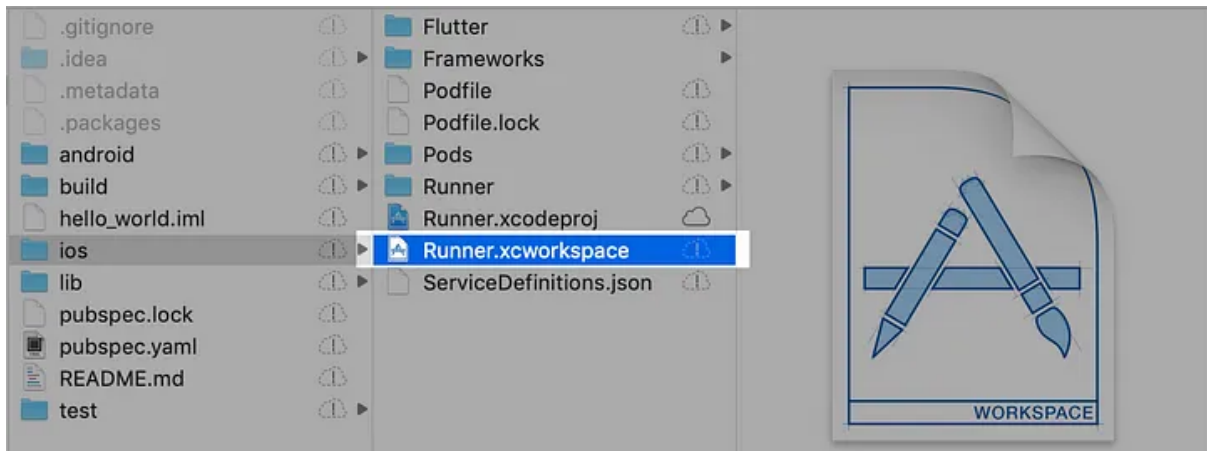
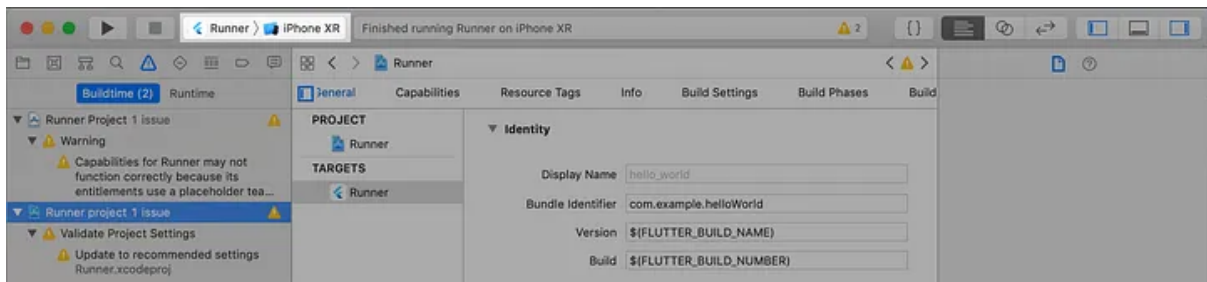


How to test your Flutter iOS app on your iOS device

First, you will need to locate the Runner.xcworkspace file inside the ios folder of your project folder.



