

Connecting iOS Devices

You can connect iOS devices to your local machine with a USB cable to run applications built for them from Qt Creator.

To be able to use Qt Creator on macOS, you must install Xcode, and therefore, you already have the tool chain for building applications for iOS. Qt Creator automatically detects the tool chain and creates the necessary **kits** to build applications for and run them on configured iOS devices.

You only need Qt libraries that are built for iOS. You can install them as part of Qt 5.2, or later.

Configuring Devices

The connections between Qt Creator and an iOS device are protected by using a certificate that you receive from Apple when you **enroll in the Apple Developer Program**. The certificate is copied to the device when you configure the device.

The first time you connect the device to your local machine, you are asked to enable developer mode on the device. The next time you connect the device, Qt Creator detects it automatically. To disable automatic connections to a device that you do not use for development, select **Preferences > iOS**, and deselect the **Ask about devices not in developer mode** check box.

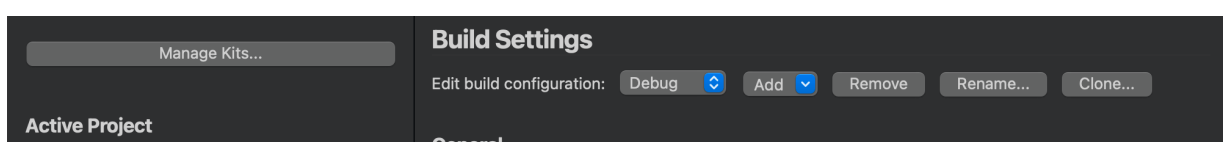
Note: The process of configuring devices and the UI varies slightly depending on the Xcode version that you use. We recommend that you use the latest available Xcode version.

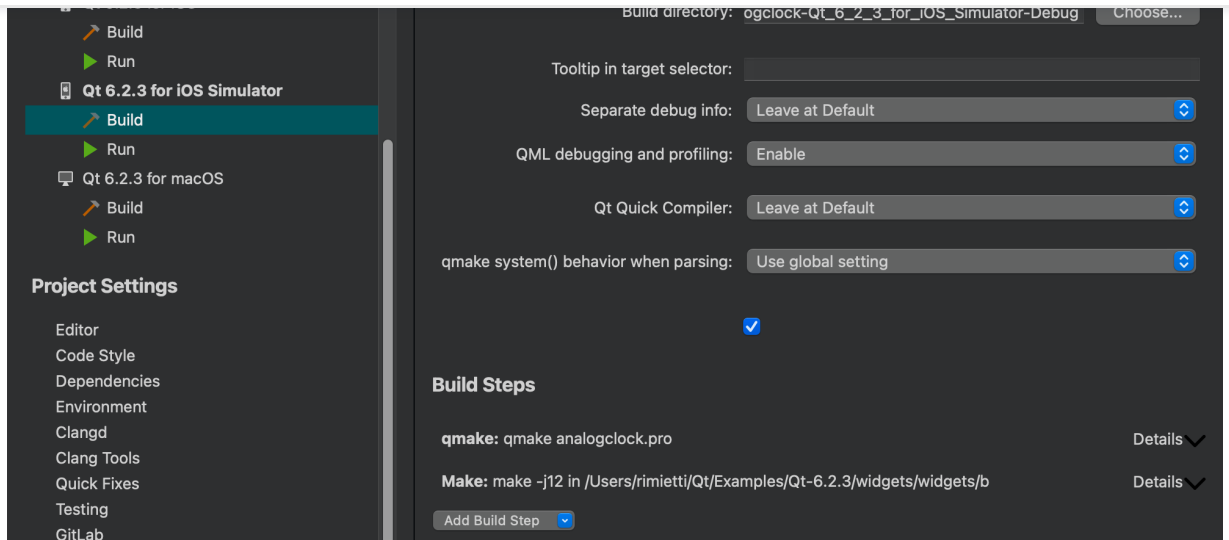
To configure connections between Qt Creator and an iOS device:

1. Make sure that you have Xcode and Qt for iOS installed.
2. Connect the device to your local machine with a USB cable.
3. Start Xcode to configure the device.

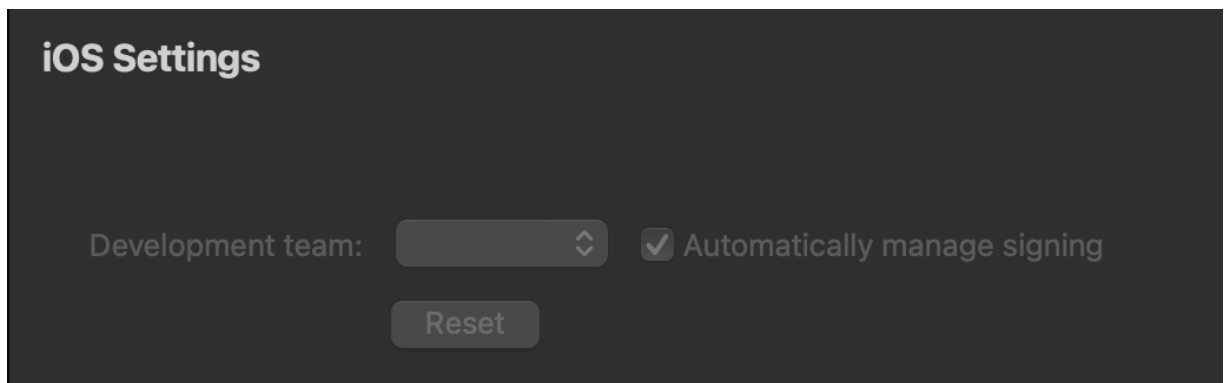
For example, in Xcode version 7.3.0, select **Window > Device > + > Add Device** to add the connected device.

