Lab 01: Preparing an iOS App for the App Store

Prerequisites

You will need a development environment, either a Mac or Windows PC with the Xamarin.iOS tools installed.

Resources

Content/Exercises/Publishing/Lab01 Resources

Lab Goals

The goal of this lab will be to configure our application and prepare it for release to the Apple App Store.
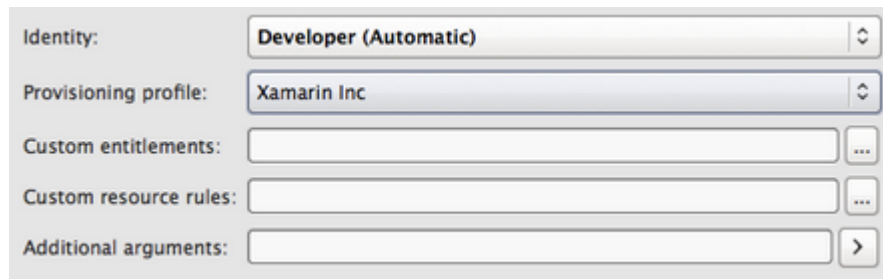
Steps

Configuring the App for Release Mode

1. Switch the project to **AppStore** Mode

2. Open the properties dialog for the project

   Options

3. Select the **Build > iOS Build** tab and then the **Advanced** tab

4. Consider Setting the options to use the **LLVM Optimizing Compiler** and **SGen Generational Garbage Collector**

   a. LLVM   Compiler: http://docs.xamarin.com/guides/ios/advanced_topics/compiling_for_different_devices/

   b. SGen   Garbage   Collector: http://docs.xamarin.com/guides/cross-platform/application_fundamentals/memory_perf_best_practices/

5. Select the **iOS Bundle Signing** tab and ensure that your **Identity** and **Provisioning Profile** have been set correctly

Identity:	Developer (Automatic)	⇕
Provisioning profile:	Xamarin Inc	⇕
Custom entitlements:		...
Custom resource rules:		...
Additional arguments:		>

6. Select the **iOS Application** tab

    a. Set the **Application Name**, **Bundle Identifier**, **Version**, and **Build**

        i. Ensure that your bundle identifier matches the bundle identifier that you created with Apple

    b. Set all of your **App Icons**

        i. Use a 3rd party tool to help generate these icons from a master file

            1. http://makeappicon.com/

            2. http://www.gieson.com/Library/projects/utilities/icon_slayer/

    c. Set all required **Launch Images**

7. **Build** your project

8. **Archive** your project

Summary

In this lab, we learned how to configure our application for release to the Apple App Store.