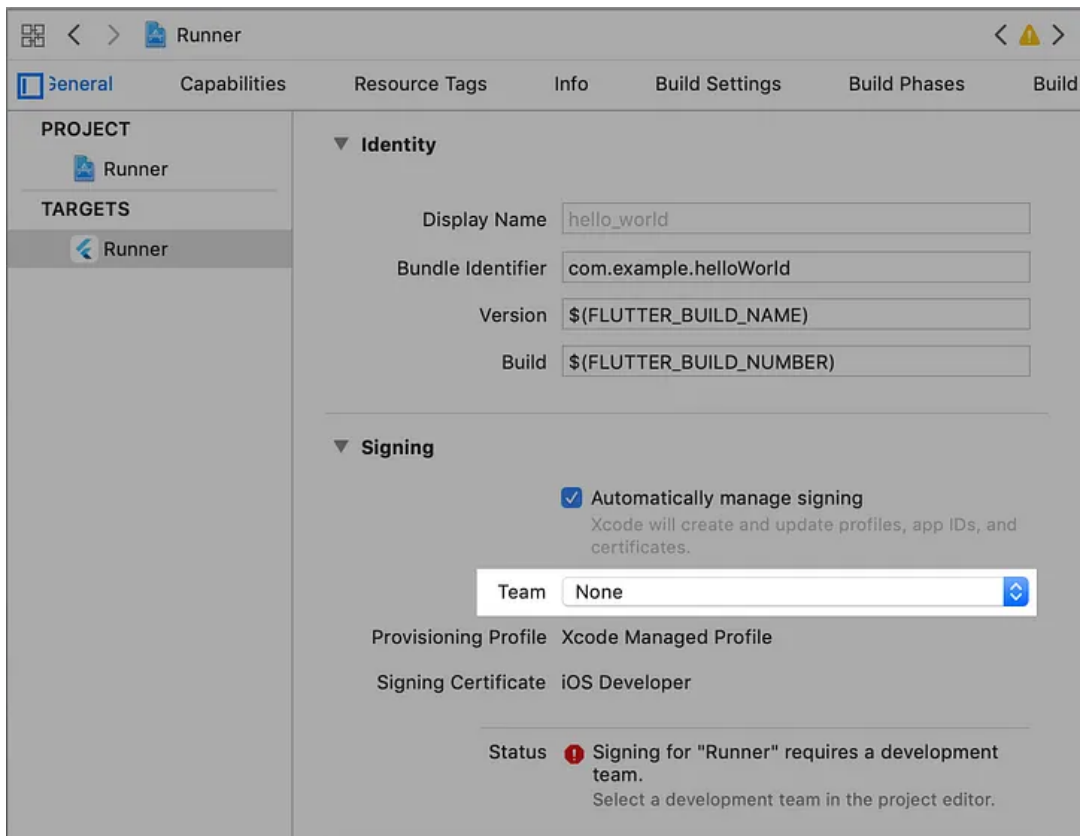
After you open your project, you can configure the device in the top left corner as shown below. Make sure your iPhone is connected to your computer with a USB cable.



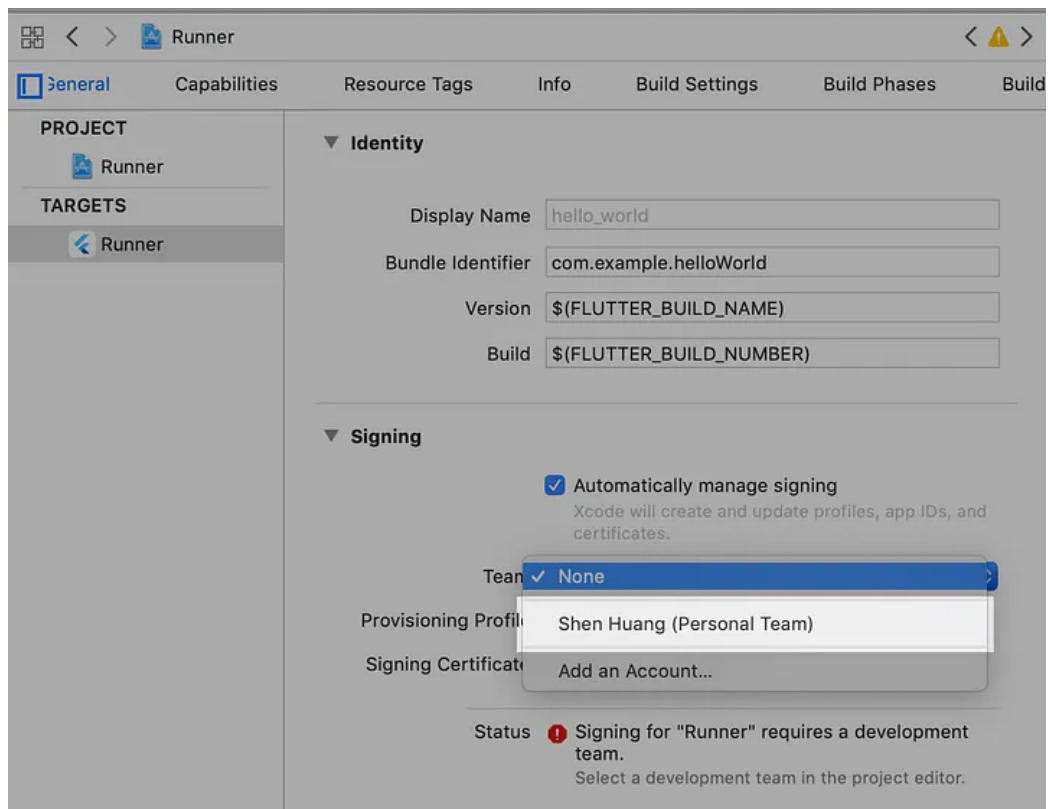
You can then find your device after you bring up the menu, I used my iPhone 6S Plus for this example.



