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.TH "XCODE-SELECT" "1" "Jun 24, 2019" "Mac OS X" "BSD General
Commands Manual"
.SH NAME
xcode-select \- Manages the active developer directory for Xcode and
BSD tools.
.
.nr rst2man-indent-level 0
.
.de1 rstReportMargin
\\$1 \\n[an-margin]
level \\n[rst2man-indent-level]
level margin: \\n[rst2man-indent\\n[rst2man-indent-level]]
-
\\n[rst2man-indent0]
\\n[rst2man-indent1]
\\n[rst2man-indent2]
..
.de1 INDENT
.\ " .rstReportMargin pre:
. RS \\$1
. nr rst2man-indent\\n[rst2man-indent-level] \\n[an-margin]
. nr rst2man-indent-level +1
.\ " .rstReportMargin post:
..
.de UNINDENT
. RE
.\ " indent \\n[an-margin]
.\ " old: \\n[rst2man-indent\\n[rst2man-indent-level]]
.nr rst2man-indent-level -1
.\ " new: \\n[rst2man-indent\\n[rst2man-indent-level]]
.in \\n[rst2man-indent\\n[rst2man-indent-level]]u
..
.SH SYNOPSIS
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\fbxcode\select\fp [-h|-\-help] [-s|-\-switch <path>] [-p|-\-
print\path]
[-v|-\-version]
.SH DESCRIPTION
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\fbxcode\select\fp controls the location of the developer directory
used by
\fbxcrun(1)\fp, \fbcodebuild(1)\fp, \fbcc(1)\fp, and other Xcode
and BSD development tools. This also controls the locations that are
searched
for by \fbman(1)\fp for developer tool manpages.
.sp
This allows you to easily switch between different versions of the
Xcode tools
and can be used to update the path to the Xcode if it is moved after
installation.
.SS Usage
.sp

```

When multiple Xcode applications are installed on a system (e.g. `\fB/Applications/Xcode.app\fP`, containing the latest Xcode, and `\fB/Applications/Xcode\beta.app\fP` containing a beta) use `\fBxcode\select` `\-\-switch path/to/Xcode.app\fP` to specify the Xcode that you wish to use for command line developer tools.

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After setting a developer directory, all of the `\fBxcode\select` provided developer tool shims (see `\fI\%FILES\fP`) will automatically invoke the version of the tool inside the selected developer directory. Your own scripts, makefiles, and other tools can also use `\fBxcrun(1)\fP` to easily lookup tools inside the active developer directory, making it easy to switch them between different versions of the Xcode tools and allowing them to function properly on systems where the Xcode application has been installed to a non\default location.

.SH OPTIONS

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.B \-h, \-\-help

Prints the usage message.

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.B \-s <path>, \-\-switch <path>

Sets the active developer directory to the given path, for example `\fB/Applications/Xcode\beta.app\fP`. This command must be run with superuser

permissions (see `\fBsudo(8)\fP`), and will affect all users on the system. To set the path without superuser permissions or only for the current

shell session, use the `DEVELOPER_DIR` environment variable instead (see

`\fI\%ENVIRONMENT\fP`).

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.B \-p, \-\-print\path

Prints the path to the currently selected developer directory. This is useful

for inspection, but scripts and other tools should use

`\fBxcrun(1)\fP` to

locate tool inside the active developer directory.

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.B \-r, \-\-reset

Unsets any user-specified developer directory, so that the developer directory will be found via the default search mechanism. This command must be run with superuser permissions (see `sudo(8)`), and will affect all users on the system.

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.B \-v, \--version
Prints xcode-select version information.
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```
.B \--install
Opens a user interface dialog to request automatic installation of the command line developer tools.
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.SH ENVIRONMENT
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DEVELOPER_DIR
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Overrides the active developer directory. When `DEVELOPER_DIR` is set, its value will be used instead of the system-wide active developer directory.

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Note that for historical reason, the developer directory is considered to be the Developer content directory inside the Xcode application (for example /Applications/Xcode.app/Contents/Developer). You can set the environment variable to either the actual Developer contents directory, or the Xcode application directory -- the xcode-select provided shims will automatically convert the environment variable into the full Developer content path.
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.SH EXAMPLES
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xcode-select --switch /Applications/Xcode.app/Contents/Developer
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Select `/Applications/Xcode.app/Contents/Developer` as the active developer directory.

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.sp
\fbXcode\--select \--switch /Applications/Xcode.app\fp
.INIDENT 0.0
.INIDENT 3.5
As above, selects \fb/Applications/Xcode.app/Contents/Developer\fp
as the active
developer directory. The Developer content directory is
automatically inferred
by \fbXcode\--select\fp\&.
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\fb/usr/bin/xcodebuild\fp
.INIDENT 0.0
.INIDENT 3.5
Runs \fbXcodebuild\fp out of the active developer directory.
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.sp
\fb/usr/bin/xcrun \--find xcodebuild\fp
.INIDENT 0.0
.INIDENT 3.5
Use \fbXcrun\fp to locate \fbXcodebuild\fp inside the active
developer directory.
