SDK VERSION ISSUE

"This app was built with the **iOS 18.1 SDK**. Starting **April 2026**, all iOS and iPadOS apps must be built with the **iOS 26 SDK or later**, included in Xcode 26 or later, in order to be uploaded to App Store Connect or submitted for distribution." - **APPLE**

By

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Minimum iOS Version Impact (MOST IMPORTANT) ⚠️

- Xcode 26 → minimum deployment target = **iOS 15**
- ❌ iOS 13 & 14 users will be **dropped**
- Existing users on iOS 13/14:
- Stay on last compatible app version.
- **Won't receive updates**.

👉 **Action:**

- Check analytics (App Store / Firebase)
- Decide if dropping iOS 13–14 is acceptable
- Communicate clearly to stakeholders

Liquid Glass UI — Enabled by Default? ⚠️

Liquid Glass (iOS 26 UI system) is available

❌ It is NOT auto-enabled in existing apps

❌ Your app won't magically look "Liquid Glass".

When it applies automatically:

- If you use system components (SwiftUI-first apps)

- If you don't override backgrounds, materials, or appearance heavily.

👉 **Action:**

- Audit UI for custom styling

- Test with iOS 26 appearance modes

- Decide: adopt Liquid Glass gradually or keep legacy UI

Deprecated APIs & Warnings Explosion ⚠️

With Xcode 26:

- Older APIs may be: Deprecated, Soft-broken, Behaviour-changed.

👉 **Action**:

- Enable "**Treat warnings seriously**" mindset

- Fix **deprecations incrementally**

- Don't ignore "**will be removed in future release**" warnings.

Common areas:

- Navigation APIs

- Background tasks

- Notifications

- Permissions

Swift / SwiftUI Updates

- New Swift version (likely Swift 6.x+)

- Stricter concurrency checks

- More Sendable warnings

- Actor isolation enforcement.

👉 **Action**:

- Review async/await usage

- Watch for new compiler errors

- Avoid force-fixing with @unchecked Sendable blindly

Third-Party SDK Compatibility 🚨

- This one causes last-minute release blocks.

- Older SDKs may not compile

- Binary frameworks may break

- Ads / analytics SDKs lag behind

App Store Review Expectations (Silent but Real)

Apple reviewers:

- Expect apps to look correct on iOS 26
- Flag broken layouts, clipped text, outdated UI behaviors

👉 **Action**:

- Test using iOS 26 simulators & real devices
- Ensure no visual regressions
- Especially check onboarding & login screens.

Staying updated is no longer optional - it's essential for building future-ready iOS applications.

Thank you

By Shubam Gupta