

error: module file's minimum deployment target is ios8.3 v8.3

All attempts to import a dynamic framework in an Xcode playground yield the following error:

error: module file's minimum deployment target **is** ios8.3 v8.3

ios xcode swift xcode6 swift-playground

edited Apr 10 '15 at 9:12

asked Mar 27 '15 at 17:53



Vatsal Manot

7,073 5 29 57

7 Answers

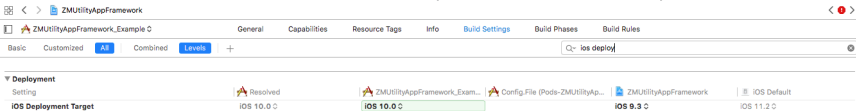
Thanks for your edit!
This edit will be visible only to you until it is [peer reviewed](#).

You might have created a target after updating Xcode, which made 8.3 the **iOS Deployment Target** in Build Settings for that target.

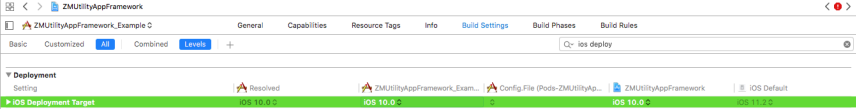
I fixed this by:

- 1. Setting the **iOS Deployment Target** to 8.0 (Which is the same as the rest of the project)

Note iOS version mismatch in this screenshot (one is 10.0, other is 9.3)



Note iOS versions now match (make sure they all match)



- 2. Doing a clean (Command+Shift+k) and build

If a clean+build doesn't fix it, switching the device/simulator that you are deploying to from the scheme menu and building again should help.

edited Apr 3 '15 at 18:08

answered Apr 3 '15 at 17:41



alreadytaken

911 1 9 14

Just a note: this issue has been resolved with the GM build of Xcode 6.3. – [Vatsal Manot](#) May 14 '15 at 5:55

4 Not for me .. just got the build and the issue is still applicable for me. – [Nate Uni](#) May 15 '15 at 12:56

Same here, using Xcode 6.4 beta. – [Zorayr](#) May 27 '15 at 4:47

I had to try multiple times: When I changed the deployment target, it didn't seem to actually change until I switched to a different deployment device. Then it finally worked. – [Suz](#) May 29 '15 at 17:51

Changing the deployment target of my Xcode project fixed the problem for me. – [King-Wizard](#) Jul 9 '15 at 13:15

Same problem Version 7.2.1 (7C1002) – [Full Decent](#) Feb 20 '16 at 22:56

I wonder, how dynamic framework and the app would behave during runtime on iOS 8, if the app deployment target is set to iOS 8.0 and the framework's is iOS 9.0. ? – [Yevhen Dubinin](#) Sep 29 '16 at 10:46

1 [@EugeneDubinin](#): It would crash upon usage of non-existent APIs. Developers attempting to support multiple iOS versions usually implement runtime checks for these sort of things. – [Vatsal Manot](#) Nov 27 '16 at 5:46

For case: "Module file's minimum deployment target is ios10.0 v10.0", My target was already 10.0. I cleaned and rebuilt: no joy I changed deployment target, cleaned rebuild: no joy I changed target to 10.1, clean rebuild, change back to 10.0, clean rebuild: no joy. Could not resolve issue with this solution. – [Jacob Davis](#) 11 mins ago

This answer explained in a different way led me to the answer: [stackoverflow.com/questions/32692828/...](https://stackoverflow.com/questions/32692828/) I edited this answer by adding screenshots to show exactly where to change the iOS version data. – [Jacob Davis](#) 5 mins ago [edit](#)

- 1) Goto, Target -> General -> deployment Info
- 2) set the deployment Target as the one being prompted in the error message(8.3 in your case).
- 3) product -> clean
- 4) product -> Build

answered Mar 16 '17 at 6:09



[priya](#)
41 2

I had this problem when the minimum deployment target of a select few dependencies was set to a more recent iOS version than main targets minimum deployment target.

answered Dec 14 '16 at 10:04



[robdashnash](#)
2,181 13 29

I've encountered error:

Module file's minimum deployment target **is** ios9.2 v9.2

After I changed the iOS deployment target to 8.0 for my PROJECT. The project is created by Xcode 7.2, with 'Include Unit Tests' and 'Include UI Tests' checked.

Because of the XCUIApplication() requires iOS 9.0+, to fix the error, just change the deployment target of **UI Tests** to 9.0 or above, and leaves 8.0 for other targets.

answered Jan 2 '16 at 14:52



[Nianliang](#)
1,998 2 17 19

In your Pod File, just delete the comment at this line:

```
platform :ios, '8.0'
```

It work for me.

answered Dec 15 '15 at 8:44



[Khuong](#)
3,928 4 22 57

This error might also crop up if you're unit testing. So in addition to what @Tony and @Allreadyhome has suggested, do the following:

- With your test target selected, go to 'Build Settings'
- Search for 'iOS Deployment target' at the top search bar.
- Change the value for the iOS Deployment Target accordingly, (in the context of this question, you will change the deployment target to 8.0)

And you should be good.

answered Nov 13 '15 at 1:42



Vick Swift

869 7 12

1 I've been looking for a way to do this for weeks! Thanks a lot! Just a hint, maybe it won't show up if the tab "Basic" is selected. Choose "All" before searching and you'll be good to go. – [jotaEsse](#) Aug 5 '16 at 14:52

As mentioned by Tony you have to

1. Set the iOS Deployment Target to 8.0

If using Pods the further step you may need to do:

2. Go into the Pods dependancies and change the deployment targets to 8.0 also.

In my case, I had to change the deployment target on each of my pods to 8.0 as they were all on 8.3.

answered Aug 10 '15 at 13:53



Allreadyhome

168 1 9 26