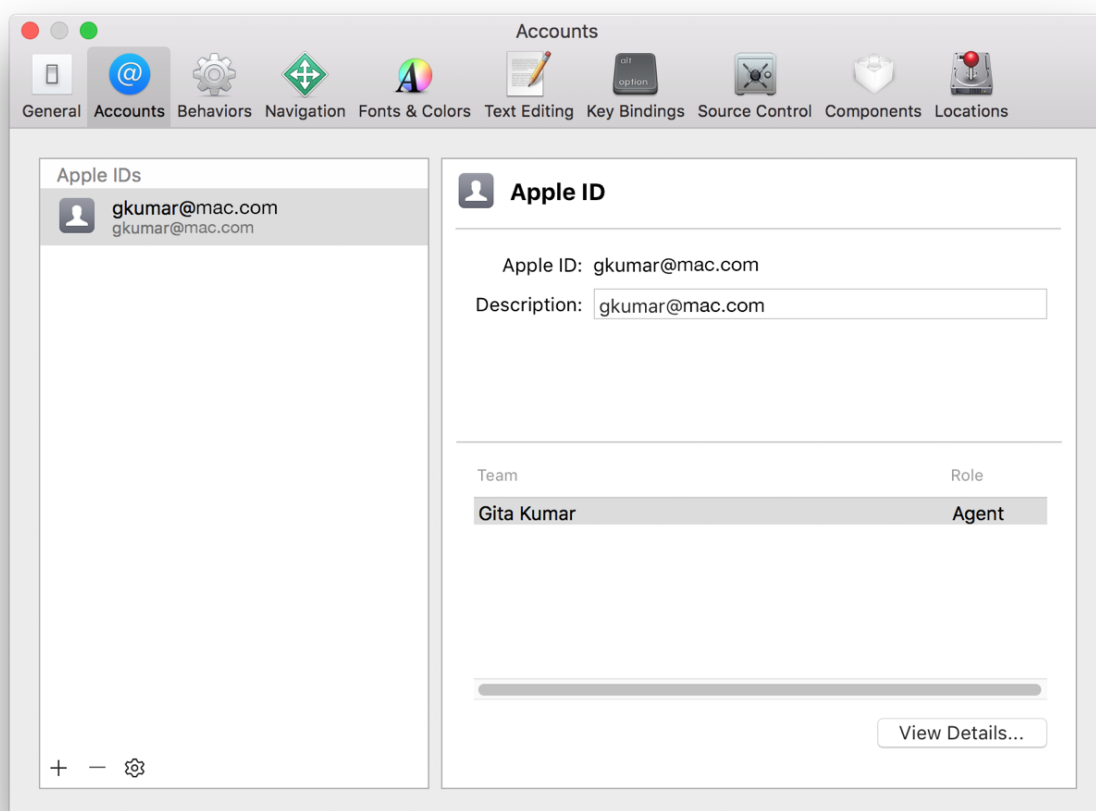


# Managing Accounts

The Accounts preferences pane is the central location for managing all of the accounts your projects will use, including your Apple ID used to manage your code signing assets. By adding an Apple ID account, optionally joining the Apple Developer Program, and assigning your project to a team, you provide Xcode with the credentials to manage your certificates, identifiers, and profiles. If you don't have an Apple ID, you can create one for free. However, if you don't join the Apple Developer Program, the capabilities your app can use are limited, described in Supported Capabilities. You'll learn how to manage your Apple ID accounts in this chapter.



## About the Apple Developer Program

The *Apple Developer Program* is for individuals and organizations developing apps for distribution on the App Store, the Apple TV App Store, the Mac App Store, and outside of the Mac App Store as a known developer. The Apple Developer Program includes support for distributing Safari extensions. The *Apple Developer Enterprise Program* is for organizations developing and distributing proprietary in-house apps for their employees.

The Apple Developer Program offers a complete set of technical resources, and support, providing everything you need to create innovative apps, Safari extensions, and accessories for devices. After you enroll in the Apple Developer Program, you have full access to both your *developer account* at [developer.apple.com/account](https://developer.apple.com/account) and iTunes Connect. If you enroll in the Apple Developer Enterprise Program—which allows you to distribute apps to employees but not submit them to the store—you only have access to your developer account.

To learn more about the Apple Developer Program, go to the [Apple Developer Program](https://developer.apple.com). To join the Apple Developer Enterprise Program, go to [Apple Developer Enterprise Program](https://developer.apple.com/enterprise) and later, read [Distributing Apple Developer Enterprise Program Apps](#).

