

## Preparation (/support/documentation/index.php/universal-ios/13-preparation)

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Before we can start configuring your app, you need to have all appropriate software installed.

To develop iOS apps, you need:

- A Mac computer running MacOS 10.12 or later
- Xcode (latest version)
- iOS SDK

Xcode is Apple's integrated development environment (IDE). Xcode includes a source editor, a graphical user interface editor, and many other features. The iOS SDK extends Xcode to include the tools, compilers, and frameworks you need specifically for iOS development. Currently, Universal works best in Xcode 9 with IOS 11 as target.

Download the latest version of Xcode on your Mac from the App Store. The iOS SDK is included with Xcode.

To download the latest version of Xcode

1. Open the App Store app on your Mac (by default it's in the Dock).
2. In the search field in the top-right corner, type Xcode and press the Return key.
3. Click Free image to download Xcode
4. Xcode is downloaded into your /Applications directory.

Extract your template and double click `Universal.xcworkspace` in the template folder to open Xcode with your project.

Please use the more up to date and interactive documentation at:  
<http://sherdle.com/help/documentation/>