

# Session 3a: Releasing an app in TestFlight

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framework training  
business value through education

# Pre-release - TestFlight

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- ❑ We can release to named people for testing WITHOUT inputting all the information we have given
- ❑ When the developers submit a new Build for an app, it can be released to TestFlight users immediately
- ❑ It lasts 90 days or until we withdraw it
- ❑ The listed testers are notified as soon as a new build is released

# Setting up TestFlight

The screenshot shows the App Store Connect interface. The 'TestFlight' tab is highlighted with a red circle. A red text overlay says 'Choose your app, then choose TestFlight'. Below this, the 'iOS Builds' section is visible. A blue banner with an information icon and the text 'To start testing and collecting feedback about your app, create a group and invite testers using their emails. Create Group' is highlighted with a red circle. A red text overlay says 'Choose "Create Group"'. Below the banner, the 'Version 1.0' section is visible, showing a table of builds.

**Builds**

iOS

**Feedback**

Crashes

Screenshots

**Internal Testing** +

**General Information**

Test Information

About TestFlight Data ?

**iOS Builds**

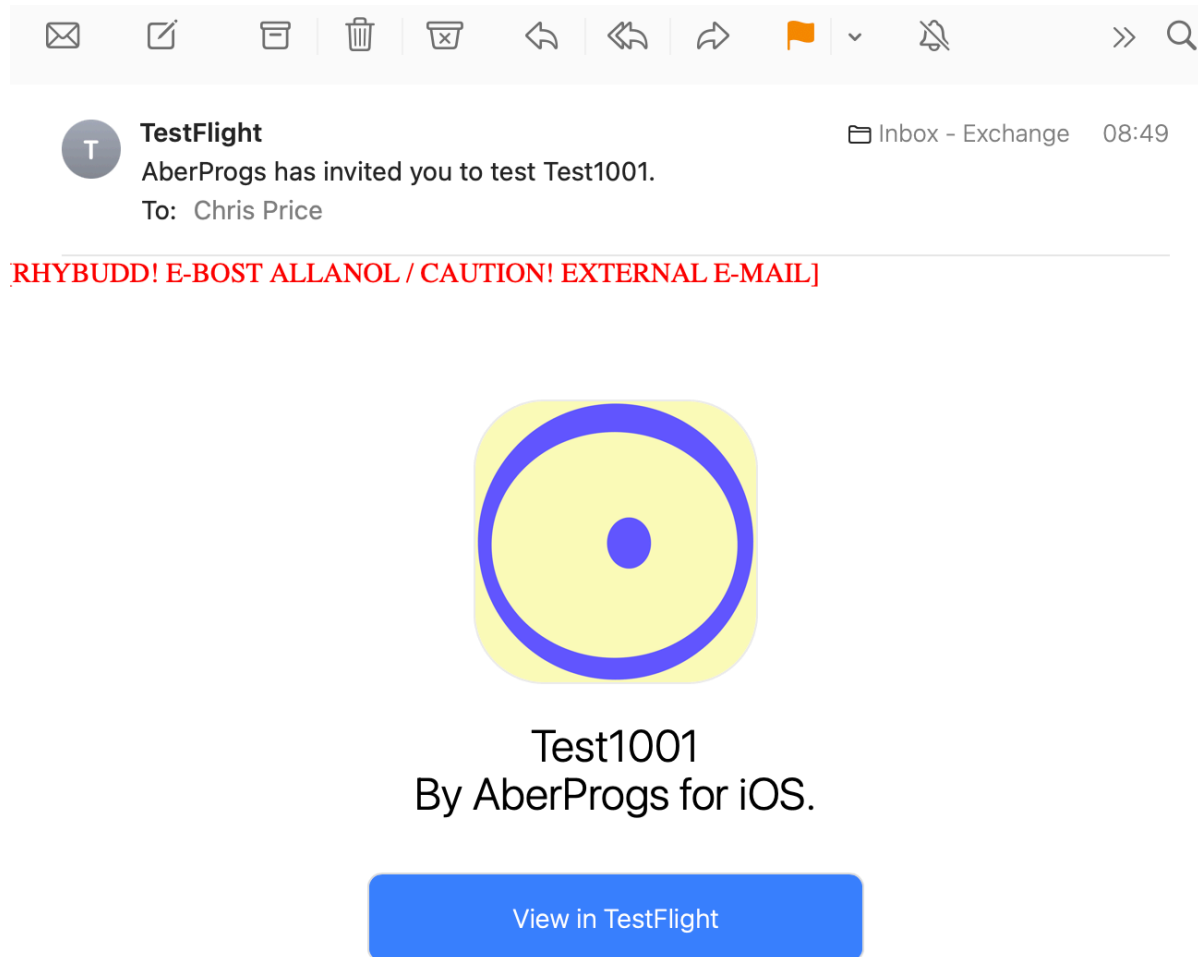
The following builds are available to test. [Learn more about build status and metrics.](#)

**Version 1.0**

BUILD	STATUS	INVITES	INSTALLS	SESSIONS	CRASHES	FEEDBACK
2	Ready to Submit Expires in 89 days	-	-	-	-	-

