aarch64-apple-ios-sim

Tier: 2

Apple iOS Simulator on ARM64.

Designated Developers

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Requirements

This target is cross-compiled. To build this target Xcode 12 or higher on macOS is required.

Building

The target can be built by enabling it for a `rustc` build:

```
[build]
build-stage = 1
target = ["aarch64-apple-ios-sim"]
```

Cross-compilation

This target can be cross-compiled from `x86_64` or `aarch64` macOS hosts.

Other hosts are not supported for cross-compilation, but might work when also providing the required Xcode SDK.

Testing

Currently there is no support to run the rustc test suite for this target.

Building Rust programs

Note: Building for this target requires the corresponding iOS SDK, as provided by Xcode 12+.

From Rust Nightly 1.56.0 (2021-08-03) on the artifacts are shipped pre-compiled:

```
rustup target add aarch64-apple-ios-sim --toolchain nightly
```

Rust programs can be built for that target:

```
rustc --target aarch64-apple-ios-sim your-code.rs
```

There is no easy way to run simple programs in the iOS simulator. Static library builds can be embedded into iOS applications.