



IGEL App Creator



- **IGEL App Creator Portal** (see page 3)

IGEL App Creator Portal

With the IGEL App Creator Portal, you can create apps for IGEL OS 12 by using a recipe and, as needed, additional binaries or other files.

The recipe contains the scripts and metadata files necessary to build an app that can be installed and run on the IGEL OS Base System. While some recipes are available directly on the IGEL Creator Portal, you can obtain further recipes from the IGEL community.

Legal Note

IGEL is not responsible for, nor grants a license to, the applications created via the App Creator Portal.
IT IS YOUR SOLE RESPONSIBILITY TO OBTAIN ALL NECESSARY RIGHTS TO THE COMPONENTS PRIOR TO
CREATING AN APPLICATION.

For more information, see our Terms and Conditions:

<https://www.igel.com/terms-conditions/>

In addition, the App Creator Portal will sign your app and provide the corresponding certificate. When you deploy this certificate to the device, the IGEL OS Base System will allow the app to be installed. Please note that there are two types of certificates:

- If your company has IGEL Enterprise Edition licenses, you receive a certificate exclusively for your company. This includes a private key. With a company certificate, the apps you have created can only be installed on your company's devices.
- If your company has one of the other licenses, you receive a Community certificate. With a Community certificate, your created apps can be installed on any device.

As an alternative to using the App Creator Portal, you can create an app for IGEL OS in your local environment. You can download the IGEL OS App SDK required for this from the App Creator Portal. The IGEL OS App SDK is available as a Docker image.

Access to the IGEL App Creator Portal

To log in to the IGEL App Creator Portal, you need an account and have the **App Creator** role or the **Super Admin** role assigned. This is done in the [IGEL Customer Portal](#)¹. For details, see [Managing Users and Roles in the IGEL Customer Portal](#)².

Requirements

- UMS 12.04 or higher
- IGEL OS 12.5 or higher
- If you want to create your app with the IGEL App Creator Portal:
 - The recipe for your app, if not already available in the App Creator Portal
 - Additional files, e.g., binaries, if required by your app
- If you want to create your app with the IGEL OS App SDK:
 - A machine with Ubuntu Linux 18.04 or higher, or another Debian-based Linux distribution

1. <https://support.igel.com/csm>

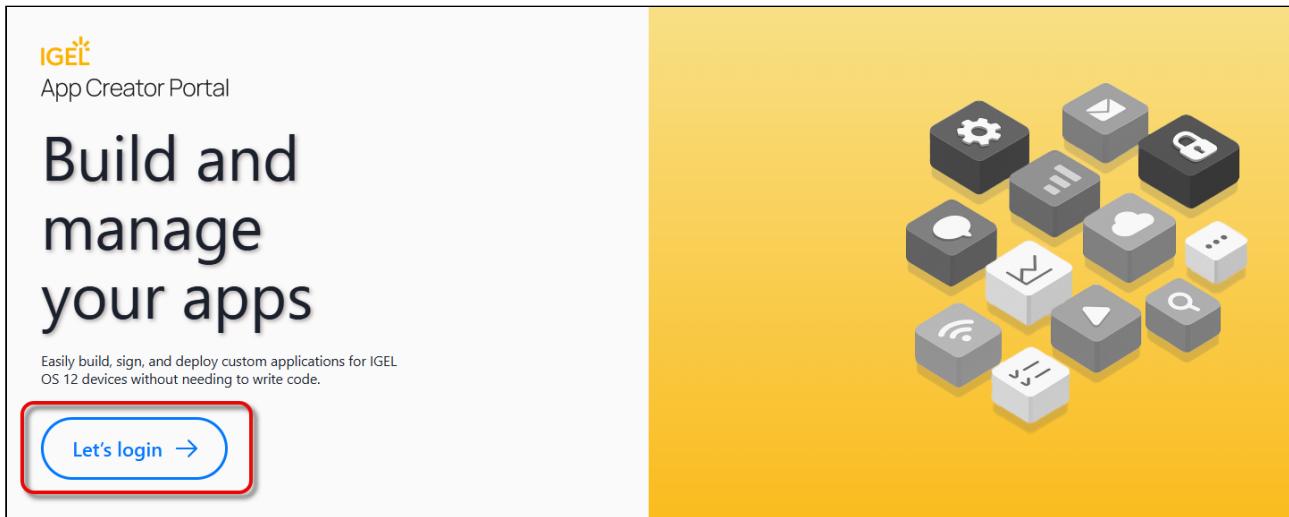
2. <https://kb.igel.com/en/how-to-start-with-igel/current/managing-users-and-roles-in-the-igel-customer-port>

- Docker is installed on the machine

Login to the IGEL App Creator Portal

1. Go to <https://appcreator.igel.com>

2. Click **Let's Login.**



3. Enter your IGEL credentials.



4. If you are asked for a code, check your email and enter the code that has been sent to you.



Creating Your App with the IGEL OS App SDK

To create your app with the IGEL OS App SDK:

1. Under **IGEL OS App SDK**, click **Download**.

Welcome Harald.

Company
QAS Test Company

License
Enterprise

Account ID
333991

App Signing Certificate
(Public)
[Download](#)

App Signing Key (Private)
[Download](#)

IGEL OS App SDK
[Download](#)

Build version
12.8.5

< My Archive

Create my application

STEP 1 Provide a recipe [Provide recipe](#)

STEP 2 Provide binaries No binaries provided

Provide your own recipe
Recipes must be uploaded as a ZIP file or cloned from a Git repository.

 **Upload a recipe as a ZIP file**
The ZIP must include valid metadata files
[Browse File](#)

Select recipe from the IGEL Marketplace
Recipes must be uploaded as a ZIP file or cloned from a Git repository.

| | |
|--|---|
|  keepassxc 2.7.4 Cross Platform Password Manager |  vlc 3.0.21 multimedia player and str |
|  supertuxkart 1.4.0 3D arcade racer with a variety of characters, tracks |  putty 0.83.0 PuTTY |

2. Download and read the legal terms document.

IGEL App Creator Portal

Download IGEL SDK

Please read the legal terms

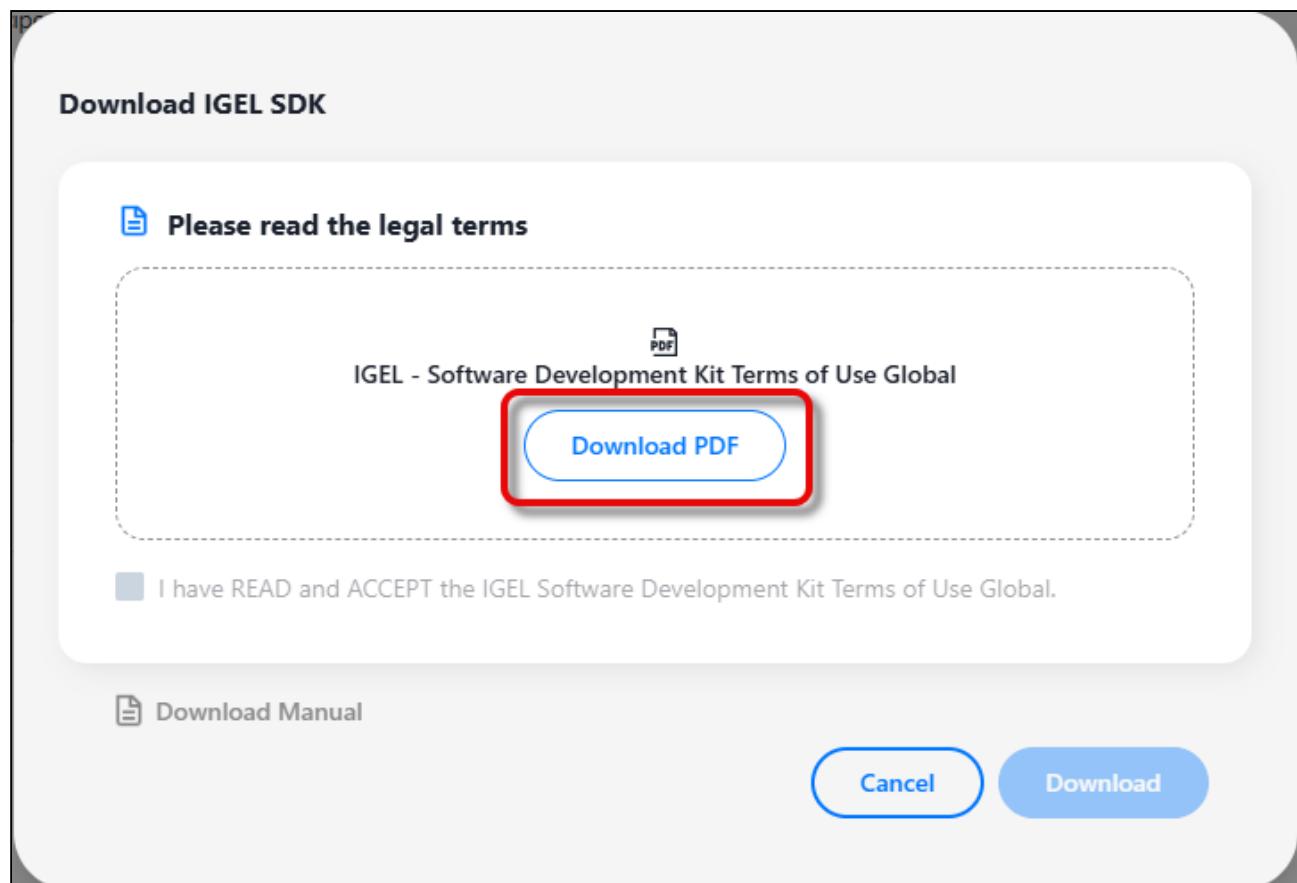
IGEL - Software Development Kit Terms of Use Global