You will be asked to start an internal testing group - say yes, and add your email to the testers and say OK

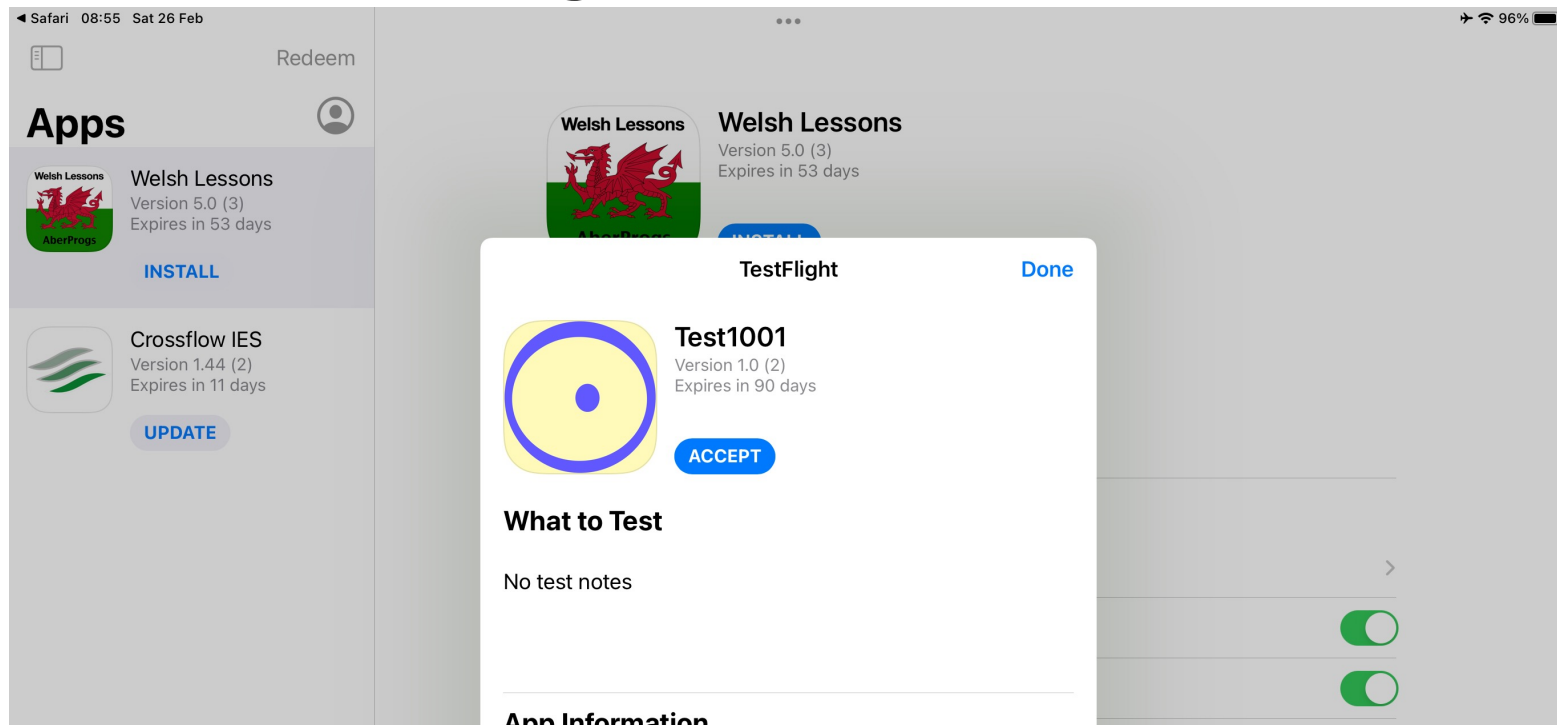
# The TestFlight user will get an email invitation like this:



To test this app, you must have [TestFlight](#) installed on your iOS device running 13.0 or later, Mac using macOS 12.0 or later, or Apple TV using tvOS 13.0 or later.

