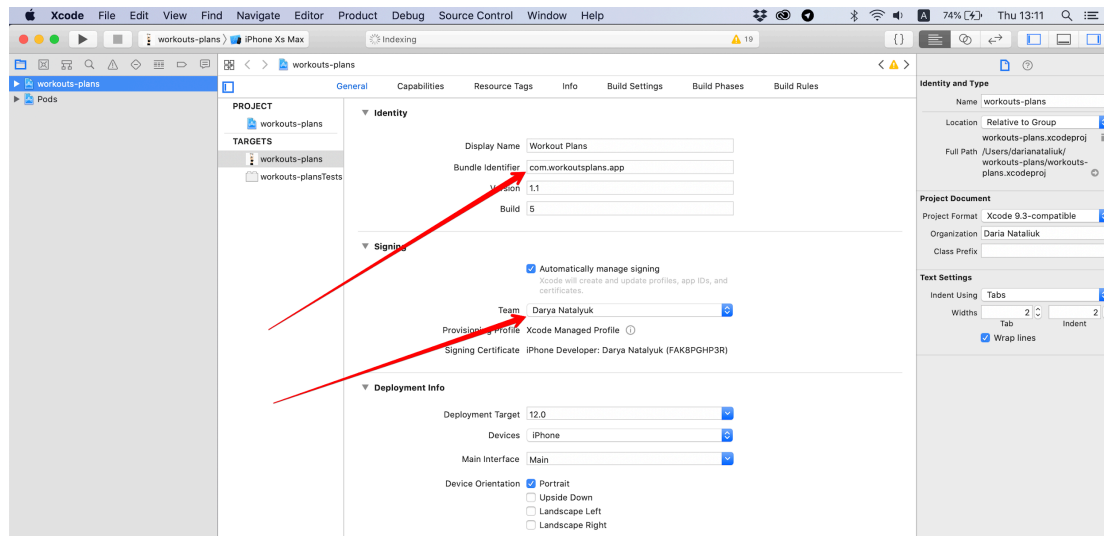


Open project with Xcode (<https://developer.apple.com/xcode/>)

Click .xcworkspace from project archive to open it.

Change the Bundle Identifier and Team Section

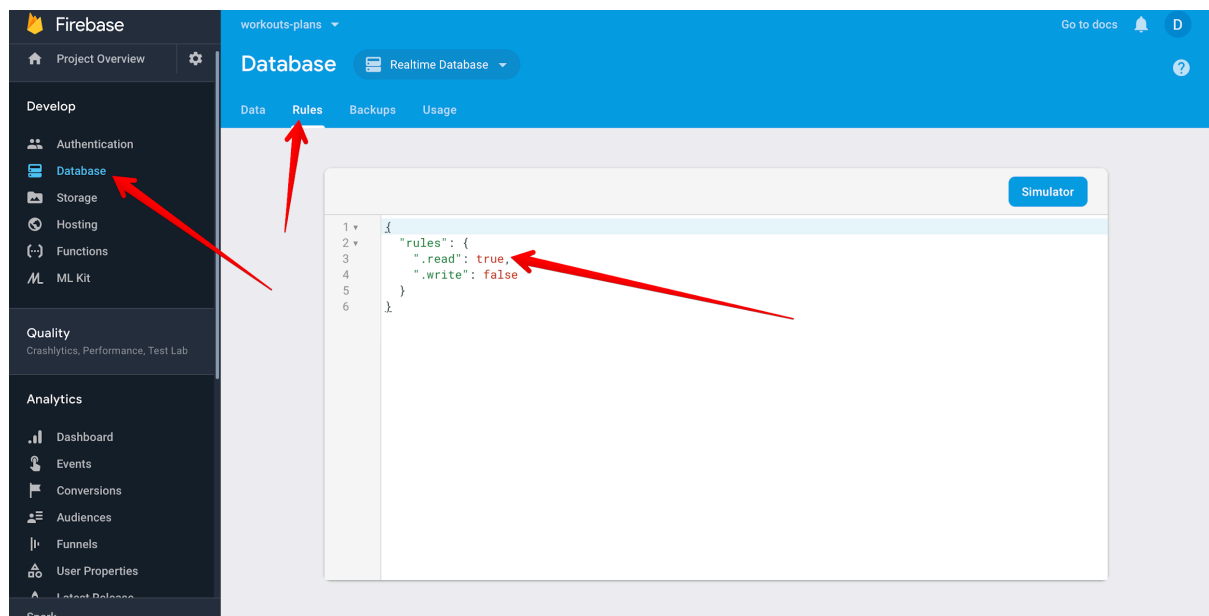


Add Firebase to your project

<https://firebase.google.com/docs/ios/setup>

Don't forget add GoogleService-Info.plist file to project.

