Please read:

<https://learn.unity.com/tutorial/publishing-for-ios#5ecfa875edbc2a00231dbfa4>

<https://learn.unity.com/tutorial/how-to-publish-to-ios-2019-3#5e340dd8edbc2a0020fb3e44>

<https://docs.unity3d.com/Manual/BuildSettingsiOS.html>

<https://docs.unity3d.com/Manual/UnityCloudBuildiOS.html>

For remote debugging, expensive but worth it:

<https://assetstore.unity.com/packages/tools/utilities/ar-foundation-editor-remote-168773>

I used Unity 2019.4.13f1

You need to make your settings like below:

Import Packages:

* AR Foundation
* Input System
* ARKit Face Tracking
* ARKit XR Plugin

Graphical user interface, text

Description automatically generated

Add AR version of menu and games and set to iOS Platform:

* Select iOS and make sure you hit [Switch Platforms] button
* Add those scenes (drag them) into the hierarchy, and then hit [Add Open Scenes] button

Graphical user interface

Description automatically generated

Set player settings:

* Allow Unsafe Code
* Bundle Identifier
* Target minimum iOS version: 12.0
* Active input handling: Both

Graphical user interface

Description automatically generated with medium confidence

Scripting Define Symbols:

UNITY\_POS\_PROCESSING\_STACK\_V2;UNITY\_XR\_ARKIT\_LOADER\_ENABLED;UNITY\_XR\_ARKIT\_FACE\_TRACKING\_ENABLED;UNITY\_XR\_ARKIT\_FACE\_TRACKING\_ENABLED

Graphical user interface

Description automatically generated

Set XR settings:

If you can’t check ARKit, then:

1. Delete the file Assets/XR/Loaders/NAME\_OF\_YOUR\_XR\_LOADER\_Loader.asset.  
2. Enable your XR Provider in XR Plug-in Management window.

Graphical user interface, application, Teams

Description automatically generated

This is for Android AR (but doesn’t support body tracking yet)

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application

Description automatically generated

**XCode Settings**

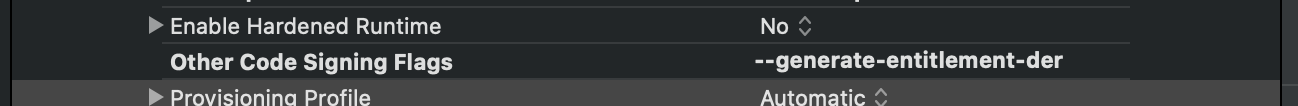
Older MacOS/XCode Versions:

An app signed with a codesign version provided on an older macOS, like Catalina (10.15) will not run on iOS 15 because the lastest version you can install is Xcode 12.4.

Xcode 12.5 seems to change the behavior of codesigning. When installing you get the error message:

The code signature version is no longer supported. To solve, add

--generate-entitlement-der flag to OTHER\_CODE\_SIGN\_FLAGS



For more details, see:

<https://stackoverflow.com/questions/68467306/the-code-signature-version-is-no-longer-supported>

**Unsupported OS Version message:**

If you get a message like this:



Then read this:

[**https://stackoverflow.com/questions/67863355/xcode-12-4-unsupported-os-version-after-iphone-ios-update-14-7**](https://stackoverflow.com/questions/67863355/xcode-12-4-unsupported-os-version-after-iphone-ios-update-14-7)

**XCode Team Provisioning Profile:**

Graphical user interface, text, application, email

Description automatically generated

**IPhone Settings:**

Make sure you have your Configuration Profile set in:

Settings > General > **Profiles** & **Device Management**

Or

Settings > General > **VPN** & **Device Management**

<https://www.wikihow.com/Enable-Developer-Mode-on-an-iPhone>