

You can't access any 3.2 only classes directly if you use an earlier deployment target, you need to use `NSStringFromClass` and check for not nil, for example:

```
Class popoverClass =
(NSStringFromClass(@"UIPopoverController"));
if (nil != popoverClass) {
    popover = [[popoverClass alloc] initWithContentViewController:
picker];
}
```

On Apr 8, 2010, at 1:51 PM, Rob wrote:

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in the Build tab for the project (project get info)
- architectures > any iPhoneOS device Optimized
Base SDK iPhone Device 3.2
- uncheck 'build active architecture only'

Deployment

- Targeted device family iphone/ipad
- iPhone OS deployment target iPhone OS 3.1.2

Now build using Device 3.2

your executable will be weak-linked, and will be installable on iphone or iPad.

You still will need to check at runtime for the appropriate symbols and classes, either by using Mike's method below or by enclosing 3.2 code in

```
if (UI_USER_INTERFACE_IDIOM() == UIUserInterfaceIdiomPad){
// device is an iPad
    ipad stuff
}
else{
    iphone stuff
}
```