

# What exactly does Flutter build iOS do? Is this really necessary?

Asked 4 years, 7 months ago   Modified 3 years, 1 month ago

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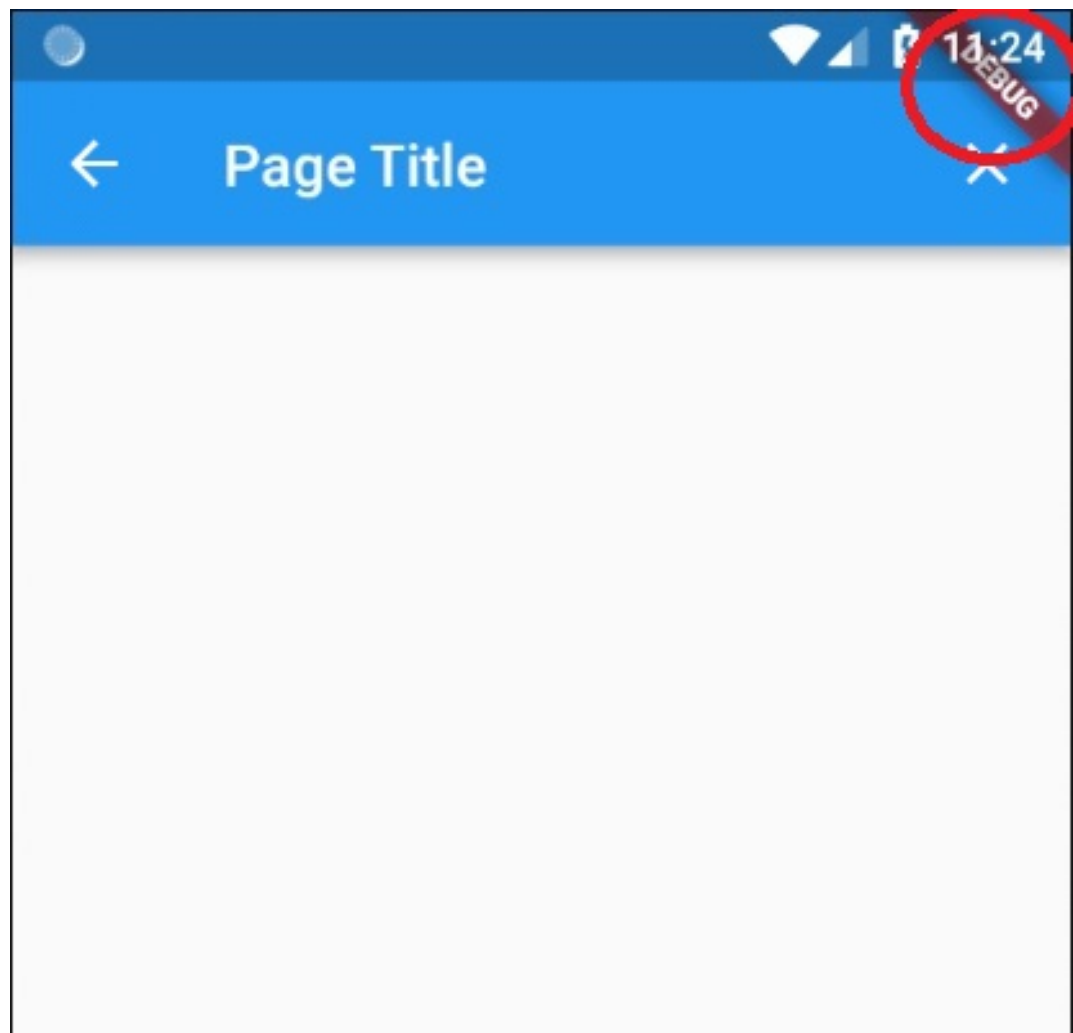


I would like to fully understand this command and what happens behind the scenes. Here are a few pieces of information I've understood so far but somehow I cannot connect the dots:

- When deploying an iOS we need to go through these steps:
  1. build a flutter app in release mode, which will make an .app file/folder
  2. archive & sign the .app file which will convert it into .ipa
  3. send the signed .ipa to the appstore
- flutter apps can have 3 modes: 1. debug 2. release 3. profile
- running `flutter build ios` creates a build/ios folder, including the Release-iphoneos/Runner.app
- Xcode creates its own .app in  
~/Library/Developer/Xcode/DerivedData/Runner-...

Now, questions:

1. Is the build/ios/Release-iphoneos/Runner.app that Xcode converts into .ipa? I'm asking since I know that Xcode creates its own .app in ~/Library/Developer/Xcode/DerivedData, so I'm not sure if Xcode just copies build/ios/Release-iphoneos/Runner.app in here:  
~/Library/Developer/Xcode/DerivedData/ or not
2. What happens if I don't run `flutter build ios` before? Will Xcode use only a debug mode of my app? If so, how come it removes the debug flag in the upper right corner?



3. When I clean my build folder in Xcode (shift+cmd+K) and then I archive the app and it will still build a new .app and then it converts it to .ipa. What mode was this .app created in? Was it a release app? If so,

again, why is it necessary to run `flutter build ios` before and why not just archive it from the Xcode?

Thanks to everyone who tries to unleash this big mystery for me and for everyone else wondering.

MD

ios

flutter

deployment

command-line-interface

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edited Nov 10, 2021 at 14:02

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asked May 17, 2020 at 12:21



Tomas Baran

1,957 ● 2 ● 28 ● 45

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- 1 I would also like to know more, I wish there was some proper documentation. Sometimes I run into Xcode build errors, and the only way to fix it is to clean Xcode, close it, then run `flutter build ios`, then reopen Xcode and build again. Also sometimes I need to reinstall pods also. The whole process is a complete mystery to me – [James Allen](#) Oct 9, 2020 at 12:17
- 

Also would like to better understand. Seems the internet doesn't really understand it either. – [walkair](#) Oct 28, 2021 at 7:38

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1 Answer

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The reason you should run a `flutter build ios` before archive is because archive uses the last build configuration from the results of running `flutter build ios`.



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answered Feb 1, 2021 at 1:00



[Gregory Ray](#)

345 ● 3 ● 5

