打包项目出现的错误

一 错误关键词: iOS9 bitcode


```
ld: bitcode bundle could not be generated because '/Users/BuZZ/Downloads/前沿资讯BOB/前沿资讯/BaseProject/Vendor/
umeng_ios_social_sdk_4.2-2.5_arm64_custom/UMSocial_Sdk_Extra_Frameworks/TencentOpenAPI/libSocialQQ.a(UMSocialQQHandler.o)'
was built without full bitcode. All object files and libraries for bitcode must be generated from Xcode Archive or Install
build for architecture armv7
clang: error: linker command failed with exit code 1 (use -v to see invocation)
```

Bitcode bundle could not be generated because '/Users/BuZZ/Downloads/前沿资讯BOB/前沿资讯/BaseProject/Vendor/umeng_ios_social_sdk_4.2-2.5_arm64... more
Linker command failed with exit code 1 (use -v to see invocation)
Activity Log Complete 15/11/27 15:10
1 error, 27 warnings

解决方案:

得到的信息是我们引入的一个第三方库不包含bitcode。

Bitcode是什么?

看官方文档了。在App Distribution Guide – App Thinning (iOS, watchOS)一节中, 找到了下面这样一个定义:

Bitcode is an intermediate representation of a compiled program. Apps you upload to iTunes Connect that contain bitcode will be compiled and linked on the App Store. Including bitcode will allow Apple to re-

optimize your app binary in the future without the need to submit a new version of your app to the store.

说的是bitcode是被编译程序的一种中间形式的代码。包含bitcode配置的程序将会在App store上被编译和链接。bitcode允许苹果在后期重新优化我们程序的二进制文件，而不需要我们重新提交一个新的版本到App store上。

在What's New in Xcode-New Features in Xcode 7中，还有一段如下的描述
Bitcode. When you archive for submission to the App Store, Xcode will compile your app into an intermediate representation. The App Store will then compile the bitcode down into the 64 or 32 bit executables as necessary.

当我们提交程序到App store上时，Xcode会将程序编译为一个中间表现形式(bitcode)。然后App store会再将这个botcode编译为可执行的64位或32位程序。再看看这两段描述都是放在App

Thinning(App瘦身)一节中，可以看出其与包的优化有关了。喵大(@onevcat)在其博客开发者所需要知道的 iOS 9 SDK 新特性中也描述了iOS 9中苹果在App瘦身中所做的一些改进

在上面的错误提示中，提到了如何处理我们遇到的问题：
You must rebuild it with bitcode enabled (Xcode setting ENABLE_BITCODE), obtain an updated library from the vendor, or disable bitcode for this target. for architecture arm64
要么让第三方库支持，要么关闭target的bitcode选项。
实际上在Xcode 7中，我们新建一个iOS程序时，bitcode选项默认是设置为YES的。我们可以在"Build Settings"->"Enable Bitcode"选项中看到这个设置。只能设置ENABLE_BITCODE为NO。

所以，如果我们的工程需要支持bitcode，

则必要要求所有的引入的第三方库都支持bitcode。我就只能等着三方库更新了。

如上面所说，bitcode是一种中间代码。LLVM官方文档有介绍这种文件的格式，有兴趣的可以移步LLVM Bitcode File Format。

二　错误关键词：项目不支持64位

解决方案：

在2015年2月1日新的iOS应用提交到App Store的开始必须包括64位支持并与iOS 8 SDK构建

1 调试一下程序是否有第三方或者什么方法不支持64位,寻找支持64位的或者干掉,同时将int转换成NSInteger,并且将NSLog的打印%d改为%ld等根据提示进行修改就ok了.

