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# iOS Configuration

This article describes the steps required to configure the app for iOS, including updating app name and bundle id (package name).

## Open project in Xcode

You can either open `ios` folder in xcode manually, or you can open any file under ios folder in android studio and click **Open iOS module**

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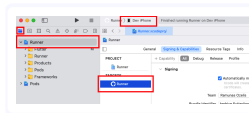
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When in Xcode, click **folder icon** in top right (Show project navigator) and then select **Runner**. This will open settings panel for flutter project. If you have iPhone connected also make sure to select it as target at the top.



## Bundle name and identifier

In Xcode -> General tab, change bundle name to the display name of your app and identifier to unique ID for your app (usually same one as ID you

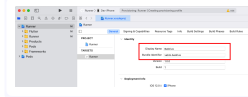


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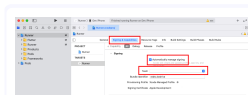
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Rest of the settings should be configured already by flutter, but you might need to also select your team under **Signing & Capabilities** menu.



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## Building an releasing the app

With iOS configuration done, app is ready for **building and release**.

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helpful?