[Download PDF](#)

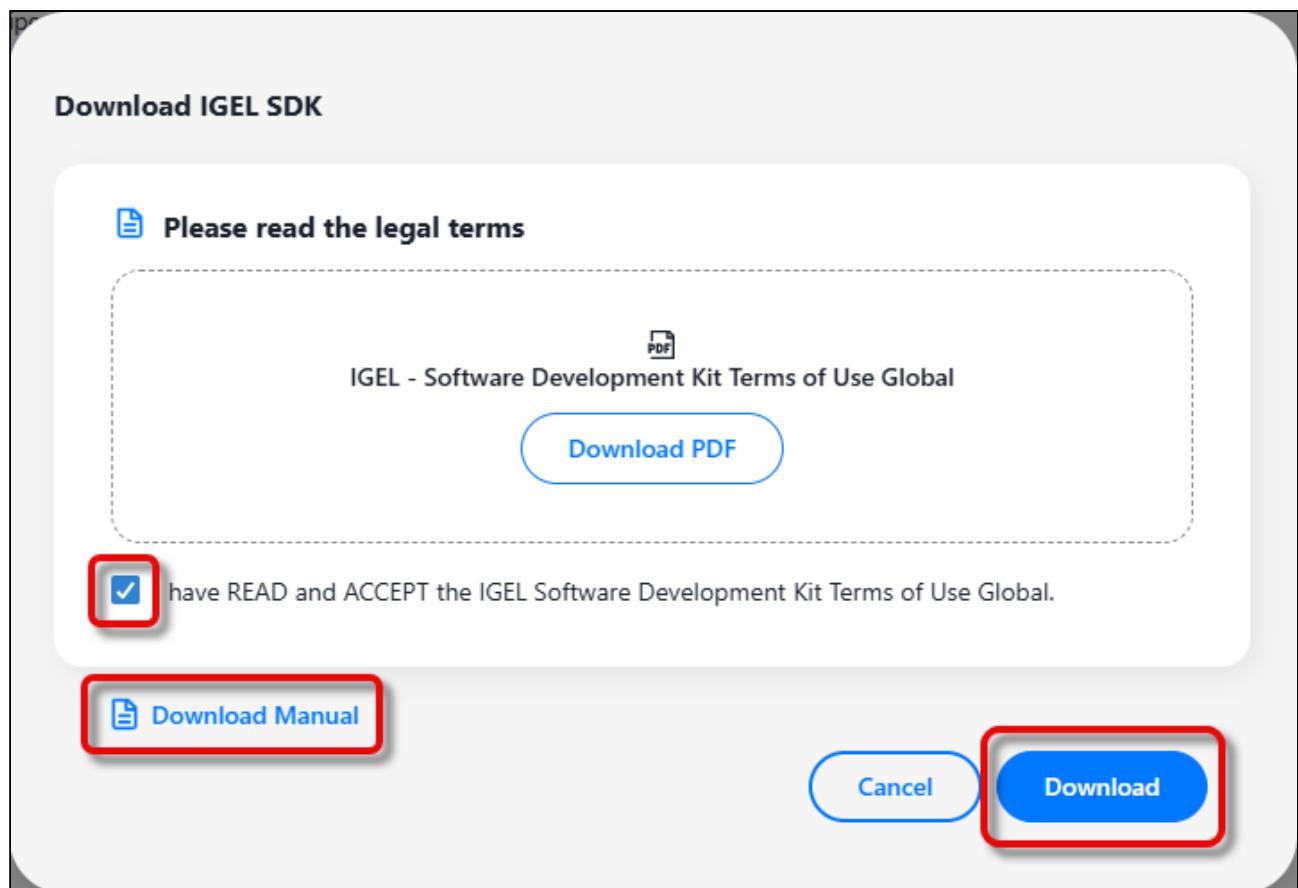
I have READ and ACCEPT the IGEL Software Development Kit Terms of Use Global.

Download Manual

Cancel Download



3. Confirm that you have read and accepted the legal terms, and download the manual and the software of the IGEL OS SDK.



4. Copy the downloaded Docker image file (`igelpkg.tar`) to your Linux machine and load the image into Docker:

```
sudo docker load < igelpkg.tar
```

5. Check if the image has been loaded correctly:

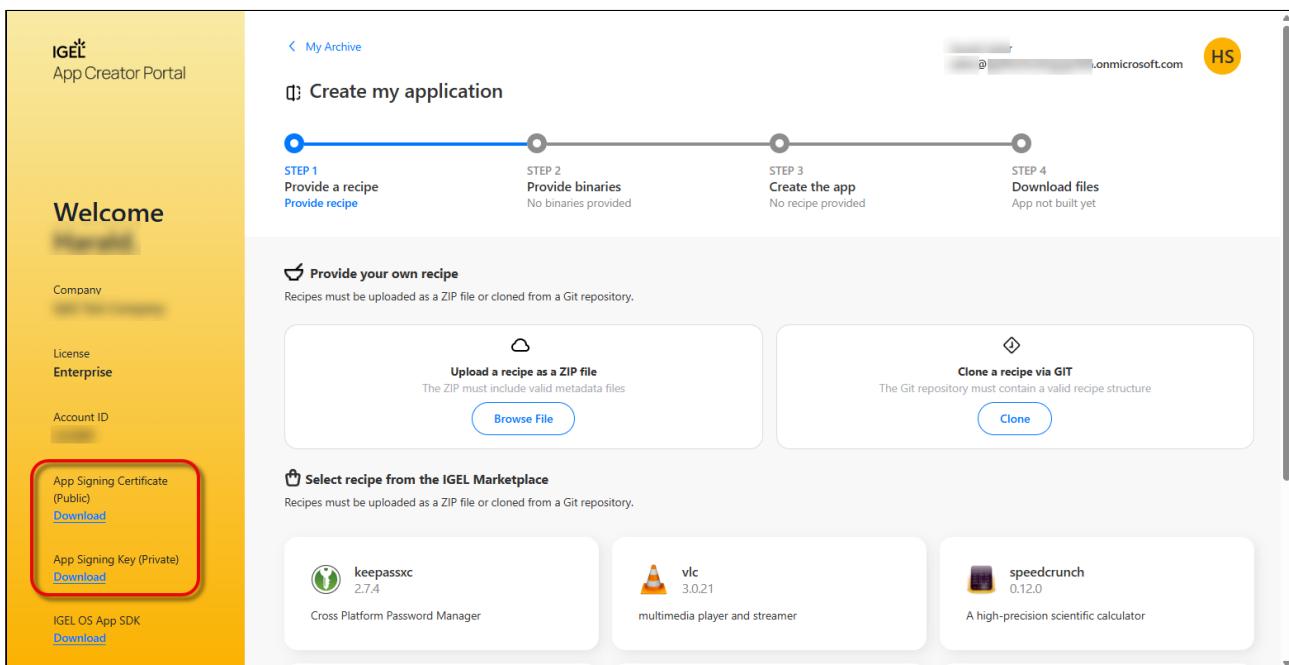
```
sudo docker images
```

```
ike@td-ums12-hs:~/Downloads$ sudo docker images
REPOSITORY      TAG          IMAGE ID      CREATED        SIZE
igelpkg         latest       f4432871b537   24 hours ago  272MB
```

- i** For details on how to use `igelpkg`, see the manual you have downloaded (“Getting Started With the IGEL OS App SDK”).
Please note that the manual is currently being revised to include the latest SDK updates. The new version is expected in November 2025.

To get the certificates for signing the app you have created with IGEL OS SDK:

→ Download the **App Signing Certificate (Public)** and the **App Signing Key (Private)**.