## Choose to Enroll as an Individual or an Organization

During the enrollment process, you choose whether to enroll as an individual or an organization. If you enroll as an *individual*, you're considered a one-person team, one who can perform all the tasks described in this guide except manage multiple team members.

During enrollment, you're asked for basic personal information, including your legal name and address. If you enroll as an organization, you provide a few more things, such as your legal entity name and D-U-N-S Number, as part of the verification process. When your information is verified, you review license agreements, pay for membership on the Apple Online Store, and receive details on your activated membership.

If you enroll as an *organization*, you may add other developers to your team and grant them privileges to manage your account. Each team member must have an *Apple ID* with a unique email address that's verified by Apple. You use your Apple ID to sign in to your developer account and iTunes Connect. Team members have different privileges, so depending on your role, you may not be able to perform all the tasks in this book.

To learn about the different roles and privileges, read [About Apple Developer Program Team Roles and Privileges](#).

## You Can Join Multiple Teams

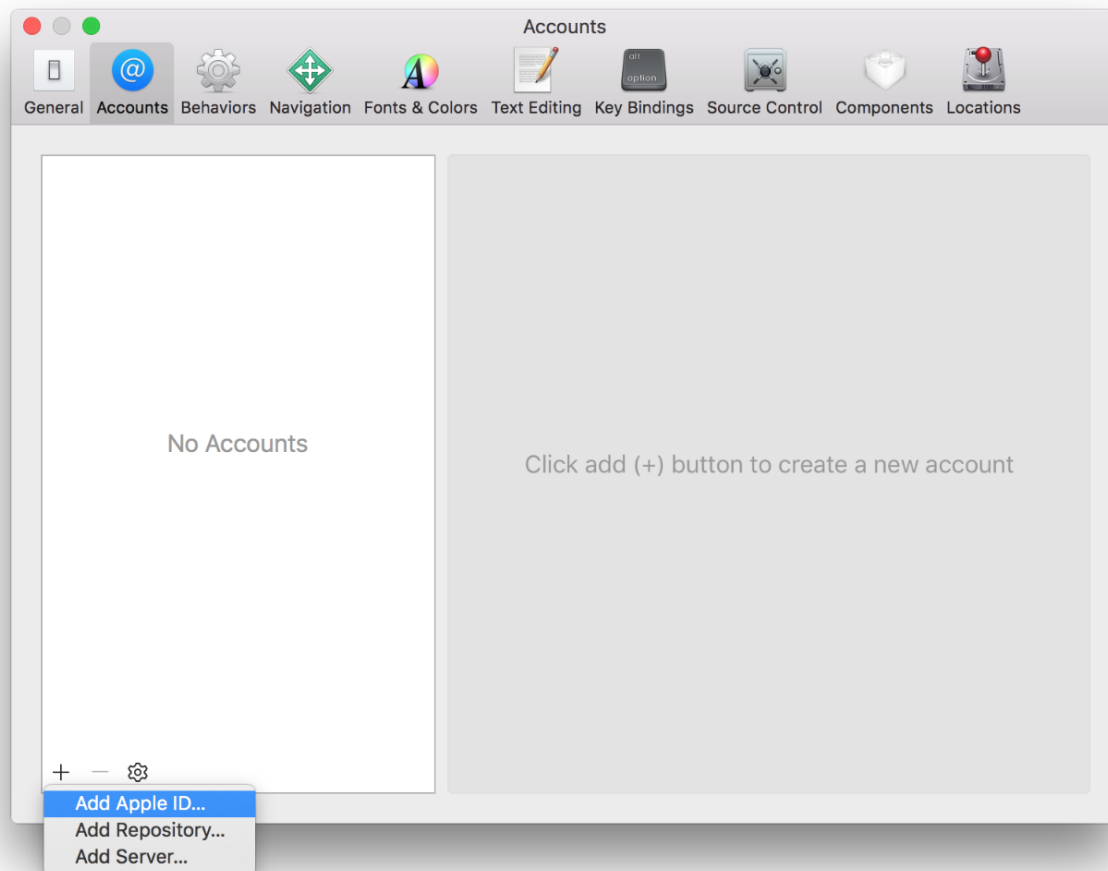
You can use an Apple ID to join multiple teams. A single Apple ID can be associated with multiple Apple Developer Program accounts. Using the same Apple ID, you can enroll as an individual and join other teams.

## Adding Your Apple ID Account in Xcode

Start by adding your Apple ID using the Accounts preferences pane in Xcode. If you want to join the Apple Developer Program, you can join directly from Xcode. If you don't join the Apple Developer Program, you can still run your app on devices but the capabilities your app can use are limited. If you are a member, you can also enter an Apple ID for an iTunes Connect user to view crash reports, described in [Analyzing Crash Reports](#). You can add multiple Apple ID accounts.