2 修改Build Settings 中的Architecutures 中的Architectures 为Standard architectures Valid Architectures 为 arm64 armv7 armv7s
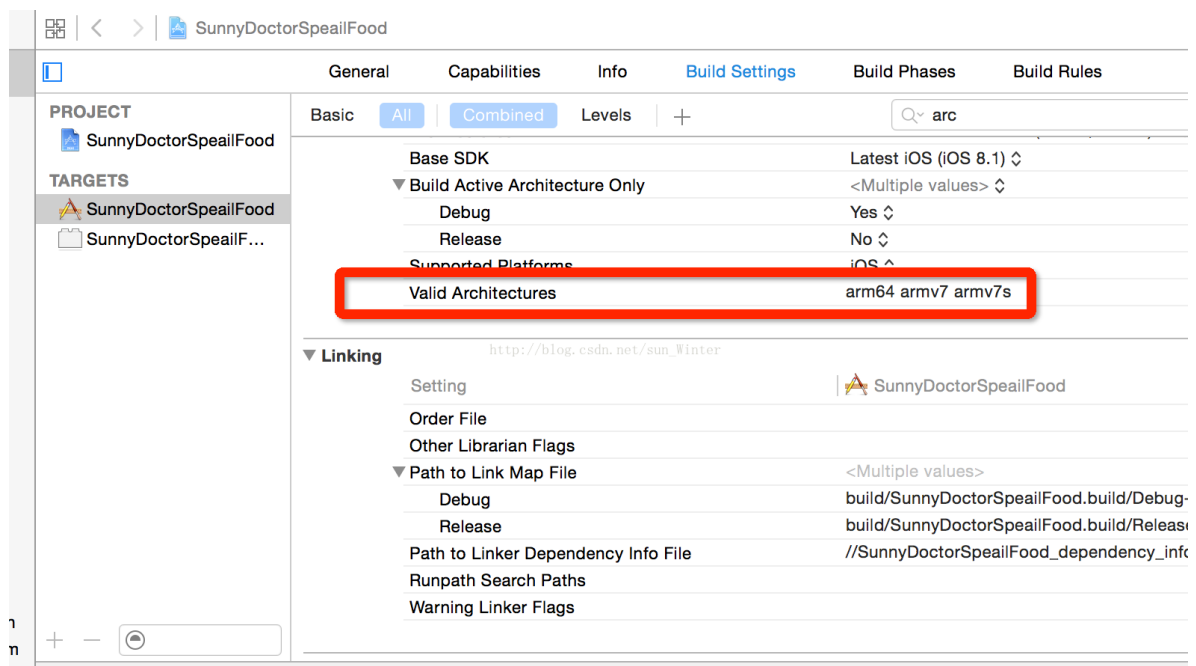
3 如果你的app中使用的第三方不支持64位 首先应更新sdk 换成支持64位的版本进

行使用

三 错误关键词：图片PNG格式

解决方案：
项目中要求需要PNG格式图片，千万不要找其他格式的图片通过修改后缀名为PNG来解决问题
要从Photoshop导出为PNG格式才可以

四 错误关键词：APPicon

Archive upload failed due to the issues listed below.

⬤ **ERROR ITMS-90032: "Invalid Image Path - No image found at the path referenced under key 'CFBundleIcons': 'AppIcon29x29'"**
ERROR ITMS-90032: "Invalid Image Path - No image found at the path referenced under key 'CFBundleIcons': 'AppIcon29x29'"

⬤ **ERROR ITMS-90032: "Invalid Image Path - No image found at the path referenced under key 'CFBundleIcons': 'AppIcon40x40'"**
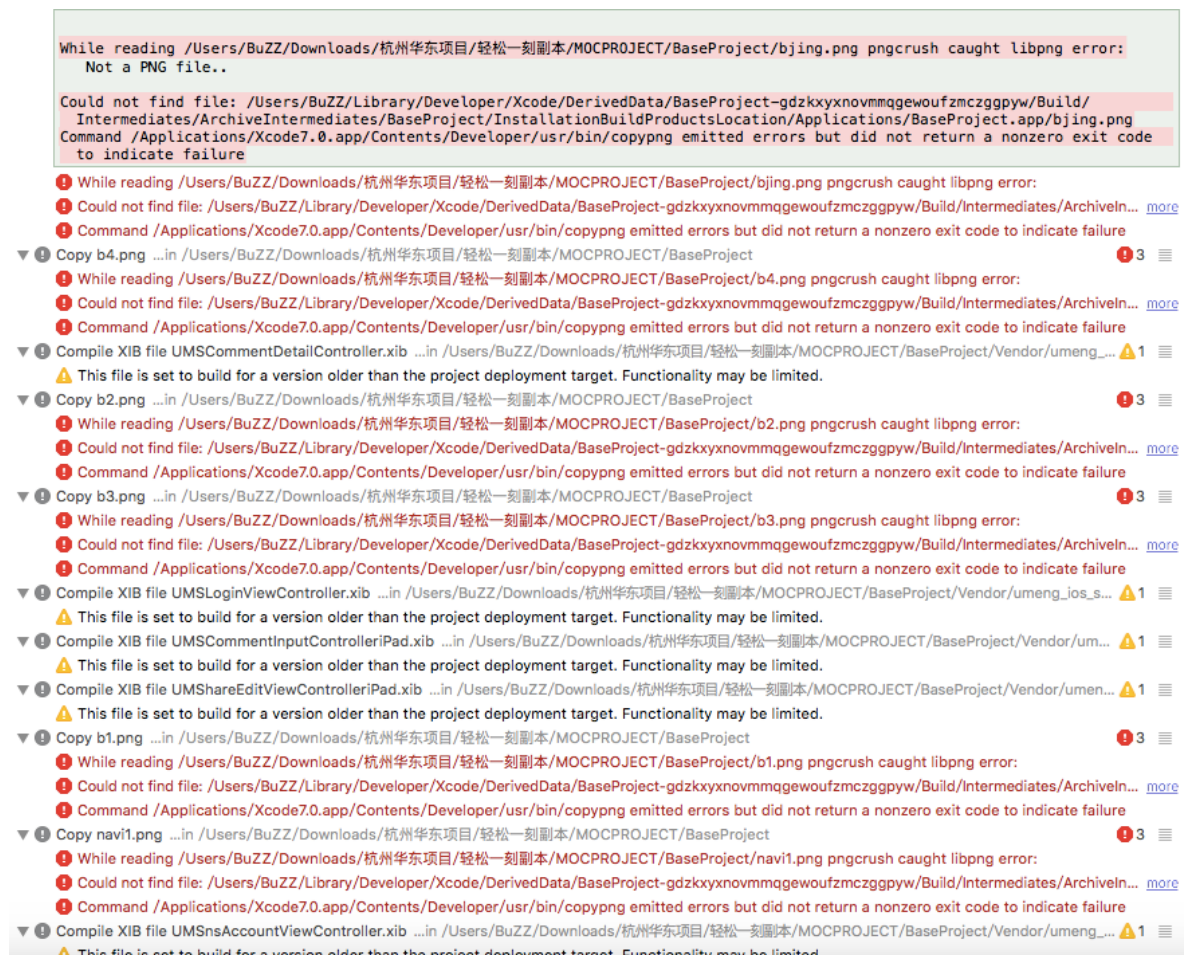ERROR ITMS-90032: "Invalid Image Path - No image found at the path referenced under key 'CFBundleIcons': 'AppIcon40x40'"