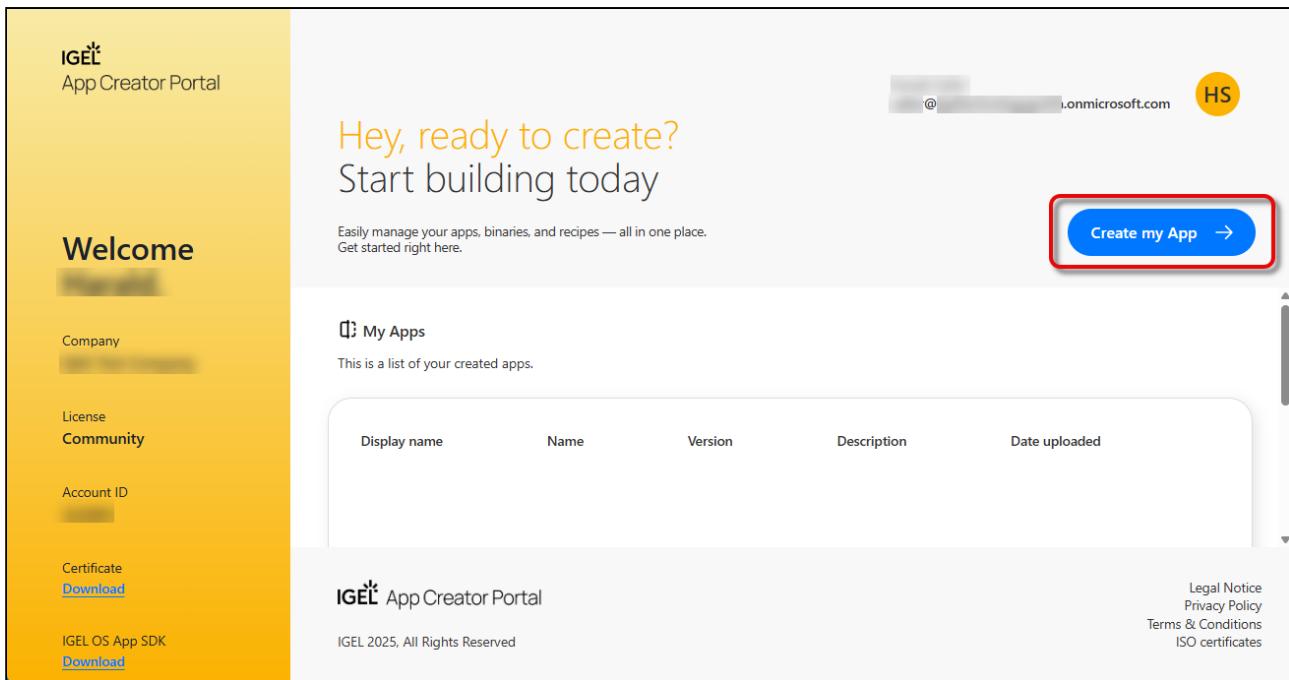
The screenshot shows the IGEL App Creator Portal interface. On the left, a sidebar displays user information: Company (redacted), License Enterprise, Account ID (redacted), and download links for the App Signing Certificate (Public) and App Signing Key (Private), both of which are highlighted with red boxes. The main area shows a four-step wizard titled "Create my application":

- STEP 1**: Provide a recipe (status: Provide recipe)
- STEP 2**: Provide binaries (status: No binaries provided)
- STEP 3**: Create the app (status: No recipe provided)
- STEP 4**: Download files (status: App not built yet)

Below the wizard, there are sections for providing a recipe via ZIP file or cloning from a Git repository, and a marketplace section featuring three apps: keepassxc, vlc, and speedcrunch.

Creating Your App in the IGEL App Creator Portal

→ To start the creation process, click **Create my App**.



Hey, ready to create?
Start building today

Easily manage your apps, binaries, and recipes — all in one place.
Get started right here.

Create my App →

My Apps

This is a list of your created apps.

| Display name | Name | Version | Description | Date uploaded |
|--------------|------|---------|-------------|---------------|
| | | | | |

IGEL App Creator Portal

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Legal Notice
Privacy Policy
Terms & Conditions
ISO certificates

- If you got stuck in the process and want to start from the beginning, click **Restart**.

J

Clone a recipe via GIT

itory must contain a valid recipe structure

[Clone](#)

 supertuxkart
1.4.0

3D arcade racer with a variety of characters, tracks, and modes to play

[Restart ↺](#) [Next - Provide binaries →](#)

STEP 1 Provide a recipe

 Using variable templates in `app.json` or `thirdparty.json` is currently not supported.

Please resolve variable names manually in the recipe before uploading to the IGEL App Creator Portal.

You have the following options to provide a recipe for building your app:

- Upload a recipe from a local source as a ZIP file; see [Upload a Recipe as a ZIP File \(see page 13\)](#)
- Clone a recipe from a GIT repository; see [Cloning a Recipe from a Git Repository \(see page 3\)](#)
- Use a recipe that is already available on the App Creator Portal; see [1.1 Select Your Recipe \(see page 16\)](#)

Provide Your Own Recipe

Upload a Recipe as ZIP File

Metadata Requirements

Before you upload a package, you may want to check or edit the metadata contained in the following files:

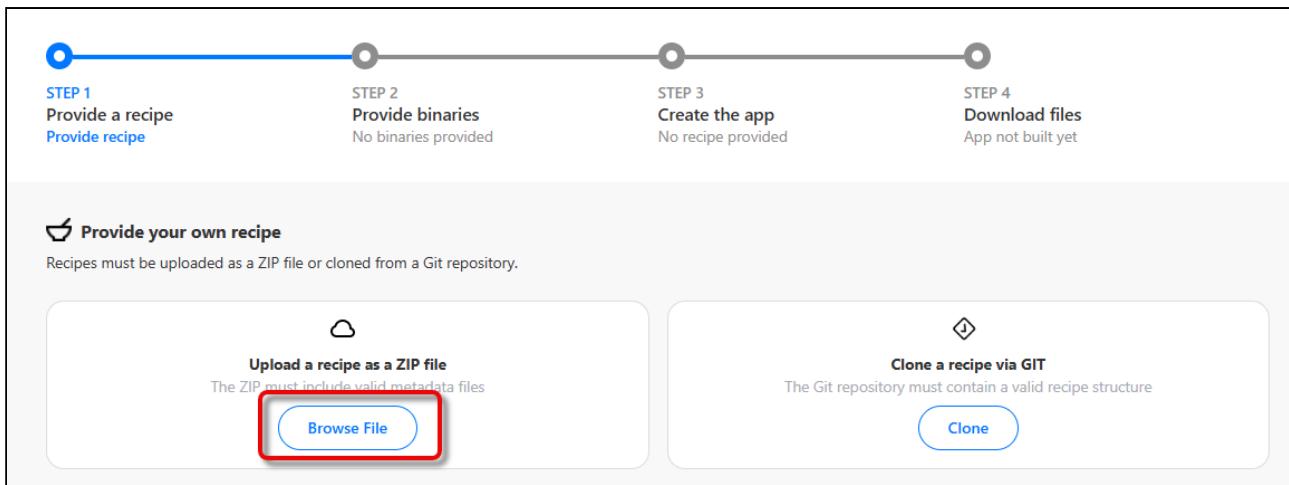
- `app.json` should contain the correct version and name for your app.
- `app.json` must define a valid value for “version” while “public_version” must be empty or non-existent.
- `app.json` must not contain variables. Example: `"version": "%version%"` is invalid while `"version": "1.0.0"` is valid.
- `igel/thirdparty.json` must contain the names of the binaries used in your app.

You can find a comprehensive description of the metadata at <https://github.com/IGEL-Community/IGEL-OS-APP-RECIPES/blob/main/utils/IGEL-SDK-Reference-Manual.pdf>.

