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# Build and Release iOS App

This article provides a step-by-step guide for creating a build archive and uploading your build to App Store Connect.

In this guide you will need to run several commands from the terminal. Make sure to `cd` into your app directory and run all commands from there. Easiest way would be to press `ALT+F12` in

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you are free to use the terminal of your choice for your OS.

For release builds, you might consider obfuscating your Dart code to make it more difficult to reverse engineer. Obfuscating your code involves adding a couple flags to your build command.

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## Register app on App Store Connect

1. Open [App Store Connect](#) in your browser.
2. On the App Store Connect landing page, click **My Apps**.
3. Click **+** in the top-left corner of the My Apps



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4. Fill in your app details in the form that appears. In the Platforms section, ensure that iOS is checked. Since Flutter does not currently support tvOS, leave that checkbox unchecked.

5. In **Bundle ID** field select **Bundle Identifier** you've entered in Xcode, it should appear here if **Automatically manage signing** is selected in Xcode. If it does not appear, try logging out and in to app store connect site.

6. In **SKU** field you can enter the **Bundle Identifier** as



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unique to  
your app.

7. Click Create.

For a detailed  
overview of App  
Store Connect,  
see the [App Store  
Connect](#) guide.

**New App**

Platform: ☒ iOS ☐ macOS ☐ tvOS

Name:

Bundle ID:

Primary Language:

Bundle ID:

App ID:

User Access: ☐ Limited Access ☒ Full Access

## Update version and builder numbers

Open  
[pubspec.yaml](#)  
file and update  
version and  
builder number if  
needed. Each  
upload to app  
store requires a  
different build  
number.





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## build archive

In the terminal, run the following commands:

1. `flutter build ios` to create a release build (`flutter build --release`).  
defaults to `--release`).
2. To ensure that Xcode refreshes the release mode configuration, close and re-open your Xcode workspace. For Xcode 8.3 and later, this step is not required.

In Xcode, configure the app version and build:

1. Open Xcode.
2. Select **Product > Scheme > Runner and Product >**



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top left.



Finally, create a build archive and upload it to App Store Connect:

1. Open Xcode, Select **Product > Archive** to produce a build archive.

**Note:**

On Flutter version 1.24.0-6.0 and later you can create an archive by instead running `flutter build ipa`

. Then open

`build/ios/archive/MyApp.xcarchive` in Xcode to



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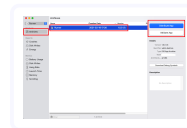
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Run your app. See `flutter build ipa -h` for available flags.

2. From Xcode menu, select **Window > Organizer**, then **Archives** and the build archive you just produced.



3. Click the **Validate App** button. If any issues are reported, address them and produce another build. You can reuse the same build ID until you upload an archive.



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successfully  
validated,  
click  
**Distribute  
App.** You can  
follow the  
status of  
your build in  
the Activities  
tab of your  
app's details  
page on [App  
Store  
Connect](#).

**Importa  
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Make  
sure to  
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register  
your  
app on  
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notifying you that your build has been validated and is available to release to testers on TestFlight. At this point you can choose whether to release on TestFlight, or go ahead and release your app to the App Store.


For more details, see [Upload an app to App Store Connect](#).

If you can't find something in this guide you can check the [official guide from flutter](#), note that a number of steps from flutter guide can be skipped as they are already done in BeDrive flutter.

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Have more questions? [Submit a Request](#)


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article helpful?

 NO