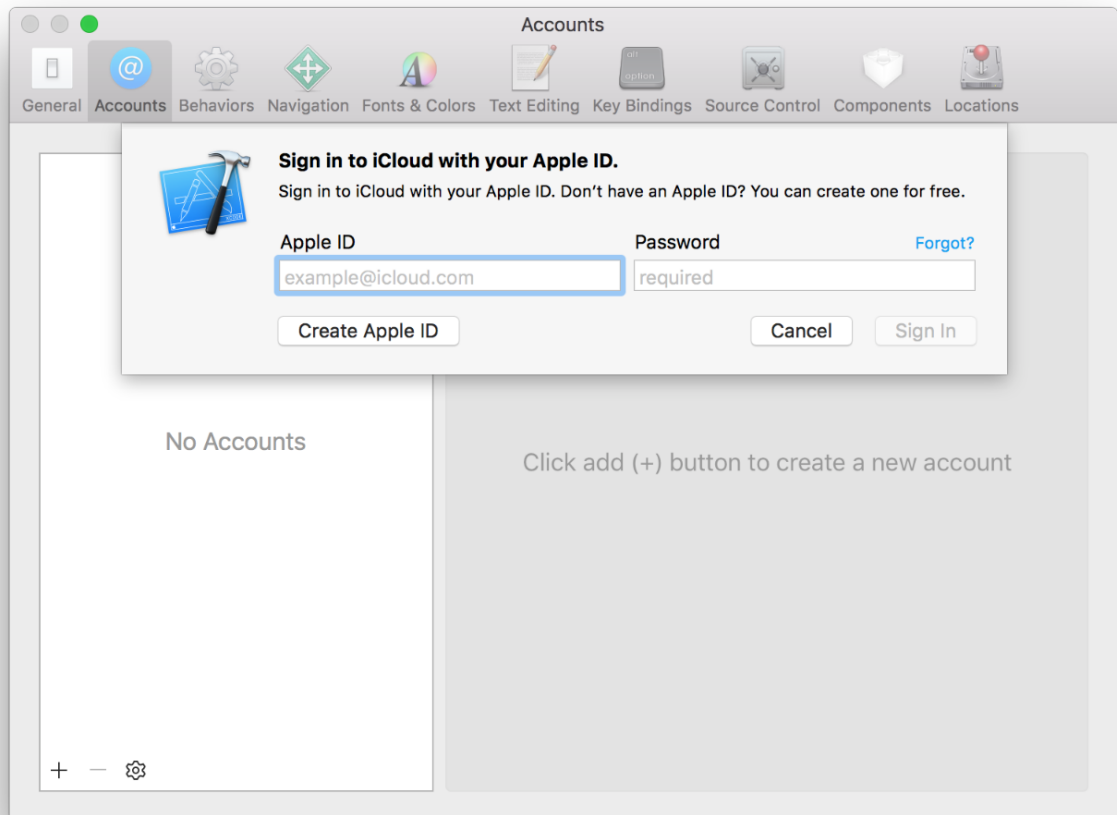
### To add an Apple ID account

1. Choose Xcode > Preferences.
2. At the top of the window, click Accounts.
3. In the lower-left corner, click the Add button (+) .
4. Choose Add Apple ID from the pop-up menu.



5. In the dialog that appears, enter your Apple ID and password, and click Sign In.

On OS X 10.11 and later, if you have two-step verification for Apple ID enabled, you may need to enter an additional verification code (go to Frequently asked questions about two-step verification for Apple ID to learn more). On earlier operating systems, you may need to enter an app-specific password (go to Using app-specific passwords for how to generate an app-specific password).



6. If you don't have an Apple ID, click "Create Apple ID" in the lower-left corner of the dialog.

After you create your Apple ID, perform these steps again.

7. Optionally, enter a description for your Apple ID in the detail area.

If you belong to a team in the Apple Developer Program, the team appears in the team table and your team role appears in the platform columns. If you are an individual, your role is agent. If you are not a member of the Apple Developer Program, your personal team appears in the team table with the word `Free` in the role column.

### To remove an Apple ID account

1. Choose Xcode > Preferences.
2. Click Accounts at the top of the window.
3. Select the Apple ID account you want to delete in the left column.
4. Click the Delete button (-) in the lower-left corner.

## Recap

In this chapter, you learned how to add your Apple ID account and join the Apple Developer Program. Later, you'll assign your Xcode project to one of your teams. Xcode uses this information to create your certificates, identifiers, and profiles for you.