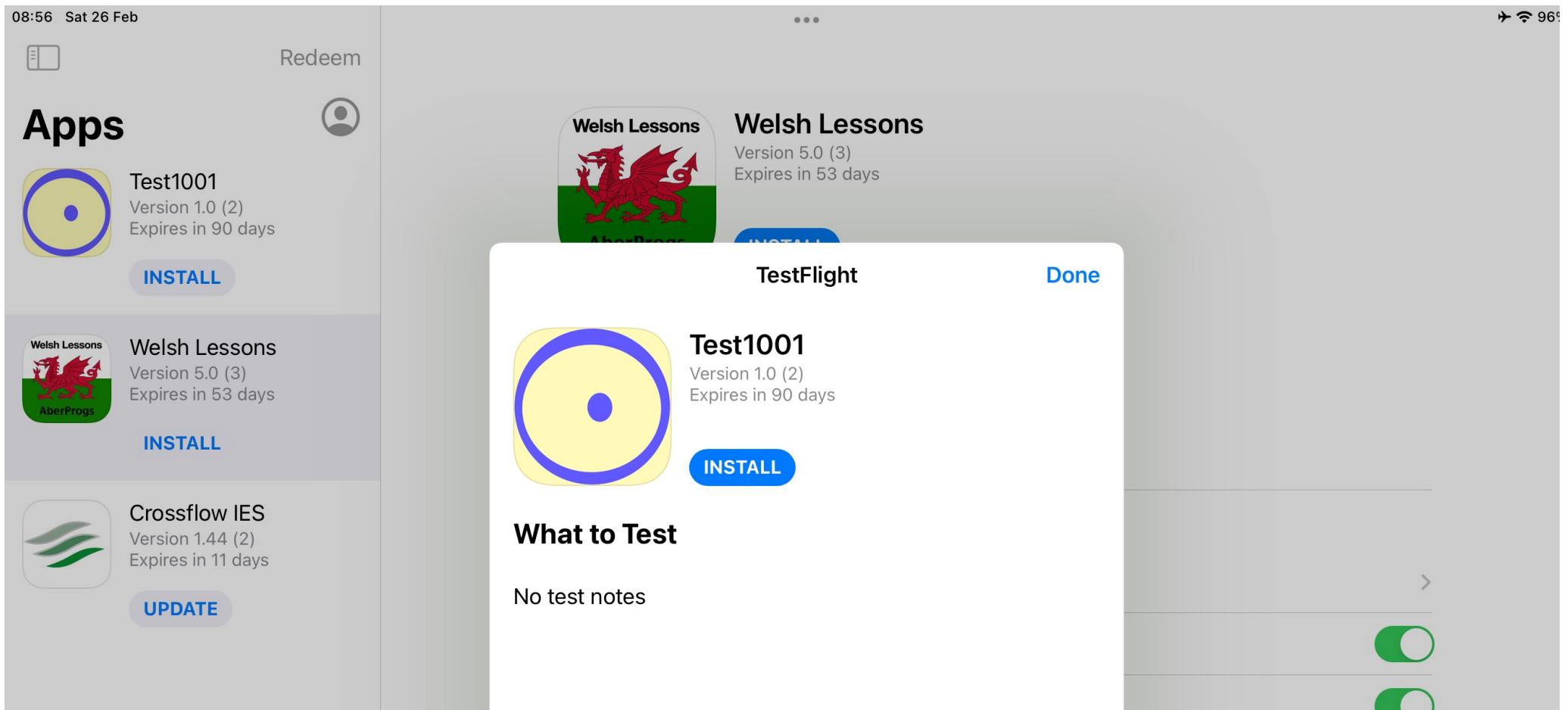
# Running the test app

- If you have TestFlight installed on an iPhone or iPad, and click on the link in the email on that device, then the device runs TestFlight and shows this message:



# Click on "Accept"

- The dialog changes to "Install" and if you click that, the app is on your device



# App Store TestFlight screen now looks like

The screenshot shows the App Store Connect web interface in a browser window. The address bar shows `appstoreconnect.apple.com`. The top navigation bar includes links to App Store Connect, Apps, Analytics, Trends, Reports, Users and Access, and Agreements. The user profile is Chris Price. The main content area is for the app 'Test1001', with tabs for App Store, Services, TestFlight (selected), and Xcode Cloud. The TestFlight section is titled 'All Testers' and shows a list of testers. One tester, 'cjp@aber.ac.uk', is listed with the status 'Installed 1.0 (2)' and the date 'Feb 26, 2022'. The left sidebar contains sections for Builds, Feedback, Internal Testing, External Testing, and General Information.

**App Store Connect** Apps Analytics Trends Reports Users and Access Agreements Chris Price

**Test1001** App Store Services TestFlight Xcode Cloud

**Builds**  
iOS

**Feedback**  
Crashes  
Screenshots

**Internal Testing** +  
Alpha testers

**External Testing** +

**General Information**  
All Testers (1 of 10,100)  
Test Information ⚠  
About TestFlight Data ?

**All Testers**  
View everyone you've invited to test your app.

**Tester (1)** 🔍 📄 Edit

INVITATION TYPE	NAME	STATUS ^	SESSIONS	CRASHES	FEEDBACK
cjp@aber.ac.uk	Chris Price	✅ Installed 1.0 (2) Feb 26, 2022			



# Once TestFlight is set up

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- ▣ We can add up to 100 internal users
- ▣ We can add up to 10,000 external users
- ▣ We can see which users have loaded the app and prompt those who have not
- ▣ We can see reports of crashes of the app
- ▣ Users can give us feedback on the app
- ▣ We can release new versions of the app and add information about what has changed since the last release



# TestFlight makes a beta release easy

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- ▣ Developers can do it early
- ▣ Ops can do it to check the app works OK
- ▣ Marketing can do it to get user feedback
- ▣ Good to plan it as part of a release strategy

# Further reading

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- ▣ Apple have a web page on using TestFlight:
  - ▣ <https://developer.apple.com/testflight/>
- ▣ Ray Wenderlich has a tutorial on setting up and using TestFlight:
  - ▣ <https://www.raywenderlich.com/10868372-testflight-tutorial-ios-beta-testing>