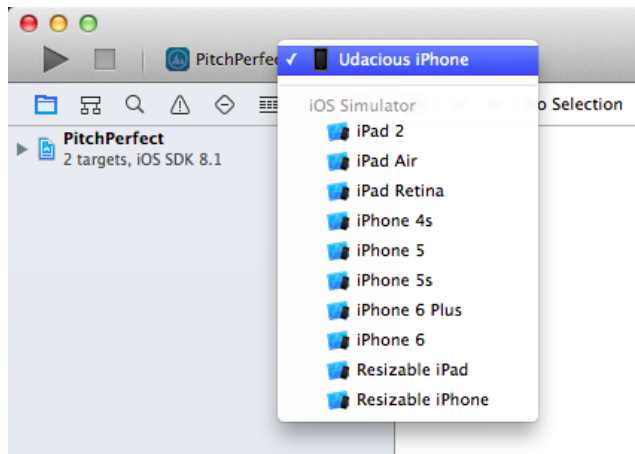



Configuring an iPhone or iPad for Development

In order to run your app on a device you need to join [Apple's iOS Developer Program](#). When enrolled, you can provision a device through Xcode.

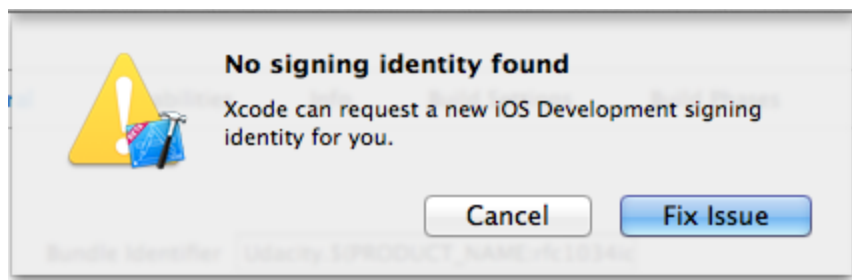
Begin by connecting your device to your computer using the devices USB cable. Open your app in Xcode then follow these steps:

Step 1. Select the device in the Active-Scheme drop down.

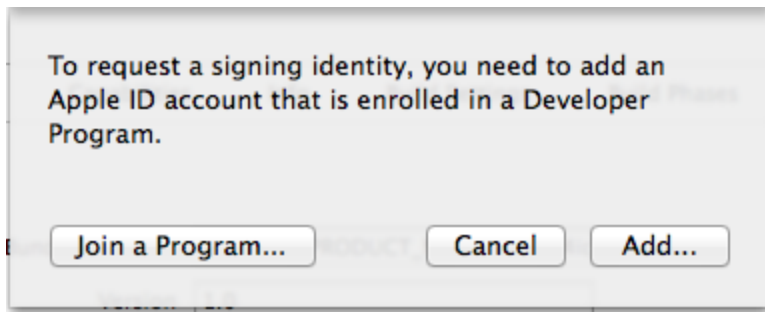


Step 2. Click on the build button . If this is the first time that the app has been run on this device this will trigger a series of steps in which XCode downloads and installs certificates and provisioning profiles on your device. The process will begin with the alert window shown in step three below.

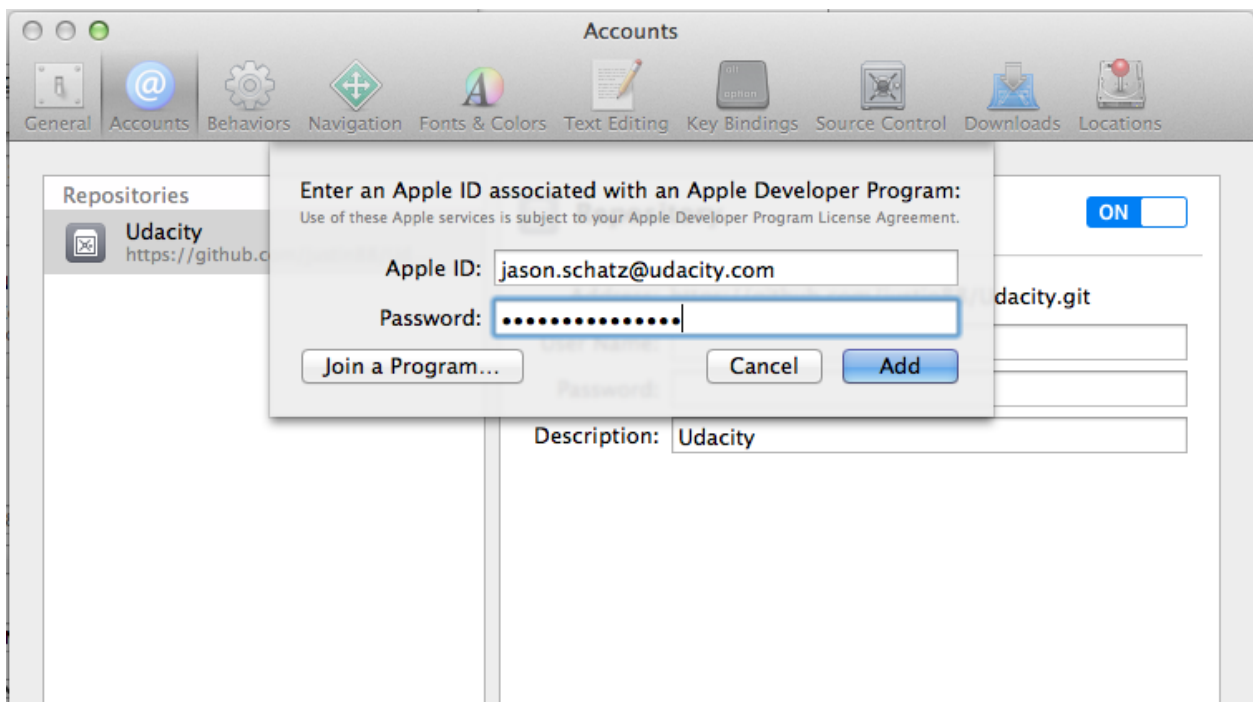
Step 3. Click **Fix Issue** when Xcode notes that there is no acceptable code signing identity



Step 4. If you are not signed in with a particular Apple ID click **Add**



Step 5. Enter your Apple ID



Step 6. Select a Development Team to use for provisioning

