NOTE: There is not way for you to continue access to the application with Rose-Hulman’s beta testing configuring after the App test period (30 days) has expired. Prior to graduation, I will post a new version of the application for App review by Apple, thus giving you the final and most recent version of the code for your device for 30 following days.

*This guide will reference links that Apple provides for simplistic, and clearly defined methods of setting up a Developer Account and posting an application to TestFlight or the App Store. Part of the reason we had so much difficulty was trying to utilize the Rose-Hulman developer account. Developer accounts are only allowed 3 distinct signing identities, one of which belongs to Rose-Hulman Ventures, one that belongs to the Rose CSSE department, and one additional signature. However, there are far more than 3 projects that utilize all of these identities, so that creates layers of difficulty in bypassing Apple’s account constraints.*

*When I was learning how to do this, I used* [*this video tutorial*](https://www.youtube.com/watch?v=rRlOdp4uZoo) *as reference after looking through Apple’s links reference below.*

## Step 1 – Create a Developer Account:

You will need:

* The legal authority to bind your company/organization to Apple Developer Program legal agreements.
* An address for the company’s principal place of business or corporate headquarters.
* A D-U-N-S® Number assigned to a legal entity.
* D-U-N-S Numbers, available from D&B for free in most jurisdictions, are unique nine-digit numbers widely used as standard business identifiers. To learn more, read our FAQs. Before enrolling, check to see if D&B has assigned you a D-U-N-S Number. If not, please request one. Note: DBAs, Fictitious Business, Trade names, or branches are not accepted at this time.
* A valid credit card for purchase.

[Navigate to this link for Apple’s instructions on creating a Developer Account.](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/ManagingAccounts/ManagingAccounts.html#//apple_ref/doc/uid/TP40012582-CH24)

## Step 2 – Configuring Identity/Team Settings, and XCode for distribution

*The project has been configured to work with Rose-Hulman’s internal Developer Account, so when the project is checked out, it will have those settings – they need to be changed to work with your new developer account.*

[Navigate to this link for Apple’s configuration guide Identity/Team Settings.](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/ConfiguringYourApp/ConfiguringYourApp.html#//apple_ref/doc/uid/TP40012582-CH28-SW2)  
  
[And this one for XCode Distribution Settings.](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/ConfiguringYourApp/ConfiguringYourApp.html#//apple_ref/doc/uid/TP40012582-CH28-SW1)

## Step 3 – Beta Testing

*Apple uses what was previously a third party application called TestFlight to distribute apps for Beta Testing. They since purchased that application, and have integrated it into their systems.*

[Learn to beta test here,](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/TestingYouriOSApp/TestingYouriOSApp.html#//apple_ref/doc/uid/TP40012582-CH8-SW4) and [utilize TestFlight specifically here.](https://developer.apple.com/library/ios/documentation/LanguagesUtilities/Conceptual/iTunesConnect_Guide/Chapters/BetaTestingTheApp.html#//apple_ref/doc/uid/TP40011225-CH35)

Apple does allow for Ad Hoc distribution, which is explained in the beta testing tutorial above.

## Step 4 – Submitting the App Store (If necessary)

*The Ad Hoc distribution allows for a file to be created and installed on a device – however, this process did not work for us, due to some complication with a nondescript error message within our Developer Account. That tutorial is* [*here*](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/TestingYouriOSApp/TestingYouriOSApp.html#//apple_ref/doc/uid/TP40012582-CH8-SW1)*, about halfway down the page.*However, if this does not prove successful to you – then maybe the app store will be a final solution. [A guide to complete this can be found here.](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/SubmittingYourApp/SubmittingYourApp.html#//apple_ref/doc/uid/TP40012582-CH9-SW1)

# Helpful Links:

[To test locally on a device.](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/LaunchingYourApponDevices/LaunchingYourApponDevices.html#//apple_ref/doc/uid/TP40012582-CH27-SW1)

[Maintaining Signing Identities and Certificates.](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/MaintainingCertificates/MaintainingCertificates.html#//apple_ref/doc/uid/TP40012582-CH31-SW1)

[Maintaining Devices, Identifiers and Profiles.](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/MaintainingProfiles/MaintainingProfiles.html#//apple_ref/doc/uid/TP40012582-CH30-SW1)

[**Comprehensive Guide to App Distribution**](https://developer.apple.com/library/ios/documentation/IDEs/Conceptual/AppDistributionGuide/Introduction/Introduction.html#//apple_ref/doc/uid/TP40012582)