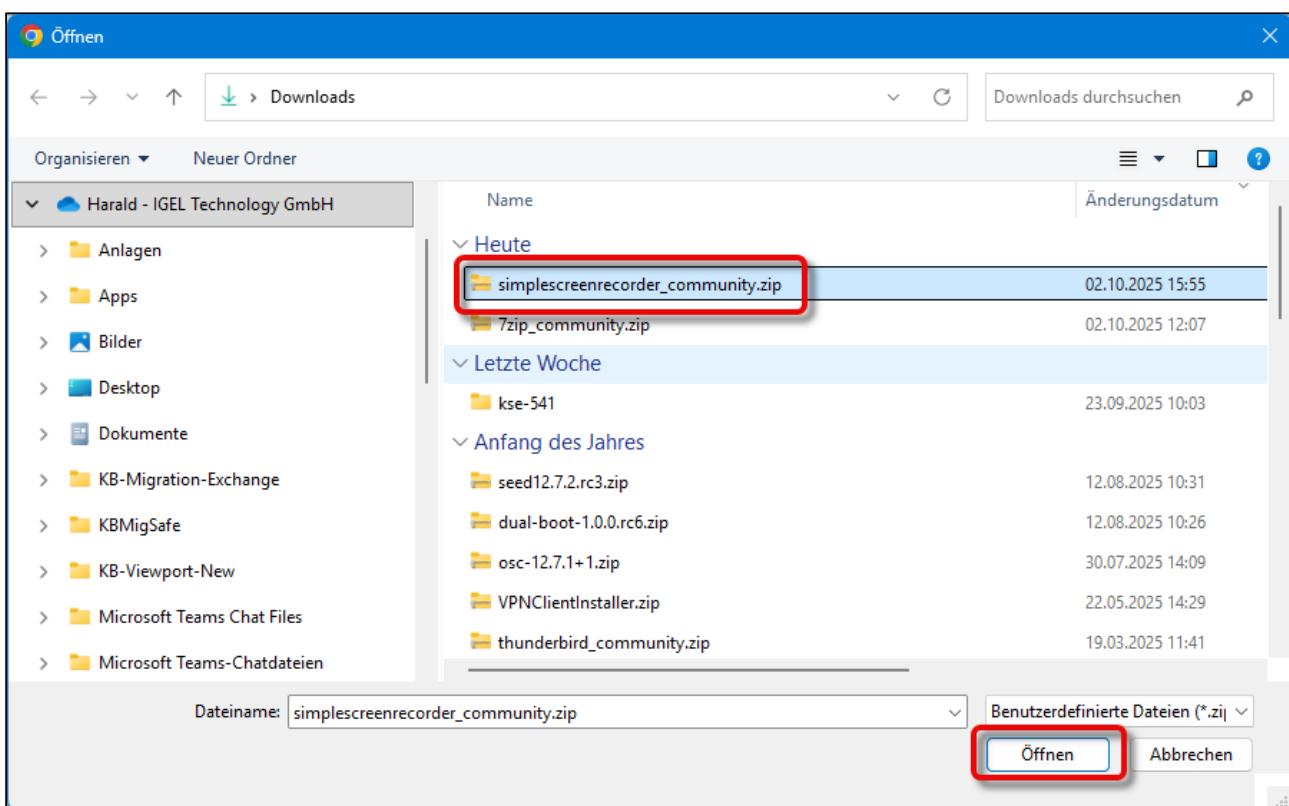
ZIP Format

Use a simple ZIP format without zip64 extensions or data descriptors.

1. Click **Upload**.



2. Click **Browse File** and select the recipe file on your system.



Your package file is unzipped and parsed.

If no additional files are required, you are taken to [Step 3 Create the App](#) (see page 19).

If additional files are required, you are taken to [Step 2 Provide Biles](#) (see page 16).

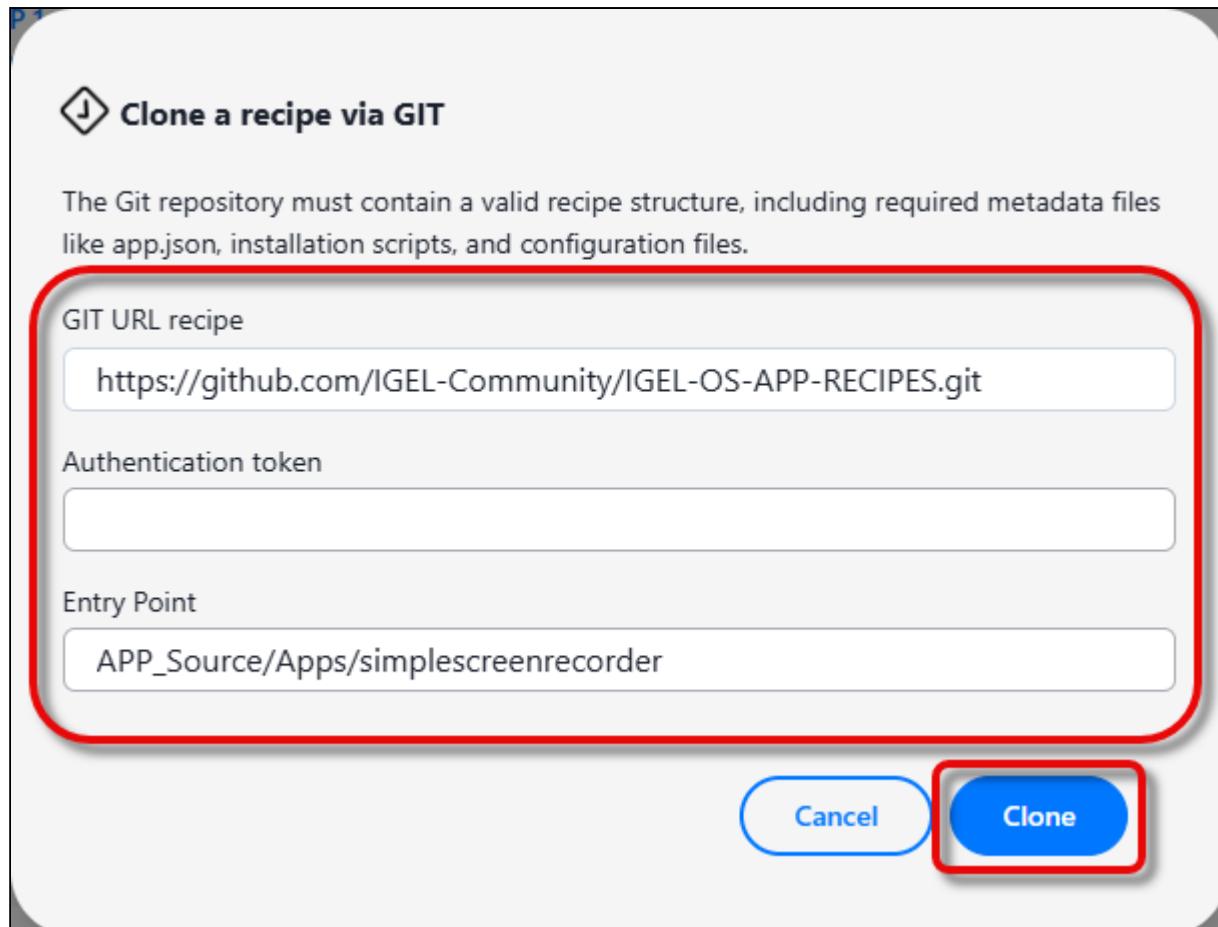
Clone a Recipe via GIT

1. Click **Clone**.

The screenshot shows the 'Create my application' wizard. Step 1: Provide a recipe (selected). Step 2: Provide binaries (No binaries provided). Step 3: Create the app (No recipe provided). Step 4: Download files (App not built yet). The 'Clone a recipe via GIT' section is highlighted with a red box around the 'Clone' button.

2. Enter the following data and then click **Clone**.

- **Clone Git Repository:** The URL of the Git repository from which you want to fetch your recipe.
Example: `https://github.com/IGEL-Community/IGEL-OS-APP-RECIPES.git`
- **Authentication Token:** If the repository is private, enter the authentication token to access it. If it is public, leave this field empty. If you need to create a token:
 - i. Open <https://github.com/settings/tokens>.
 - ii. Select **Generate new token**.
 - iii. Select the scopes **repo** and **read:packages**.
- **Entry Point:** Subdirectory containing the sources for your recipe.
Example: `APP_Source/Apps/simplescreenrecorder`



If no additional files are required, you are taken to [Step 3 Create the app \(see page 19\)](#).

If additional files are required, you are taken to [Step 2 Provide binaries \(see page 16\)](#).

Select Recipe from the IGEL Marketplace

1. Select the recipe you want to use.

2. If the app does not require any additional files, proceed with step [Step 3 Create the app \(see page 19\)](#).
If additional files are required, continue with [Step 2 Provide Files \(see page 16\)](#).

