How to sign your Max OSX App for gatekeeper (https://successfulsoftware.net/2012/08/30/how-to-sign-your-mac-os-x-app-for-gatekeeper/)

1. Sign up for [Apple Developer Connection](https://developer.apple.com/) ($99 per year). Doesn’t matter if you already paid through the nose for a Windows authenticode certificate. Gatekeeper only accepts Apple certificates, so you have no choice. On the plus side, you do get other benefits, including downloading new OS upgrades for free.

2. You need Mac OS X 10.8 so you can test that your signing works. If you have an Apple Developer Connection subscription, you can download 10.8 for free (get a code from the ADC downloads area and using it in the Mac App Store). I found the upgrade from 10.6 to 10.8 was surprisingly painless (Microsoft eat your heart out).

3. Request your Apple certificates and install them into your Keychain. You can do this from Xcode (instructions [here](http://developer.apple.com/library/mac/#documentation/ToolsLanguages/Conceptual/OSXWorkflowGuide/CodeSigning/CodeSigning.html)). You may need to upgrade Xcode to a recent version.

4. Use the *codesign* command line tool to sign:

* Every framework in your .app bundle
* Every plugin in your .app bundle
* Your .app file

I believe you can do this as part of your Xcode build. But I prefer a shell script. For example:

echo --sign frameworks --  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Frameworks/QtCore.framework/Versions/4/QtCore  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Frameworks/QtGui.framework/Versions/4/QtGui  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Frameworks/QtNetwork.framework/Versions/4/QtNetwork  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Frameworks/QtSql.framework/Versions/4/QtSql  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Frameworks/QtXml.framework/Versions/4/QtXml  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Frameworks/Qt3Support.framework/Versions/4/Qt3Support

echo --sign plugins--  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/accessible/libqtaccessiblecompatwidgets.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/accessible/libqtaccessiblewidgets.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/bearer/libqcorewlanbearer.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/bearer/libqgenericbearer.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/codecs/libqcncodecs.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/codecs/libqjpcodecs.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/codecs/libqkrcodecs.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/codecs/libqtwcodecs.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/graphicssystems/libqtracegraphicssystem.dylib  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app/Contents/Plugins/imageformats/libqjpeg.dylib

echo --sign app--  
codesign --force --verify --verbose --sign "Developer ID Application: <yourID>" <yourApp>.app

I do this in a build shell script that automates the whole process of creating a .dmg for download. I’m not sure if the order you sign the components in is important.

Note that:

* <yourID> is the ID on your certificate (in my case “Oryx Digital Ltd”).
* For frameworks you sign the folder, not the file.
* Any changes to the .app bundle after signing may invalidate the signature (that is kind of the point).

5. Verify the  signing of the .app file. For example:

codesign -vvv -d <yourApp>.app

6. Package your .app into a .dmg, .zip, .pkg or whatever other format you use to install it (I believe .pkg files might require additional signing with a different certificate).

7. Make sure your Mac OS X 10.8 machine is set to the default Gatekeeper setting.

8. Download your software onto Mac OS X 10.8 and check if the scary warning has gone away.

9. Pray that Apple doesn’t decide to revoke your certificate at some point for an infraction, real or imagined.