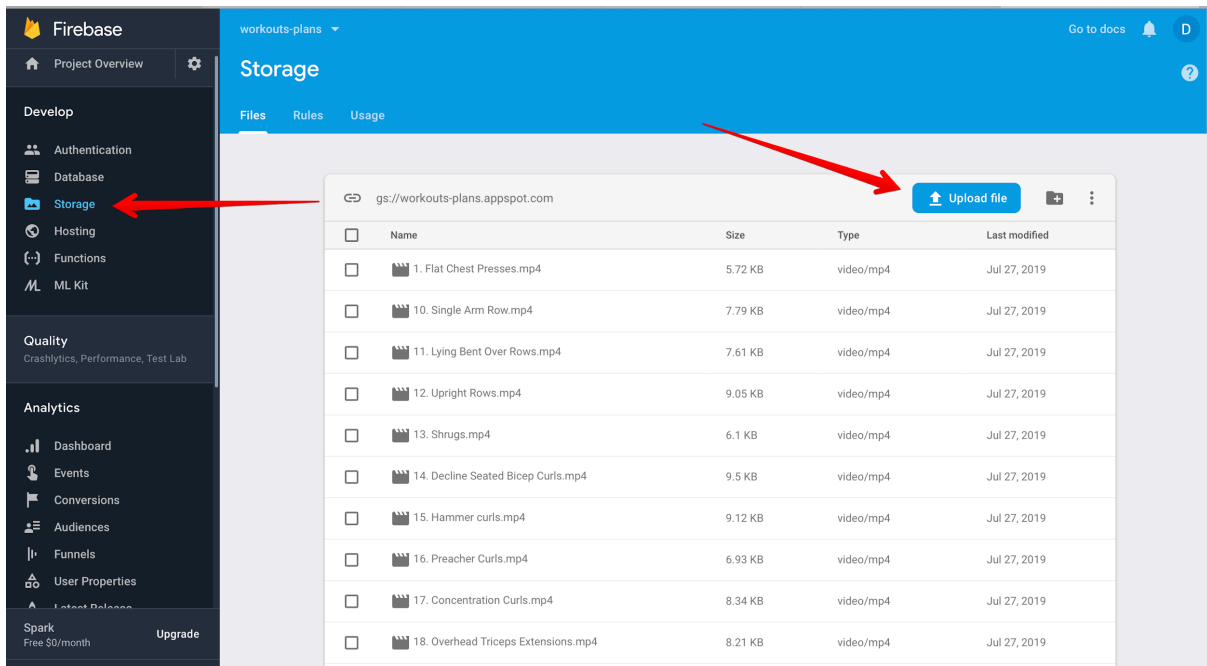
Set database rules to "read":



Add Storage to project

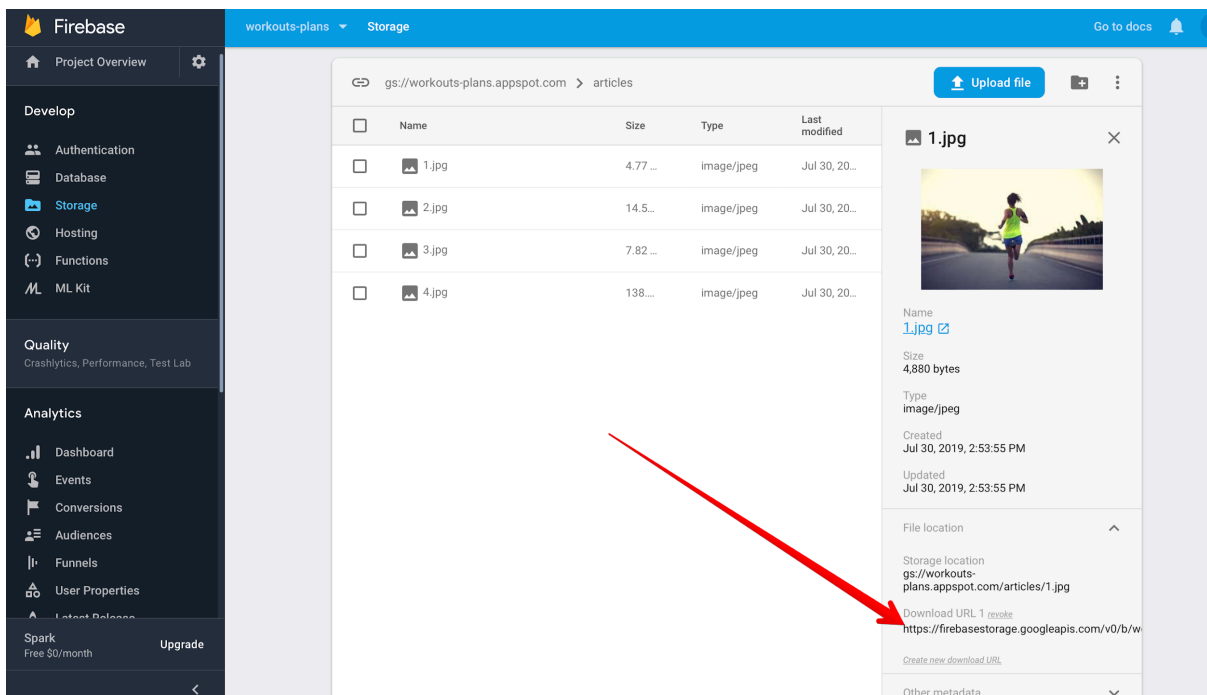
<https://firebase.google.com/docs/storage/ios/start>