STEP 2 Provide binaries

This step is required if your app needs additional files, like binaries.

i Source URL for Binaries

Some of the recipes provided by IGEL require binaries. The download URL is in the corresponding `Readme.md` under [<https://github.com/IGEL-Community/IGEL-OS-APP-RECIPES/tree/main/APP_Source/Apps>](https://github.com/IGEL-Community/IGEL-OS-APP-RECIPES/tree/main/APP_Source/Apps) [YOUR APP]

Example: For the app Thunderbird, the full path to the `Readme.md` file is [<https://github.com/IGEL-Community/IGEL-OS-APP-RECIPES/blob/main/APP_Source/Apps/thunderbird/README.md>](https://github.com/IGEL-Community/IGEL-OS-APP-RECIPES/blob/main/APP_Source/Apps/thunderbird/README.md).

i Allowed File Types

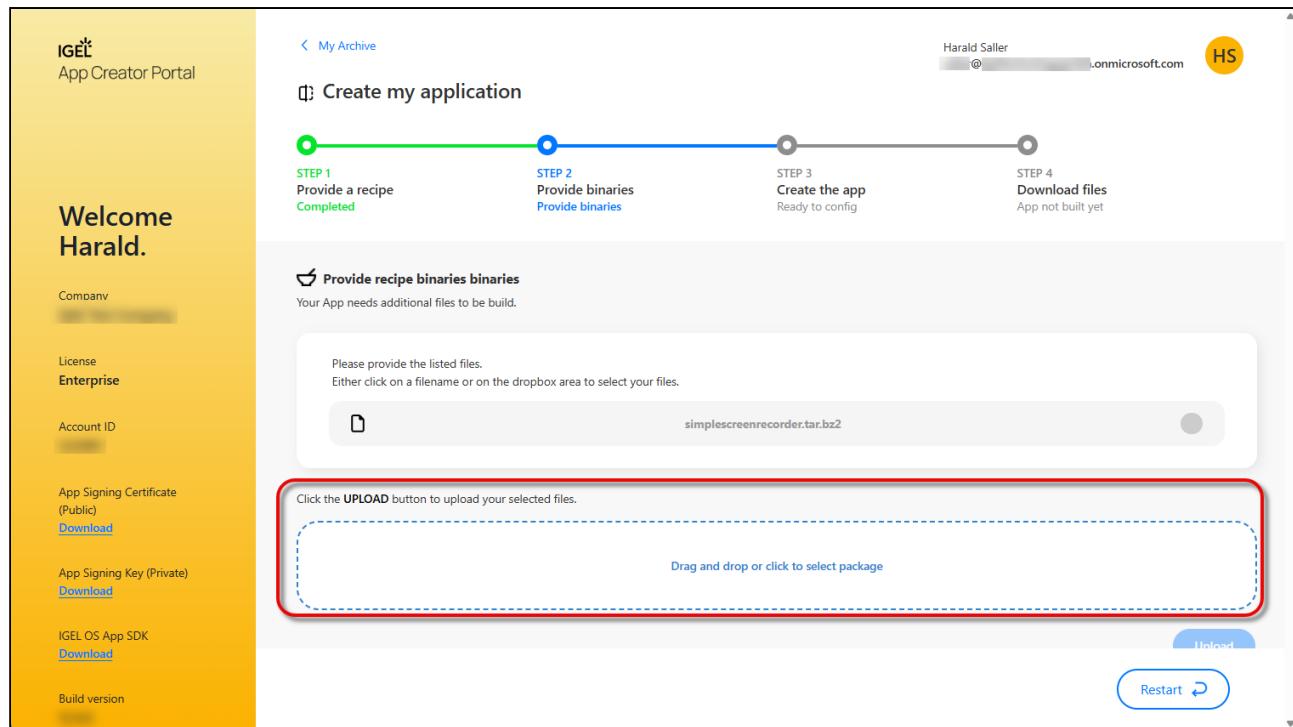
The following file types are accepted:

- `.tar`
- `.tgz`
- `.tar.gz`
- `.tar.xz`
- `.txz`
- `.xz`
- `.txz`
- `.gz`
- `.bz2`
- `.zip`
- `.deb`

i File Name Must Be Unique, Upper and Lower Case Letters Not Sufficient

Files in the same directory must not differ only by case; they must have distinct names. Two files in the same directory that differ only by case will be treated as the same file.

1. Drag and drop the files into the dropbox field, or click on each field with a file name to use a file chooser for each file individually.



Welcome Harald.

STEP 1 Provide a recipe Completed

STEP 2 Provide binaries Provide binaries

STEP 3 Create the app Ready to config

STEP 4 Download files App not built yet

Provide recipe binaries binaries

Please provide the listed files.
Either click on a filename or on the dropbox area to select your files.

simplescreenrecorder.tar.bz2

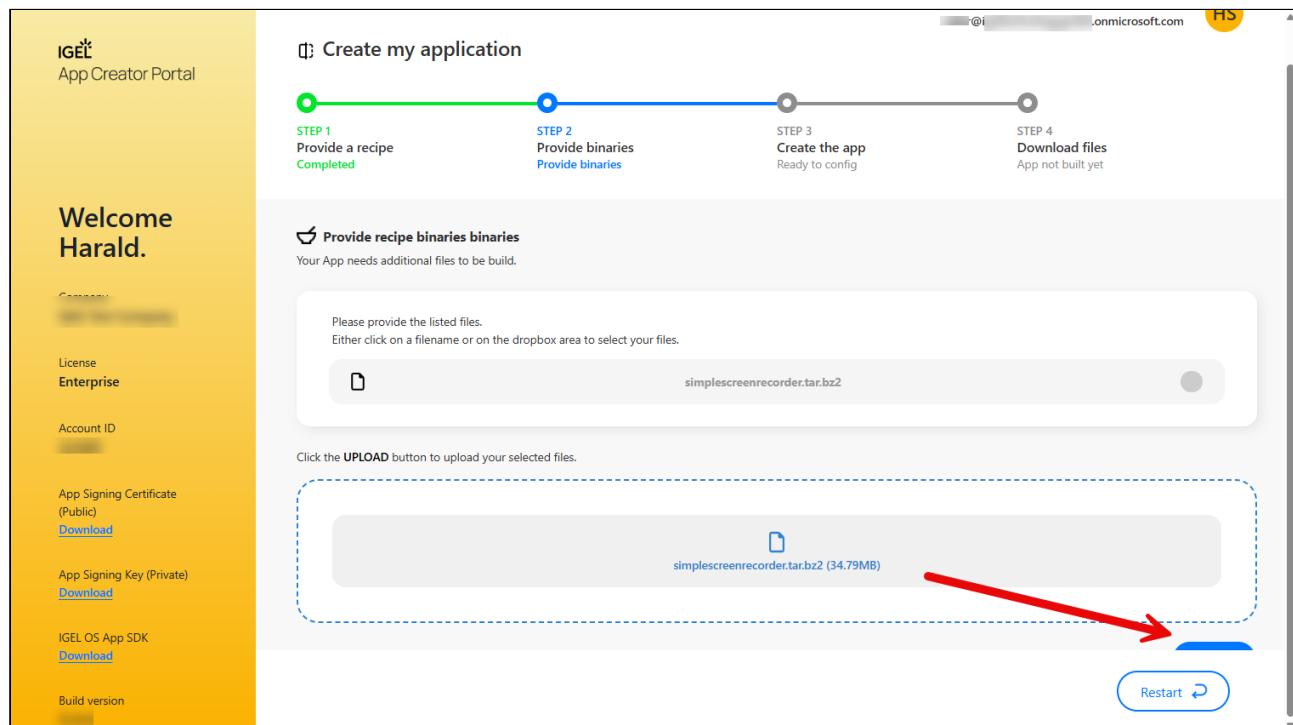
Click the UPLOAD button to upload your selected files.

Drag and drop or click to select package

Upload

Restart

2. When the files are displayed, click **Upload**.



Welcome Harald.

STEP 1 Provide a recipe Completed

STEP 2 Provide binaries Provide binaries

STEP 3 Create the app Ready to config

STEP 4 Download files App not built yet

Provide recipe binaries binaries

Please provide the listed files.
Either click on a filename or on the dropbox area to select your files.

simplescreenrecorder.tar.bz2

Click the UPLOAD button to upload your selected files.

simplescreenrecorder.tar.bz2 (34.79MB)

Upload

Restart

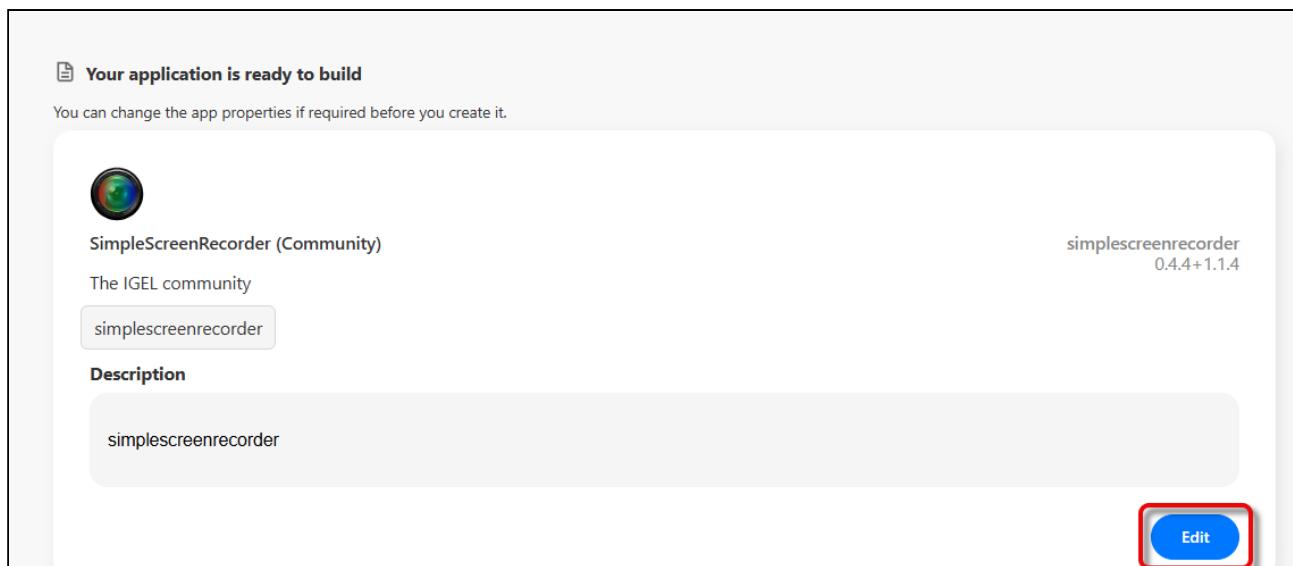
You are taken to STEP 3 Create the app (see page 19).

