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Bundles and frameworks

Organize code and resources in bundles and frameworks.

Topics

Bundles

Placing content in a bundle

Place bundle content in the correct location based on its type.

Managing your app's information property list values

Customize the information property list values for your app using Xcode.

Embedding nonstandard code structures in a bundle

Use code that's structured in a nonstandard way while avoiding code signing and distribution problems.

Editing property list files

Add, remove, and change keys and values in a structured file.

Frameworks

Creating a static framework

Configure your project to build a new static framework.

Creating a multiplatform binary framework bundle

Combine variants of a binary framework or library into an XCFramework bundle that supports multiple platforms.

Identifying and addressing framework module issues

See Also

Code

Source Editor

Edit your source files, locate issues, and make necessary changes using the Source Editor.

Swift packages

Create reusable code, organize it in a lightweight way, and share it across Xcode projects and with other developers.