Creating an iPhone Distribution Build
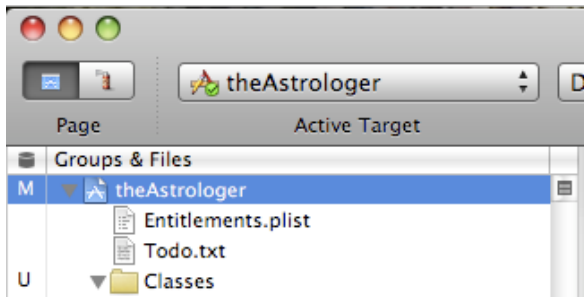## iPhoneDeveloperTips.com

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.
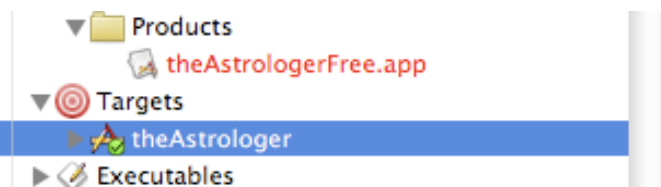
Step #1 Create Distribution Configuration
• Select the Project Name in Xcode (see below)

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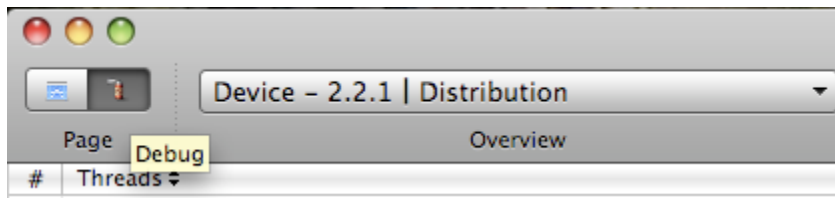
• From the drop-down (upper left) choose:
  • Choose the **Device Setting** you plan to target under **Active SDK** (e.g. Device - iPhone OS 2.2.1)
  • Choose **Distribution** as the **Active Configuration**
• Select the **Project** workspace button (the button to the left of **Debug**)

  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)