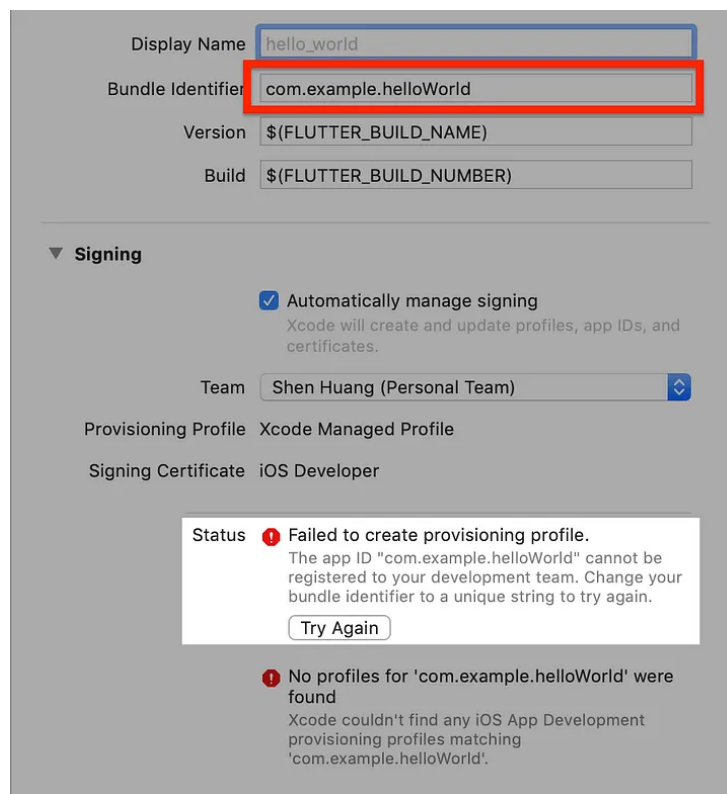
In the Signing configuration, you need to select a team.



I used personal team for this example.



You will likely run into an error because you have an invalid Bundle Identifier.



Display Name: hello_world

Bundle Identifier: com.example.helloWorld

Version: \$(FLUTTER_BUILD_NAME)

Build: \$(FLUTTER_BUILD_NUMBER)

▼ Signing

☒ Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.