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\fbEnv DEVELOPER_DIR="/Applications/Xcode\--beta.app" /usr/bin/
xcodebuild\fp
.INIDENT 0.0
.INIDENT 3.5
Execute \fbXcodebuild\fp using an alternate developer directory.
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.SH FILES
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\fb/usr/bin/xcrun\fp
.INIDENT 0.0
.INIDENT 3.5
Used to find or run arbitrary commands from the active developer
directory. See
\fbXcrun(1)\fp for more information.
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\fb/usr/bin/actool\fp
\fb/usr/bin/agvtool\fp
\fb/usr/bin/desdp\fp
\fb/usr/bin/genstrings\fp
\fb/usr/bin/ibtool\fp
\fb/usr/bin/ictool\fp
\fb/usr/bin/instruments\fp
\fb/usr/bin/iprofiler\fp

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\fb/usr/bin/opensdiff\fp
\FB/usr/bin/pip3\fp
\FB/usr/bin/python3\fp
\FB/usr/bin/sdef\fp
\FB/usr/bin/sdp\fp
\FB/usr/bin/stapler\fp
\FB/usr/bin/xcodebuild\fp
\FB/usr/bin/xcscontrol\fp
\FB/usr/bin/xcsdiagnose\fp
\FB/usr/bin/xed\fp
.INDENT 0.0
.INDENT 3.5
Runs the matching Xcode tool from with the active developer
directory.
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\FB/usr/bin/BuildStrings\fp
\FB/usr/bin/CpMac\fp
\FB/usr/bin/DeRez\fp
\FB/usr/bin/GetFileInfo\fp
\FB/usr/bin/MergePef\fp
\FB/usr/bin/MvMac\fp
\FB/usr/bin/ResMerger\fp
\FB/usr/bin/RezDet\fp
\FB/usr/bin/RezWack\fp
\FB/usr/bin/Rez\fp
\FB/usr/bin/SetFile\fp
\FB/usr/bin/SplitForks\fp
\FB/usr/bin/UnRezWack\fp
\FB/usr/bin/ar\fp
\FB/usr/bin/as\fp
\FB/usr/bin/asa\fp
\FB/usr/bin/bison\fp
\FB/usr/bin/c89\fp
\FB/usr/bin/c99\fp
\FB/usr/bin/clang++\fp
\FB/usr/bin/clang\fp
\FB/usr/bin/cmpdylib\fp
\FB/usr/bin/codesign_allocate\fp
\FB/usr/bin/cpp\fp
\FB/usr/bin/ctags\fp
\FB/usr/bin/ctf_insert\fp
\FB/usr/bin/dsymutil\fp
\FB/usr/bin/dwarfdump\fp
\FB/usr/bin/flex++\fp
\FB/usr/bin/flex\fp
\FB/usr/bin/g++\fp
\FB/usr/bin/gatherheaderdoc\fp
\FB/usr/bin/gcc\fp
\FB/usr/bin/gcov\fp
\FB/usr/bin/git\--receive\--pack\fp
\FB/usr/bin/git\--shell\fp
\FB/usr/bin/git\--upload\--archive\fp
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\fb/usr/bin/git\--upload\--pack\fp
\fb/usr/bin/git\fp
\fb/usr/bin/gm4\fp
\fb/usr/bin/gnumake\fp
\fb/usr/bin/gperf\fp
\fb/usr/bin/hdxml2manxml\fp
\fb/usr/bin/headerdoc2html\fp
\fb/usr/bin/indent\fp
\fb/usr/bin/install_name_tool\fp
\fb/usr/bin/ld\fp
\fb/usr/bin/lex\fp
\fb/usr/bin/libtool\fp
\fb/usr/bin/lipo\fp
\fb/usr/bin/lldb\fp
\fb/usr/bin/lorder\fp
\fb/usr/bin/m4\fp
\fb/usr/bin/make\fp
\fb/usr/bin/mig\fp
\fb/usr/bin/mkdep\fp
\fb/usr/bin/nm\fp
\fb/usr/bin/nmedit\fp
\fb/usr/bin/objdump\fp
\fb/usr/bin/otool\fp
\fb/usr/bin/pagestuff\fp
\fb/usr/bin/ranlib\fp
\fb/usr/bin/rebase\fp
\fb/usr/bin/redo_prebinding\fp
\fb/usr/bin/resolveLinks\fp
\fb/usr/bin/rpcgen\fp
\fb/usr/bin/segedit\fp
\fb/usr/bin/size\fp
\fb/usr/bin/strings\fp
\fb/usr/bin/strip\fp
\fb/usr/bin/svn\fp
\fb/usr/bin/svnlook\fp
\fb/usr/bin/swift\fp
\fb/usr/bin/swiftp\fp
\fb/usr/bin/unifdef\fp
\fb/usr/bin/unifdefall\fp
\fb/usr/bin/vtool\fp
\fb/usr/bin/xml2man\fp
\fb/usr/bin/yacc\fp

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Runs the matching BSD tool from with the active developer directory.

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.SH SEE ALSO

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\fbxcrun(1)\fp, \fbxcodebuild(1)\fp

.SH HISTORY

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The \fbxcode\--select\fp command first appeared in Xcode 3.0.

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