STEP 3 Create the app

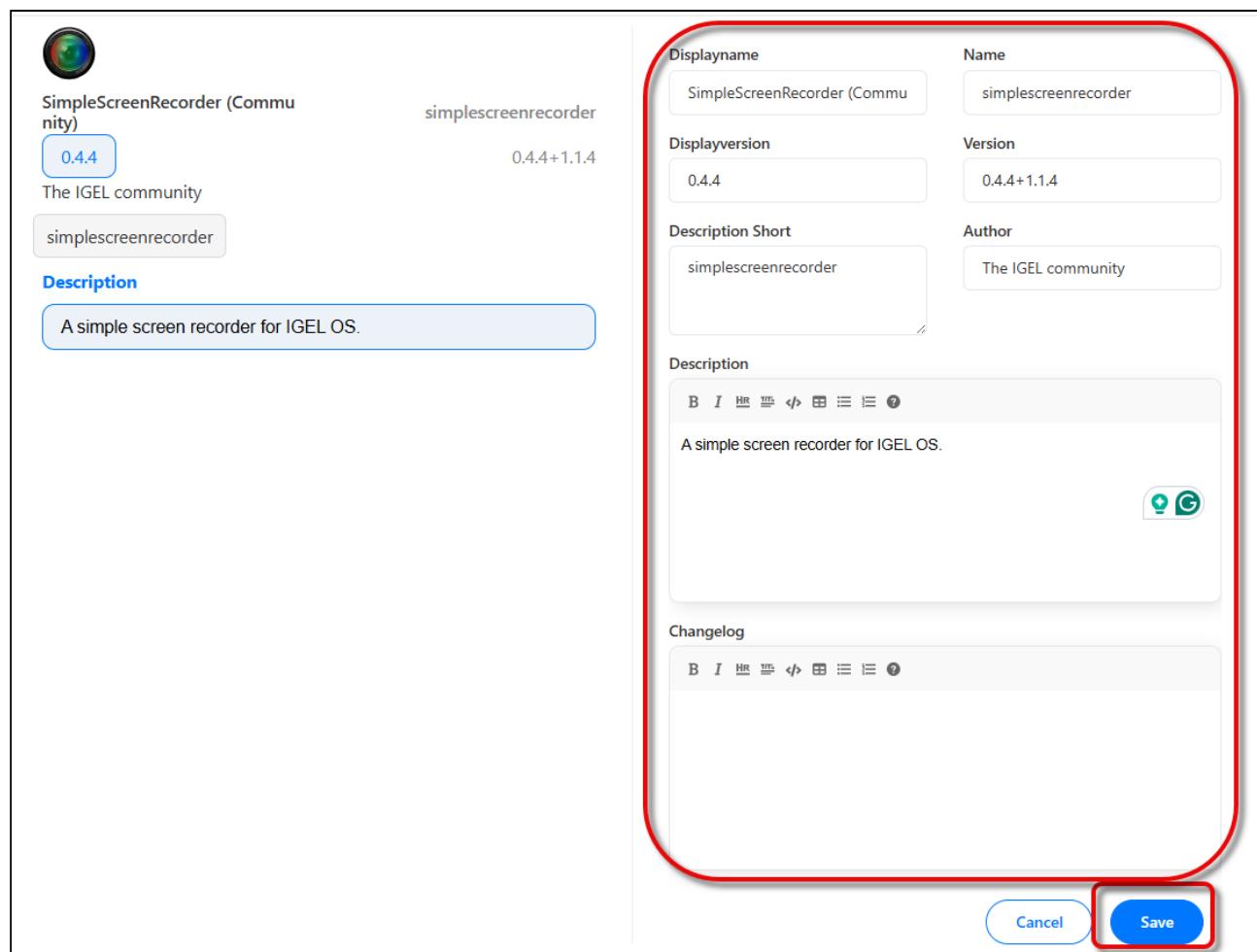
In this step, you can edit the metadata of your app and finally build the package.

1. If you want to edit the metadata of your app, click **Edit** and update the app's metadata as desired.

- **Displayname:** The name that is shown in the UMS and on the endpoint device
- **Name:** The technical name of the app. It must fulfill the following criteria:
 - Alphanumeric characters in upper or lower case are allowed
 - Underscores are allowed, but not before the first character
 - The name must be between 3 and 42 characters long
- **Displayversion:** The displayed app version
- **Version:** The technical version. It must comply with the Semantic Versioning (SemVer) specifications, see <https://semver.org/>.
- **Author:** The creator of the app package
- **Description:** A short description of your app. Use the Markdown editor to format your text.
Maximum length: 10,000 characters
- **Changelog:** It is recommended to add a changelog file to your app package to inform your users about the changes between subsequent versions (release notes). Use the Markdown editor to format your text.
Maximum length: 10,000 characters



The screenshot shows the 'Edit' screen for the 'SimpleScreenRecorder (Community)' application. At the top, a message says 'Your application is ready to build' with a note: 'You can change the app properties if required before you create it.' Below this, the app details are listed: 'SimpleScreenRecorder (Community)', 'The IGEL community', and 'simplescreenrecorder'. There is a 'Description' section containing the text 'simplescreenrecorder'. In the bottom right corner, there is a blue 'Edit' button, which is highlighted with a red rectangular border.



The screenshot shows the IGEL App Creator Portal interface. On the left, there's a preview window for an app icon and basic info: "SimpleScreenRecorder (Community)" version "0.4.4". Below it is a "Description" section containing the text "A simple screen recorder for IGEL OS.". On the right, a detailed edit form is displayed with several fields:

- Displayname:** SimpleScreenRecorder (Community)
- Name:** simplescreenrecorder
- Displayversion:** 0.4.4
- Version:** 0.4.4+1.1.4
- Description Short:** simplescreenrecorder
- Author:** The IGEL community
- Description:** A simple screen recorder for IGEL OS.
- Changelog:** (empty)

At the bottom right of the edit form are two buttons: "Cancel" and "Save". The "Save" button is highlighted with a red rectangle.

2. Download and read the legal terms and confirm that you agree to the Terms of Use.

Changelog

B I H M </>田三三三三三三三三



Cancel

Save

Please read the legal terms

IGEL is not responsible for, nor does it grant a license to the applications created via the App Creator Portal.

It is your sole responsibility to obtain all necessary rights to the components prior to creating an application.

I confirm that I have read, understood and agree to the Terms of Use.

 IGEL App Creator Portal - Terms of Use

Download PDF

Restart 

Build

Changelog

B I H M </>田三三三三三三三三



Cancel

Save

Please read the legal terms

IGEL is not responsible for, nor does it grant a license to the applications created via the App Creator Portal.

It is your sole responsibility to obtain all necessary rights to the components prior to creating an application.

I confirm that I have read, understood and agree to the Terms of Use.

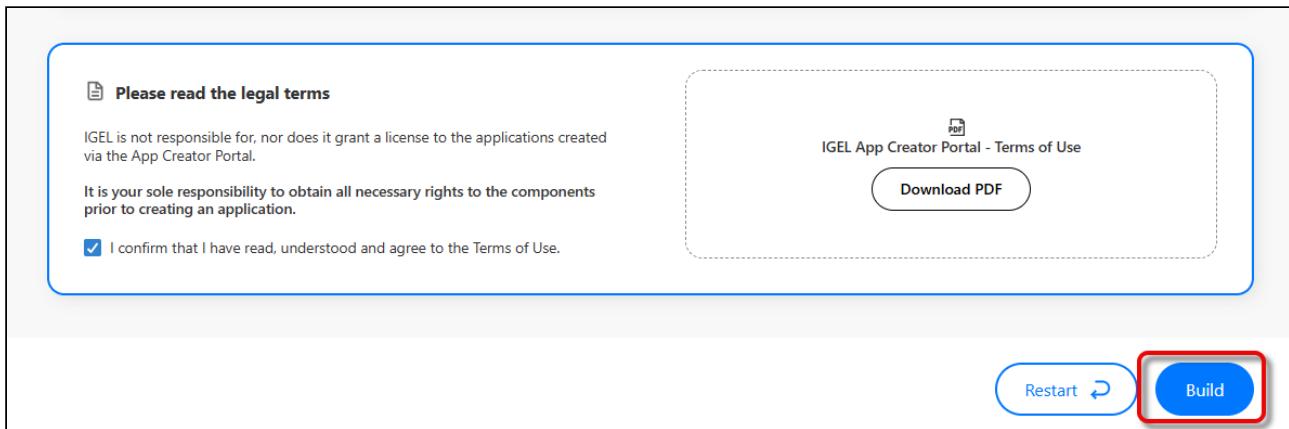
 IGEL App Creator Portal - Terms of Use

Download PDF

Restart 

Build

3. Click **Build** to build your app from the recipe.



Your app is built.

