

Distributing Your App Using TestFlight (iOS, tvOS, watchOS)

You've created your app in Xcode and optionally added app services. You've tested your app in a device simulator and on your own devices. It's time to distribute your app to a wider audience—to give the app a “real-world” test and, in some cases, to offer users a preview of your next version.

Let Apple distribute your prerelease app for you using TestFlight. You upload your app to iTunes Connect, as described in [Uploading Your App to iTunes Connect](#), and then use iTunes Connect to invite testers. Optionally, distribute your app to 25 internal testers (your iTunes Connect users) or 1000 external testers per app (users with email addresses). Testers download and install thinned variants of your app using the TestFlight app available on the store. Apple provides a crash report service, described in [Analyzing Crash Reports](#), that allows you to view crash reports directly in Xcode for apps distributed using TestFlight.

If you invite internal testers only, your app is not submitted to Beta App Review.

Important: Rigorously test your app on a variety of devices and operating system versions. Because different kinds of devices and releases have different capabilities, it's not sufficient to test your app on a device provisioned for development or on a simulator. A simulator doesn't run all threads that run on devices, and launching apps on devices through Xcode disables some of the watchdog timers. At a minimum, test the app on all devices that you support and have available. In addition, keep prior releases installed on devices for compatibility testing. If you don't support certain devices or releases, indicate this fact in the project target settings in Xcode, as described in [Setting Deployment Info](#).

After you upload your app to iTunes Connect, as described in [Uploading Your App to iTunes Connect](#), use iTunes Connect to perform the following tasks:

1. View build details.
2. Add metadata for your prerelease app.
3. Invite internal and external testers.
4. If you invite external testers, submit your app to Beta App Review.

For detailed steps, read [TestFlight Beta Testing \(Optional\)](#) in *iTunes Connect Developer Guide*. To install the TestFlight app on a device, search for TestFlight in the store app running on the device and click Get.