- 1. Ouvrez le fichier Fans2Foot.xcodeproj
- 2. Dans le menu projet Fans2Foot :
  - a. allez dan l'éditeur de projet **Project** : Changez le **iOS deployement** en **iOS 4.3** dans l'onglet **info.**

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b. Changez aussi commande-line build use en Debug.

c. Dans build setting > Architectures mettez armv6 armv7 au lieu de standard armv 7 et base SDK en iphoneos 4.3.

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- d. Faite aussi la même procédé pour **Target** : dans l'onglet **Summary** et **Build Settings.**
- 3. Sur le menu **Schemes :** cliquez sur Fans2foot et édit **shemes** changez les **Debugger** en **LLDB** dans le sous menu **Run Fans2Foot.app** et **Test.**

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4. Ouvrez maintenant Mainstoryboard dans file inspector > interface builder document, changez Deployement en iOS 5.0(au lieu de Project SDK version 5.0) et Developpement en Xcode 4.2.



NB : Essayer de redémarrer a xcode ou de « cleaner » a chaque fois qu'il bugg