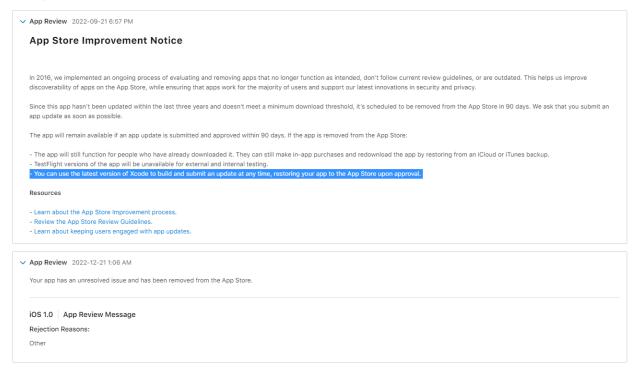
## Documentation for republishing an iOS app (get it back into the App Store)

## Messages (2)



1. Launch Xcode and make sure you have the latest version downloaded.

Note: Updating Xcode does not affect project saves, so there is no need to back them up.

- a. If you do then proceed to the next step.
- b. If not then update it through the Appstore (You must have the latest version of macOS in order to get the latest version of Xcode).
- 2. Once inside the updated Xcode, open the desired project for the particular app.
- 3. Upload the project to App Store connect by building then archiving the product (Set the target device to any iOS device and make sure to change the version number, see below). Build and Archive can be found by moving the mouse to the top of the screen and clicking the product tab.
- a. You must change the version number as well (1.0 to 1.1) this can be done by going to the file manager for Xcode and locating the "info" file. Here, adjust the version value as needed.
- 4. Upload the archive to the App Store Connect by clicking the distribution button. There should be no need to select or deselect any options.
- 5. Add an iOS app with the current version in App Store Connect.

6. In App Store Connect, add the uploaded build to the newly created iOS app.
7. Make sure the build and all other qualifications are ready so it can be reviewed.
8. Set it ready to be reviewed.

Helpful Links Maybe:

https://developer.apple.com/help/app-store-connect/

https://developer.apple.com/help/app-store-connect/get-started/app-store-connect-workflow

https://developer.apple.com/help/app-store-connect/reference/upload-tools

https://www.mobindustry.net/blog/how-to-publish-your-app-on-google-play-and-the-app-store/