⬤ **ERROR ITMS-90032: "Invalid Image Path - No image found at the path referenced under key 'CFBundleIcons': 'AppIcon60x60'"**
ERROR ITMS-90032: "Invalid Image Path - No image found at the path referenced under key 'CFBundleIcons': 'AppIcon60x60'"

⬤ **ERROR ITMS-90022: "Missing required icon file. The bundle does not contain an app icon for iPhone / iPod Touch of exactly '120x120' pixels, in .png format for iOS versions >= 7.0."**
ERROR ITMS-90022: "Missing required icon file. The bundle does not contain an app icon for iPhone / iPod Touch of exactly '120x120' pixels, in .png format for iOS versions >= 7.0."

解决方案：
格式：PNG
尺寸：

29pt: 2x: 58x58
   3x: 87x87
40pt: 2x: 80x80
   3x: 120x120
60pt: 2x: 120x120
   3x: 180x180

如果还不行，将图片加到工程中，并在plist文件中添加图片名

Key		Type	Value
▼Information Property List		Dictionary	(19 items)
▼Icon files	⬍	Array	(1 item)
Item 0		String	60pt@3x.png
	⬍	String	
Bundle identifier	⬍	String	$(PRODUCT_BUNDLE_IDENTIFIER)
Bundle name	⬍	String	$(PRODUCT_NAME)

五 错误关键词：ERRORITMS-90096 iPhone5

⊘ **ERROR ITMS-90096:** "Your binary is not optimized for iPhone 5 - New iPhone apps and app updates submitted must support the 4-inch display on iPhone 5 and must include a launch image referenced in the Info.plist under UILaunchImages with a UILaunchImageSize value set to {320, 568}. Launch images must be PNG files and located at the top-level of your bundle, or provided within each .lproj folder if you localize your launch images. Learn more about iPhone 5 support and app launch images by reviewing the 'iOS Human Interface Guidelines' at 'https://developer.apple.com/library/ios/documentation/UserExperience/Conceptual/MobileHIG/IconsImages/IconsImages.html#//apple_ref/doc/uid/TP40006556-CH14-SW5' and the 'iOS App Programming Guide' at 'https://developer.apple.com/library/ios/documentation/iPhone/Conceptual/iPhoneOSProgrammingGuide/App-RelatedResources/App-RelatedResources.html#//apple_ref/doc/uid/TP40007072-CH6-SW12'."
ERROR ITMS-90096: "Your binary is not optimized for iPhone 5 - New iPhone apps and app updates submitted must support the 4-inch display on iPhone 5 and must include a launch image referenced in the Info.plist under UILaunchImages with a UILaunchImageSize value set to {320, 568}. Launch images must be PNG files and located at the top-level of your bundle, or provided within each .lproj folder if you localize your launch images. Learn more about iPhone 5 support and app launch images by reviewing the 'iOS Human Interface Guidelines' at 'https://developer.apple.com/library/ios/documentation/UserExperience/

解决方案：
启动图片不合规
格式：PNG
尺寸：640x960
　　　640x1136
　　　7501334
　　　1242x2208

六 错误关键词：ERRORITMS-90475

⚠️ **ERROR ITMS-90475: "Invalid Bundle. iPad Multitasking support requires launch story board in bundle 'cn.tedu.jialin'."**
ERROR ITMS-90475: "Invalid Bundle. iPad Multitasking support requires launch story board in bundle 'cn.tedu.jialin'."

解决方案：

通过错误提示可以理解为，IPAD支持分屏多任务了，所以需要产品工程中使用story board。

这就意味着，从该版本开始，以前所有纯代码编写的界面或者使用xib编辑的界面，都要使用story board编辑。