Load files to Storage from storage-files folder

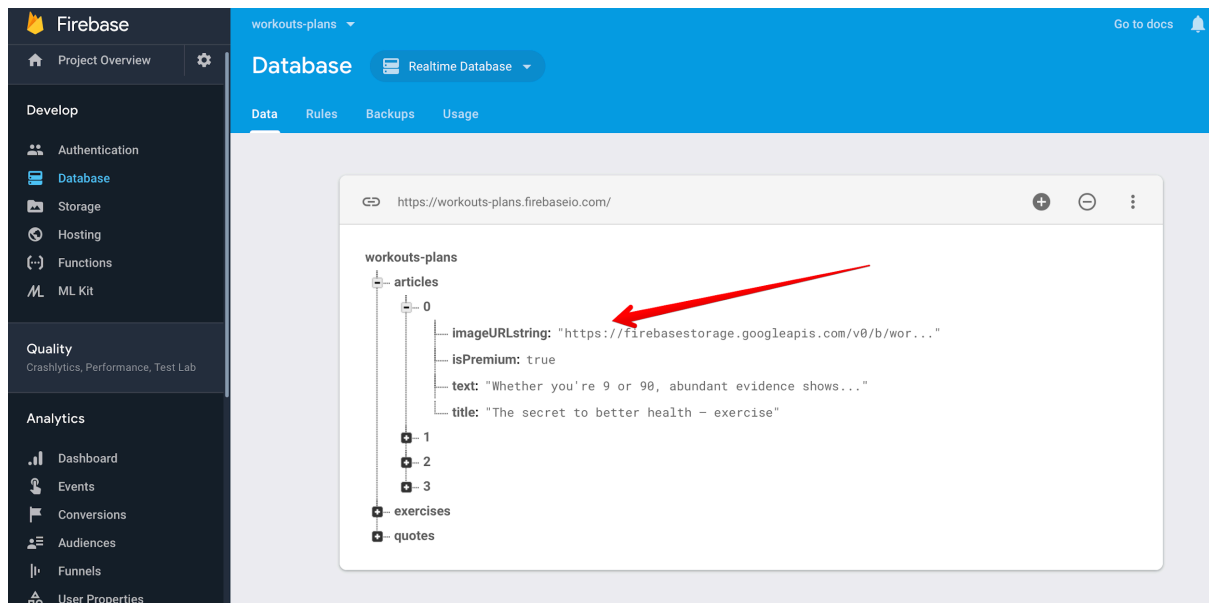


Change links in database

For example, find new picture link for article in your firebase storage:



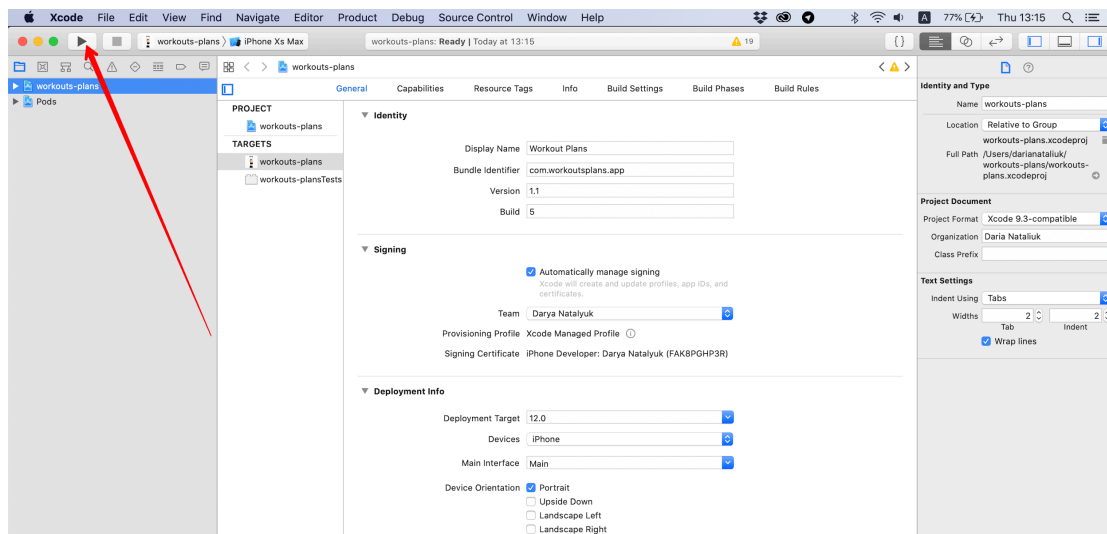
And change link to your new link in firebase database:



Make in-app purchases working

To make in-app purchases work, create them in Appstore and change shared secret and purchases IDs inside app.

Launch project to test it



Submit app to the AppStore (<https://developer.apple.com/ios/submit/>)

Also re-skin the app before the AppStore submission.

Write me if you have any questions

<https://www.codester.com/Andrey12/>

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