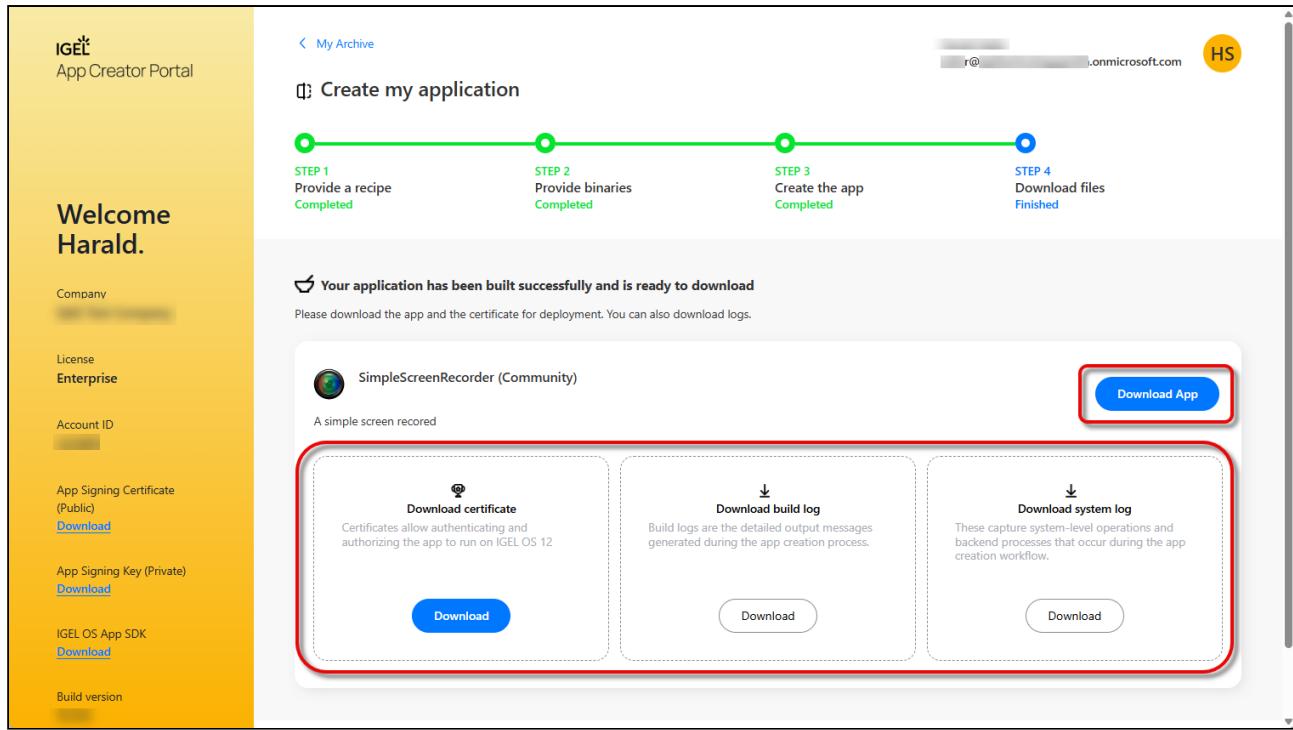
You are taken to Step 4 Download Files.

STEP 4 Download files

When the app has been built successfully, you can download the following files:

- **Download App:** Your app in `.ipkg` format. For instructions on importing the app into your UMS, see <https://kb.igel.com/en/universal-management-suite/current/how-to-export-and-upload-apps-to-the-igel-ums>.
- **Download Certificate:** This certificate is required for installing the app on your endpoint devices. For instructions on deploying certificate files (and other files) with the UMS, see [Files - Registering Files on the IGEL UMS Server and Transferring Them to Devices³](#).
- **Download Build Logs:** Log of the build process
- **System Logs:** Log of the build process from the system's point of view

3. <https://kb.igel.com/en/universal-management-suite/current/files-registering-files-on-the-igel-ums-server-and>



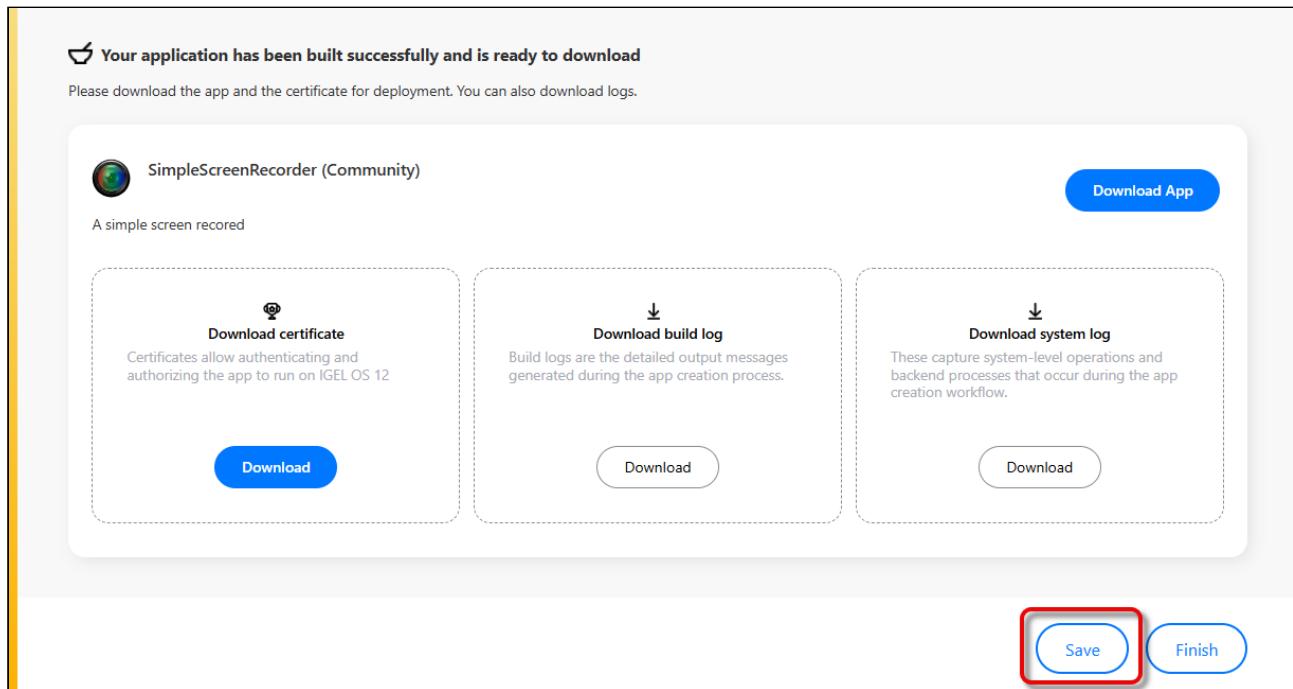
The screenshot shows the 'Create my application' workflow. The progress bar indicates that all four steps have been completed:

- STEP 1 Provide a recipe (Completed)
- STEP 2 Provide binaries (Completed)
- STEP 3 Create the app (Completed)
- STEP 4 Download files (Finished)

The main message states: "Your application has been built successfully and is ready to download". Below this, there is a summary for the application "SimpleScreenRecorder (Community)". It includes a preview image, the name, and a brief description: "A simple screen recorded". A large blue button labeled "Download App" is highlighted with a red box.

On the left sidebar, under "Company", "License Enterprise", "Account ID", "App Signing Certificate (Public)", "App Signing Key (Private)", and "IGEL OS App SDK", there are "Download" links. Under "Build version", there is a "Build version" link.

→ To save your recipe in the IGEL App Portal so you can rebuild it later, click **Save**.



The screenshot shows the same build completion screen as the previous one. The "Download App" button is still highlighted with a red box. At the bottom right of the page, there are two buttons: "Save" and "Finish". The "Save" button is highlighted with a red box.

→ To complete the build process, click **Finish**.

 Your application has been built successfully and is ready to download

Please download the app and the certificate for deployment. You can also download logs.

 SimpleScreenRecorder (Community)

A simple screen recorder

 **Download certificate**
Certificates allow authenticating and authorizing the app to run on IGEL OS 12

Download

 **Download build log**
Build logs are the detailed output messages generated during the app creation process.

Download

 **Download system log**
These capture system-level operations and backend processes that occur during the app creation workflow.