Team: Shen Huang (Personal Team)

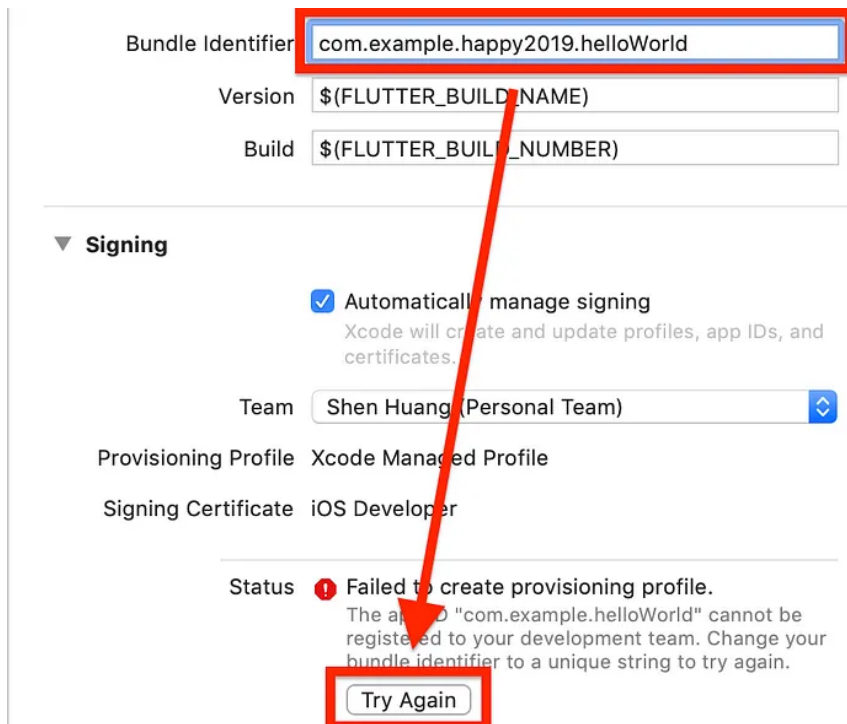
Provisioning Profile: Xcode Managed Profile

Signing Certificate: iOS Developer

Status **Failed to create provisioning profile.**
The app ID "com.example.helloWorld" cannot be registered to your development team. Change your bundle identifier to a unique string to try again.
[Try Again](#)

No profiles for 'com.example.helloWorld' were found
Xcode couldn't find any iOS App Development provisioning profiles matching 'com.example.helloWorld'.

To fix this, you need to modify your Bundle Identifier to something that is unique. I used com.example.happy2019.helloWorld for this example.



Bundle Identifier: com.example.happy2019.helloWorld

Version: \$(FLUTTER_BUILD_NAME)

Build: \$(FLUTTER_BUILD_NUMBER)

▼ Signing

☒ Automatically manage signing
Xcode will create and update profiles, app IDs, and certificates.

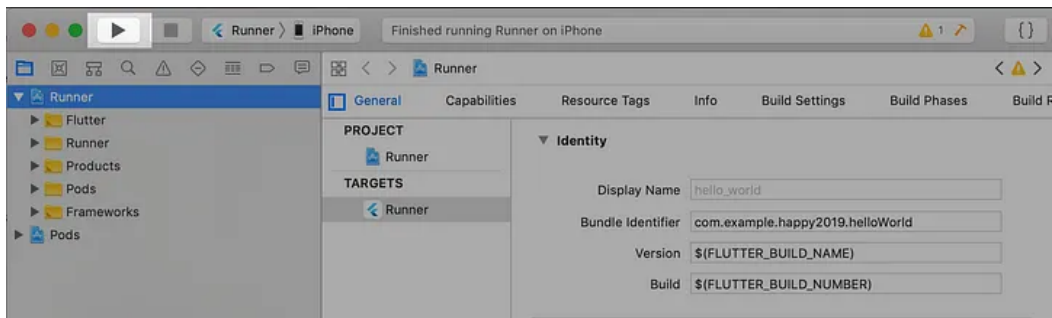
Team: Shen Huang (Personal Team)