4. To specify build settings:
 1. Open a project for an application you want to develop for the device.
 2. Select **Projects > Build & Run** to select the kit for building applications for and running them on iOS.





3. In **iOS Settings**, select the development team to use for signing and provisioning applications. You must configure development teams and provisioning profiles in Xcode using an Apple developer account.



4. Select the **Automatically manage signing** check box to automatically select the provisioning profile and signing certificate on your local machine that matches the entitlements and the bundle identifier of the iOS device.

5. Select **Run** to specify run settings.

Usually, you can use the default settings.

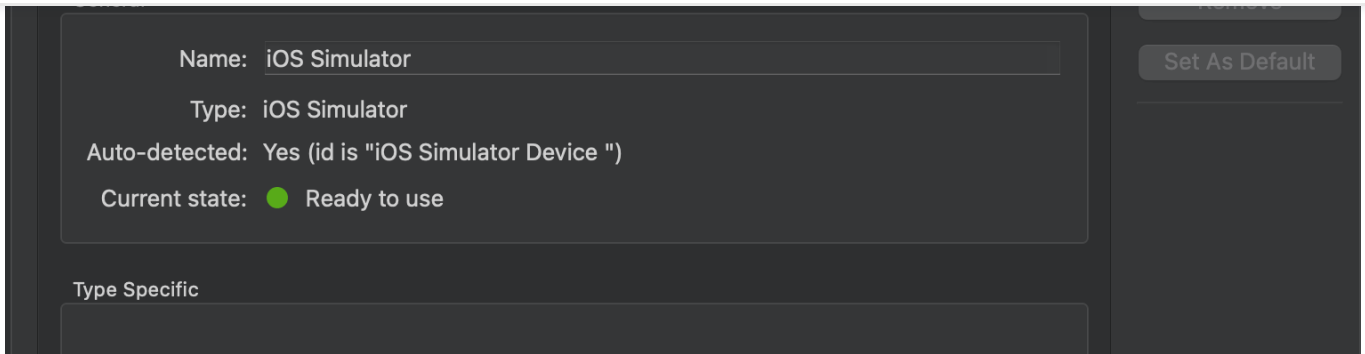
When you run the project, Qt Creator uses Xcode to deploy the application to the device.

Your signing certificate is used to sign application packages for deployment to the device.

Note: If you cannot deploy applications because a provisioning profile is missing, check that provisioning profiles are listed in Xcode by selecting **Xcode > Preferences > Accounts**. For more information about how to acquire and install a provisioning profile, see Apple documentation.

Viewing Device Connection Status

When you connect an iOS device to your local machine with USB, Qt Creator automatically detects the device if you have configured it by using Xcode. To view information about the connected device, select **Preferences > Devices**.



If the current device state is **Connected**, (the traffic light icon is orange), you need to configure the device using Xcode.

Specifying Supported iOS Versions

You can build applications for the latest iOS version and deploy them to previous versions. For the most part, this works automatically. However, you must take care when you manually set your own target version. If you set it to a value higher than what Qt requires and supply your own `Info.plist` file, you must add an `LSMinimumSystemVersion` entry to the `Info.plist` that matches the value of `CMAKE_OSX_DEPLOYMENT_TARGET` (when using CMake), `QMAKE_IOS_DEPLOYMENT_TARGET` (when using qmake), or `cpp.minimumIosVersion` (when using Qbs) because iOS (and the App Store) will use the `LSMinimumSystemVersion` value as the authoritative one.

