**Topic: App Testing and Distribution**  
(Previous topic: Settings)

Beta Testing an App

1. Test outside the development environment because:
   1. The simulator doesn't run all the threads that run on real devices
   2. Devices provisioned for dev testing have some of the watchdog timers disabled.
2. ITunes Connect  
   *Not available with the University Developer Program*
   1. Methods for distribution
      1. Invite testers to download your app
      2. Distribute to iTunes Connect users by e-mail address. (Requires app approval.)
   2. Process
      1. Create a record for the app in iTunes Connect. You must be authorized by the team agent to do this.
      2. Update the build string
      3. Archive and validate the app. Tests are performed by iTunes Connect
      4. Distribute a pre-release build using TestFlight
3. Ad Hoc  
   User's devices must be registered. Up to 100 devices can be registered.
   1. Process:
      1. Register all test devices
      2. Update the build string
      3. Archive and validate your app
      4. Install the app on test devices
      5. Solicit crash reports from testers