Provisioning Profile: Xcode Managed Profile

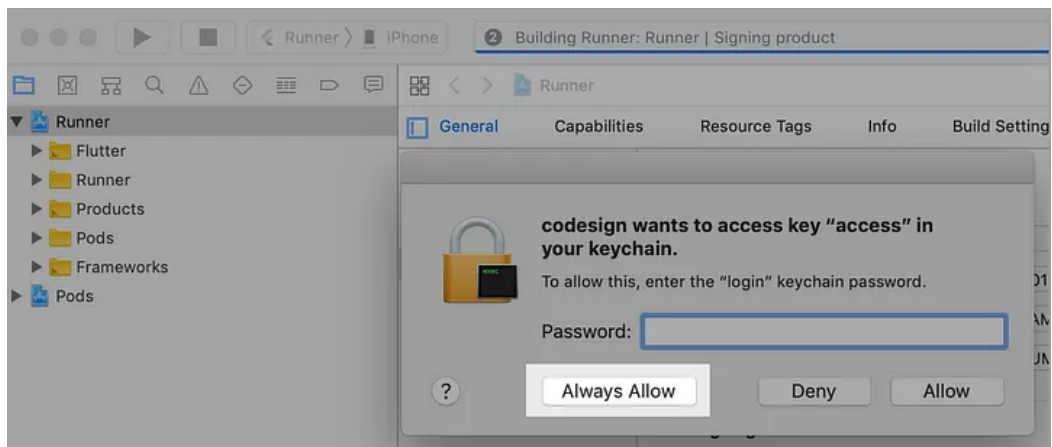
Signing Certificate: iOS Developer

Status **Failed to create provisioning profile.**
The app ID "com.example.helloWorld" cannot be registered to your development team. Change your bundle identifier to a unique string to try again.
[Try Again](#)

After that, you can click run and build the project.

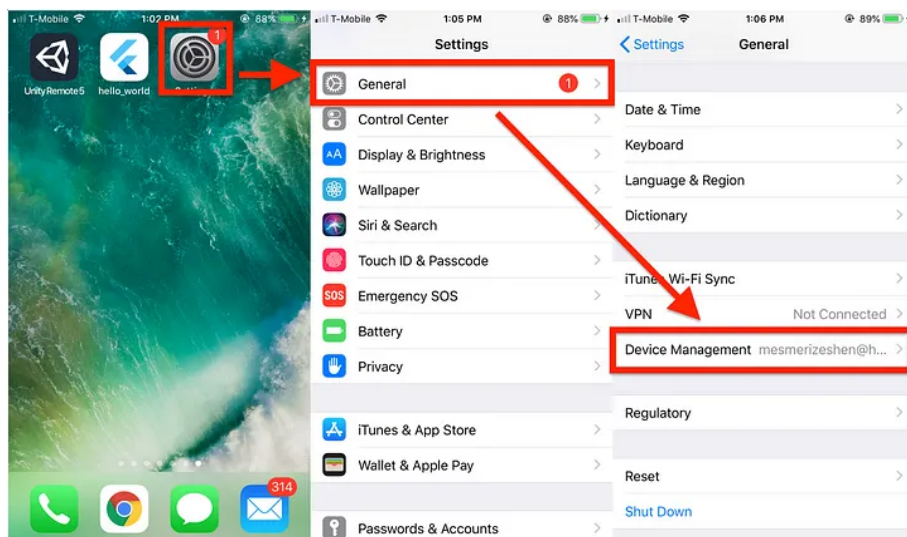


You might be prompted to enter your keychain, click always allow to save yourself some efforts.

