Lab 01: Preparing an iOS App for the App Store

Prerequisites

You will need a development environment, either a Mac or Windows PC with the Xamarin.iOS tools installed.

Downloads

https://university.xamarin.com/classes/xam220-publishing-an-app

Lab Goals

The goal of this lab will be to configure our application and prepare it for release to the Apple App Store.

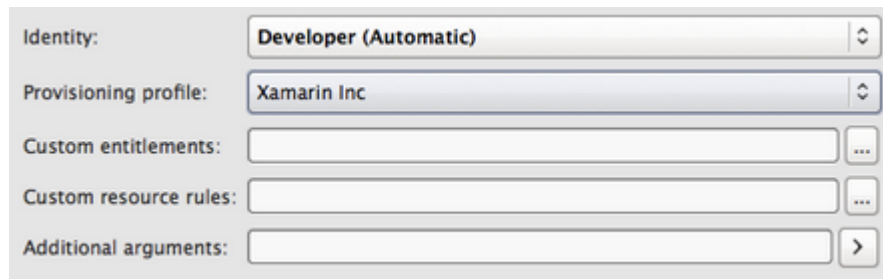# Steps

Configuring the App for Release Mode

1. Switch the project to **AppStore** Mode

2. Open the properties dialog for the project

3. Select the **Build > iOS Build** tab and then the **Advanced** tab

4. Consider Setting the options to use the **LLVM Optimizing Compiler** and **SGen Generational Garbage Collector**

    a. LLVM   Compiler: http://docs.xamarin.com/guides/ios/advanced_topics/compiling_for_different_devices/

    b. SGen Garbage Collector: http://docs.xamarin.com/guides/cross-platform/application_fundamentals/memory_perf_best_practices/

5. Select the **iOS Bundle Signing** tab and ensure that your **Identity** and **Provisioning Profile** have been set correctly

6. Select the **iOS Application** tab

    a. Set the **Application Name**, **Bundle Identifier**, **Version**, and **Build**

        i. Ensure that your bundle identifier matches the bundle identifier that you created with Apple

    b. Set all of your **App Icons**

        i. Use a 3rd party tool to help generate these icons from a master file

            1. http://makeappicon.com/

            2. http://www.gieson.com/Library/projects/utilities/icon_slayer/

    c. Set all required **Launch Images**

7. **Build** your project

8. **Archive** your project

Summary

In this lab, we learned how to configure our application for release to the Apple App Store.