Download

Download App

Save **Finish**

Managing Your Apps

When you have just logged in or completed the build process, all your apps are displayed under **My Apps**.

 **My Apps**

This is a list of your created apps.

| Display name | Name | Version | Description | Date uploaded | |
|--|----------------------|----------------|---------------------------------|------------------|---|
|  keepassxc (Community) | keepassxc | 2.7.4+dfsg.1-2 | Cross Platform Password Manager | 9. October 2025 |  |
|  SimpleScreenRecorder (Community) | simplescreenrecorder | 0.4.4+1.1.4 | simplescreenrecorder | 10. October 2025 |  |

→ Click on the icon  to select your option:

- **Download App:** Downloads the app to your system.
- **Rebuild Recipe:** A copy of your recipe is created. You can edit this copy and create a new app from it. For details, see [STEP 3 Create the app \(see page 19\)](#).
- **Remove:** Removes the app from the **IGEL App Creator Portal**.

My Apps

This is a list of your created apps.

| Display name | Name | Version | Description | Manage |
|--|----------------------|----------------|---------------------------------|--|
| keepassxc (Community) | keepassxc | 2.7.4+dfsg.1-2 | Cross Platform Password Manager | Download App Rebuild Recipe Remove |
| SimpleScreenRecorder (Community) | simplescreenrecorder | 0.4.4+1.1.4 | simplescreenrecorder | 10. October 2025 |

For IGEL Ready Technology Partners: Submitting Your App to IGEL

As an IGEL Ready Technology Partner, you can submit your IGEL OS app directly to IGEL through the App Creator Portal for validation and publication on the IGEL App Portal. IGEL will review your app, perform validation checks, and communicate each step of the process — including acceptance, security review, and publishing status — directly within the portal.



Please submit your app only if you are sure that it is in a final state.

For further information about the IGEL Ready program, see [IGEL Technology Partners⁴](#).

To submit your app:

1. In the list of apps, select your app.

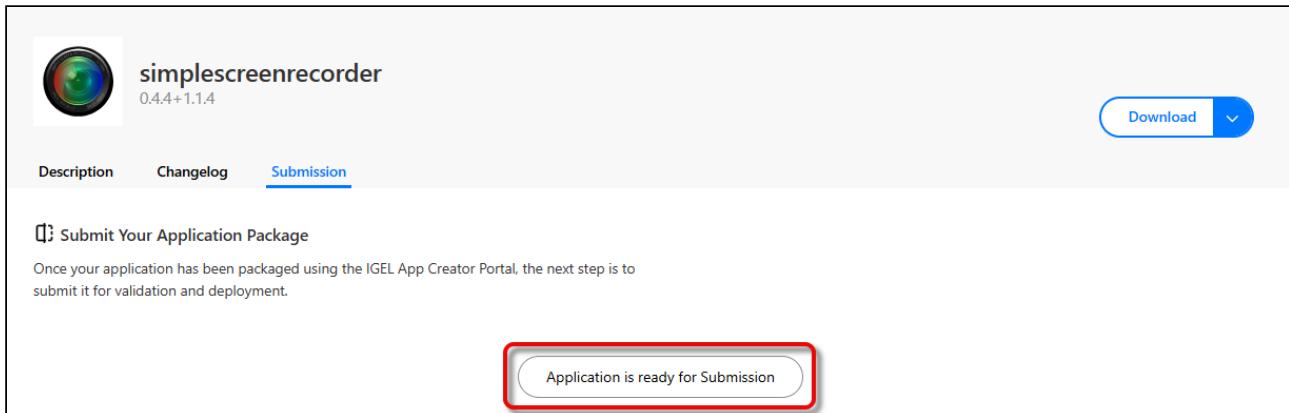
My Apps

This is a list of your created apps.

| Display name | Name | Version | Description | Date uploaded | More |
|--|----------------------|----------------|---------------------------------|------------------|------|
| keepassxc (Community) | keepassxc | 2.7.4+dfsg.1-2 | Cross Platform Password Manager | 9. October 2025 | ... |
| SimpleScreenRecorder (Community) | simplescreenrecorder | 0.4.4+1.1.4 | simplescreenrecorder | 10. October 2025 | ... |

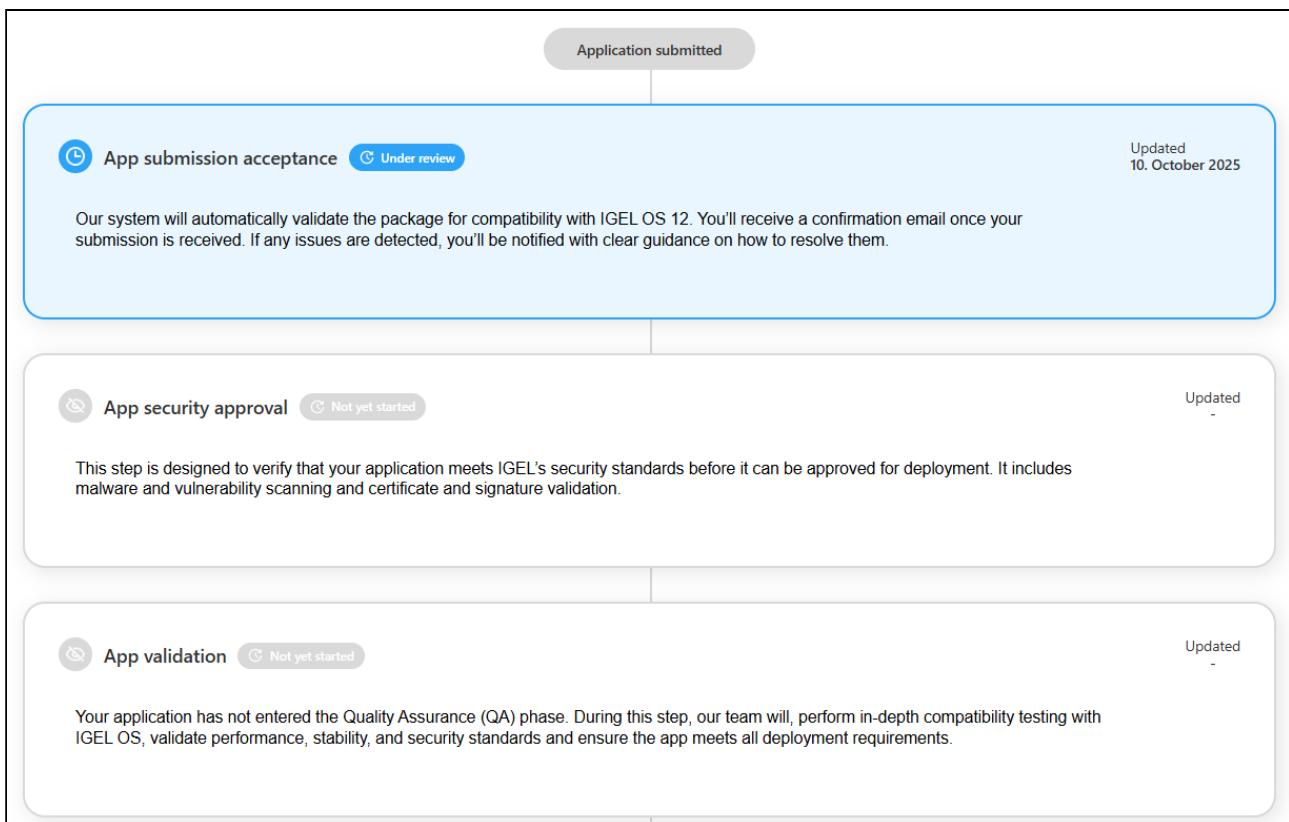
4. <https://www.igel.com/technology-partners/>

2. Click on the button labeled **Application is ready for Submission**.



The screenshot shows the 'Submission' tab selected for the application 'simplescreenrecorder'. A red box highlights the 'Application is ready for Submission' button.

The status of your submission is displayed.



The screenshot displays a process flow for app submission:

- Application submitted** (status box)
- App submission acceptance** (status box): **Under review** (status indicator), Updated 10. October 2025. Description: "Our system will automatically validate the package for compatibility with IGEL OS 12. You'll receive a confirmation email once your submission is received. If any issues are detected, you'll be notified with clear guidance on how to resolve them."
- App security approval** (status box): **Not yet started** (status indicator). Description: "This step is designed to verify that your application meets IGEL's security standards before it can be approved for deployment. It includes malware and vulnerability scanning and certificate and signature validation."
- App validation** (status box): **Not yet started** (status indicator). Description: "Your application has not entered the Quality Assurance (QA) phase. During this step, our team will perform in-depth compatibility testing with IGEL OS, validate performance, stability, and security standards and ensure the app meets all deployment requirements."