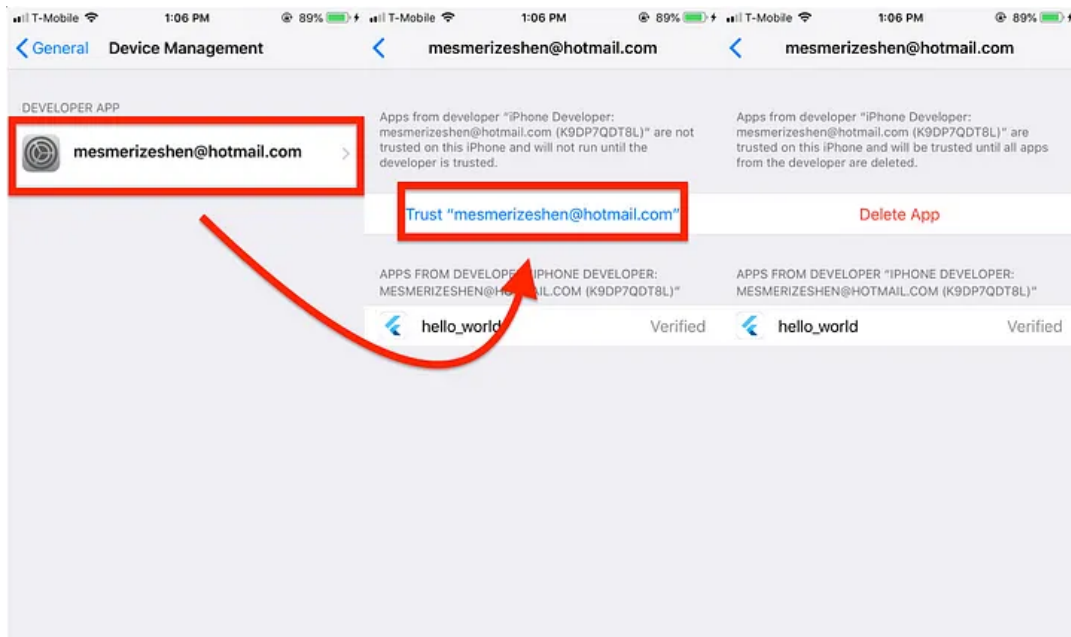


After that the app should be successfully built onto your device. Before you test it, you also have to trust yourself as the developer on that device.

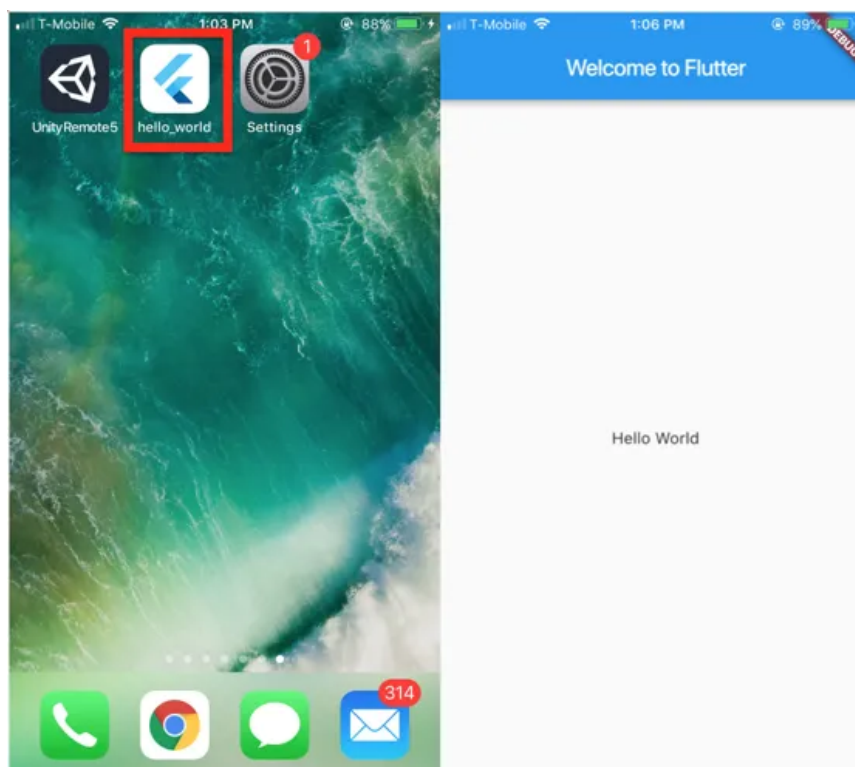
You need to go to your Settings > General > Device Management.



Inside Device Management, select the developer name and tap Trust “YOUR DEVELOPER NAME”.



You should now be able to run your Flutter app on your local device.



Credit: <https://medium.com/front-end-weekly/how-to-test-your-flutter-ios-app-on-your-ios-device-75924bfd75a8>