Supported Capabilities

The capabilities available to your app depend on the platform, type of app, and the signing identity. The signing identity depends on the team setting of the target set on the General pane. For Mac apps, the capabilities also depend on the signing identity you choose (Mac App Store, Developer ID, or None) under the Team pop-up menu, described in Configuring Identity and Team Settings.

Capability	iOS	iOS Enterprise	watchOS Extension	watchOS App	tvOS	Mac	Mac Developer ID
App Groups	●	●	●	●	●	●	○
Apple Pay	○		○				
App Sandbox						●	○
Associated Domains	○	●	○				
Background Modes	●	●		●	●		
Data Protection	●	●	●		●		
Game Center	○				○	○	
Game Controllers					●		
HealthKit	●	●	●				
HomeKit	●	●	●				
iCloud: CloudKit	○	●	○		○	○	
iCloud: iCloud Documents	○	●	○			●	○
iCloud: Key-Value Storage	○	●	○		○	○	
In-App Purchase	○				○	○	
Inter-App Audio	●	●					
Keychain Sharing	●	●	●		●	○	
Maps	●	●	●			○	
Personal VPN	○	●				○	
Push Notifications	○	●	○		○	○	
Wallet	○	●	○				
Wireless Accessory Configuration	●	●					

● Requires an Apple ID. For Mac apps, the signing identity must be Apple ID.

○ Requires an Apple ID associated with an Apple Developer Program membership. For Mac apps, the signing identity must be Mac App Store or Developer ID.

Type of App	Description
iOS	An iOS app where the team is a personal team or a member of the Apple Developer Program.
iOS Enterprise	An iOS app where the team is a member of the Apple Developer Enterprise Program. iOS enterprise apps can use the MapKit framework but not provide routing directions. You can't upload a geolocation file to iTunes Connect because you don't have an iTunes Connect account.
watchOS Extension	A watchOS 2 WatchKit extension where the team is a personal team or member of the Apple Developer Program.
watchOS App	A watchOS 2 WatchKit app where the team is a personal team or member of the Apple Developer Program.
tvOS	A tvOS app where the team is a personal team or a member of the Apple Developer Program.
Mac App Store	A Mac app where the team is a personal team or a member of the Apple Developer Program, and the signing identity is Mac App Store.
Mac Developer ID	A Mac app where the team is a member of the Apple Developer Program, and the signing identity is Developer ID. To use Game Center or In–App Purchase, create an app record and configure the service in iTunes Connect but don't upload your app.

Mac Note: On OS X v10.11 and later, you can store documents in the user's iCloud Drive folder without needing to set the signing identity and enable iCloud in the Xcode project. To configure iCloud Drive, read Enabling Document Storage in iCloud Drive in *iCloud Design Guide*.