

Creating an iPhone Distribution Build

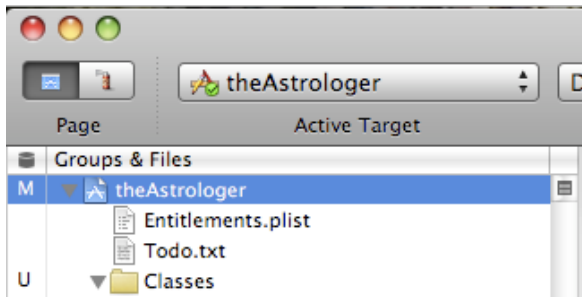
iPhoneDeveloperTips.com

Requirements:

- A distribution provisioning profile will need to be installed prior to creating a build.
- To follow these steps, you must have the All-in-One layout set in the General tab of the Xcode Preferences.

Step #1 Create Distribution Configuration

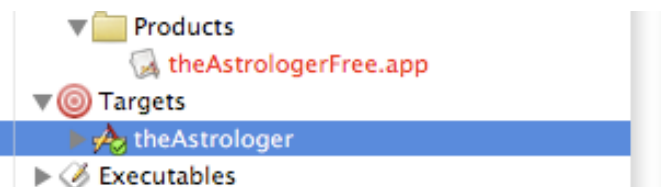
- Select the Project Name in Xcode (see below)



- Right click and choose **Get Info** dialog (or enter Command I)
- Select **Configuration** tab
- Click on **Release** in the list of configurations and select **Duplicate** from the options along the bottom
- Name the new configuration **Distribution**
- Close the window

Step #2 Set Target Information

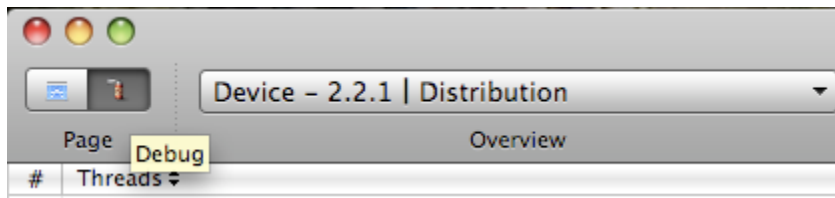
- Select the **Target** (see below)



- Right click and choose **Get Info** dialog
- Select **Build** tab
- Choose **Distribution** from **Configuration** drop-down
- In the **Architectures** section in the list of settings, choose a **Base SDK** (e.g. Device - iPhone OS 2.2.1)
- From the **Code Signing Section**, under **Code Signing Identity**, choose the appropriate profile (e.g. Ad Hoc or Distribution Profile)
- Select **Properties** tab
- Set **Executable** name (e.g. theAstrologerFree)
There is a default value here: `$(EXECUTABLE_NAME)` which will also work for most projects
- Set **Identifier** to **com.domain.application-name** (e.g. `com.3SixtySoftware.theAstrologerFree`)
There is a default value here: `com.yourcompany.{$(PRODUCT_NAME:identifier)}` which you may work for your project. If you run into errors or conflicts with other applications try replacing `$(PRODUCT_NAME:identifier)` with a unique string that represents your application name
- Set **Icon File** to **Icon.png**
 - Make sure you have an icon that is 57x57 pixels, with the name `Icon.png` in the project
- Set **Version #** (e.g. 1.1)
- Close the window

Step #3 Set Active Configuration

- Select the **Debug** workspace button (see below)



- From the drop-down (upper left) choose:
 - Choose the **Device Setting** you plan to target under **Active SDK** (e.g. Device - iPhone OS 2.2.1)
 - Choose **Distribution** as the **Active Configuration**
- Select the **Project** workspace button (the button to the left of **Debug**)

If creating an **Ad Hoc Distribution**:

- Create new file (Command N), select **Code Signing**, choose **Entitlements**, click **Next**
- Name the file **Entitlements.plist**
- Uncheck the **get-task-allow** button
- Save file
- Make sure the file is at the root of project hierarchy (e.g. drag the file just below the Project name)
- Select the **Target**
- Right click and choose **Get Info** dialog
- Select **Build** tab
- Fill in the **Code Signing Entitlements** with **Entitlements.plist**

Step #4 Verify Target Settings

- Select the **Target**
- Right click and choose **Get Info** dialog
- Select **Properties** tab
- Note the **Executable** name (e.g. theAstrologerFree)
- Select **Build** tab
 - Scroll down to **Packaging**
 - Verify (or input) the **Product Name** to match the **Executable** name from above
- Close the window

Step #5 Verify Info.plist

- Click on **Info.plist** in the **Resources** folder
- Check the following:
 - **Bundle Display Name** - this is the text that will appear on the iPhone Home screen under the icon
 - **Executable** name - this should match what you've entered in the Properties settings
 - **Icon** must be set to **Icon.png**
 - **Bundle Identifier** - for example com.3SixtySoftware.theAstrologerFree
 - **Bundle version** - for example 1.1

Step #6 Clean and Build

- From the **Build** menu choose **Clean All Targets**
- From the **Build** menu choose **Build** (Command B)