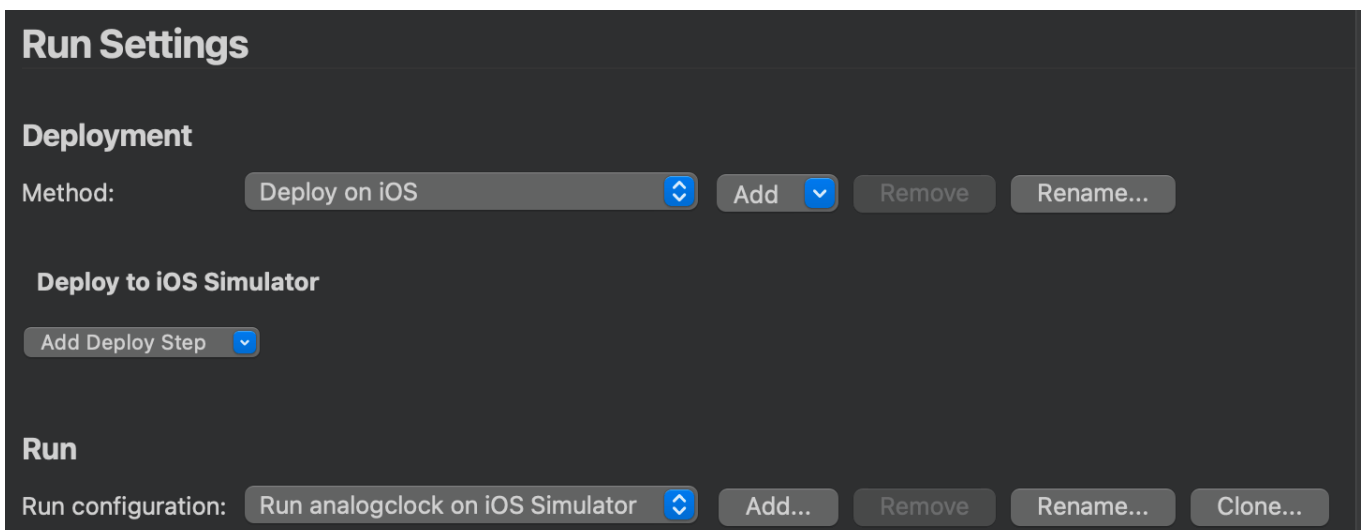
If you specify a deployment target value lower than what Qt requires, your application will almost certainly crash somewhere in the Qt libraries when run on an older version than Qt supports. Therefore, make sure that the actual build system code reflects the minimum iOS version that is actually required.

For more information, see [Expressing Supported iOS Versions](#).

Testing on Simulator

If you do not have an iOS device or you do not want to create an account, you can test applications on [Simulator](#), which is installed as part of Xcode. Each Xcode version simulates a predefined set of hardware devices and software versions.

You can change the simulated hardware and software version in the run settings for the project. Select **Projects > Run**, and then select the device to simulate in the **Device type** field.



Command line arguments:

Device type:

The simulator is started automatically when you run the application. To start the simulator manually, select **Preferences > Devices > iOS > Start**.

To take screenshots of the simulator, select **Preferences > Devices > iOS > Screenshot**. The screenshots are stored in the directory specified in the **Screenshot directory** field.

Managing Simulators

The available simulators are listed in **Preferences > Devices > iOS**.

DevicesAndroidiOSQNXSSH

Devices

☒ Ask about devices not in developer mode

Simulator

Simulator Name	Runtime	Current State
iPod touch (7th generation)	com.apple.C...	Shutdown
iPhone SE (3rd generation)	com.apple.C...	Shutdown
iPhone 8 Plus	com.apple.C...	Shutdown
iPhone 8	com.apple.C...	Shutdown
iPhone 13 mini	com.apple.C...	Shutdown
iPhone 13 Pro Max	com.apple.C...	Shutdown
iPhone 13 Pro	com.apple.C...	Shutdown
iPhone 13	com.apple.C...	Booted
iPhone 12 mini	com.apple.C...	Shutdown
iPhone 12 Pro Max	com.apple.C...	Shutdown

Create

Start

Rename

Reset

Delete

Screenshot directory:

Choose...Screenshot

- To create a new simulator instance:
- Select **Create**.
 - In the **Device type** field, select the device type from a list of devices supported by the Xcode version set as current on your local machine.
 - In the **OS version** field, select an OS version from a list of OS versions supported by the selected device and the current Xcode version.
- To rename the selected simulator, select **Rename**.
- To reset the contents and settings of the selected simulators, select **Reset**.
- To delete the selected simulator, select **Delete**.

Checking Current Xcode Version

To change the version, enter the following command:

```
xcode-select --version
```

[◀ Connecting Generic Remote Linux Devices](#)[Connecting MCUs >](#)

© 2022 The Qt Company Ltd. Documentation contributions included herein are the copyrights of their respective owners. The documentation provided herein is licensed under the terms of the [GNU Free Documentation License version 1.3](#) as published by the Free Software Foundation. Qt and respective logos are trademarks of The Qt Company Ltd in Finland and/or other countries worldwide. All other trademarks are property of their respective owners.

[Contact Us](#)

Company

- [About Us](#)
- [Investors](#)
- [Newsroom](#)
- [Careers](#)
- [Office Locations](#)

Licensing

- [Terms & Conditions](#)
- [Open Source](#)
- [FAQ](#)

Support

- [Support Services](#)
- [Professional Services](#)
- [Partners](#)
- [Training](#)

For Customers

- [Support Center](#)
- [Downloads](#)
- [Qt Login](#)
- [Contact Us](#)
- [Customer Success](#)

Community

- [Contribute to Qt](#)
- [Forum](#)
- [Wiki](#)
- [Downloads](#)
- [Marketplace](#)

