

Finalizing (/support/documentation/index.php/universal-ios/17-finalizing)

Your app is now ready.

Running your app in the simulator

In the top left corner of Xcode, you can select an Iphone of your choice and press the 'Play' button which launches the emulator. You should now be able to see and interact with your app.

Submitting your app to the App Store

There are just a few things left to do before you can submit your app to the App Store which are beyond the scope of this documentation:

Creating a provisioning profile

- Create a Distribution Certificate.
- Use that Certificate to create a provisioning profile.
- Apply the provisioning profile to your app.

Creating an IPA file

Now your ready to export, set your target to 'IOS device' and go to Product > Archive. After you've followed the steps, you will have a IPA to submit an App Store application.

Useful links

Perhaps this TutsPlus tutorial can help you get a global idea of how the app store submission process works:

<http://code.tutsplus.com/tutorials/how-to-submit-an-ios-app-to-the-app-store--mobile-16812>
(<http://code.tutsplus.com/tutorials/how-to-submit-an-ios-app-to-the-app-store--mobile-16812>)

And this this TutsPlus tutorial goes into more detail on creating a provisioning profile and submitting to the App Store:

<http://code.tutsplus.com/tutorials/distributing-ios-apps-with-itunes-connect--cms-21672>
(<http://code.tutsplus.com/tutorials/distributing-ios-apps-with-itunes-connect--cms-21672>)

Thank you

I'd like to thank you again for your purchase and I hope you where able to successfully create an App using our template!

If you face any bugs or flaws in this documentation, feel free to report them to us! You can use this email address: crew@sherdle.com (<mailto:crew@sherdle.com>)

If you feel like you need support, you can visit our support page: <http://sherdle.com/support/>
(/support/documentation/../../)

Please note that support does not include:

- Customization
- Adding new features
- Installation Services
- Support for 3rd party software and/or plugins
- Content related rejections from Apple