

Step-by-Step Guide for Building the macOS Installer Package

Prerequisites

- Ensure you have a Mac with Xcode Command Line Tools installed. You can install them by running ``xcode-select --install`` in the Terminal.
- Have the application files and ``license.rtf`` ready in a known directory.

Steps to Build the Installer

1. Prepare the Application:

- Ensure your application, ``YourProductName.app``, is ready and placed in a known directory.

2. Update the License Agreement (if needed):

- The license agreement file should be in RTF format (``license.rtf``).
- If you need to update it, open ``license.rtf`` in TextEdit, make your changes, and save.

3. Open Terminal:

- You can find it in the Applications > Utilities folder.

4. Navigate to the Application Directory:

- Use the ``cd`` command to navigate to the directory containing your application. For example:

```
``bash
cd /path/to/your/app/directory
``
```

- Replace ``/path/to/your/app/directory`` with the actual path where ``YourProductName.app`` is located.

5. Create a Component Package:

- Run the following command to create a component package:

```
``bash

pkgbuild --component YourProductName.app --install-location /Applications
YourProductName.pkg
```

...

- This command packages your app and specifies that it should be installed in the `/Applications` directory.

6. Create a Distribution XML File:

- This file describes the installation process and includes the license agreement.

- Run:

```
```bash
productbuild --synthesize --package YourProductName.pkg distribution.xml
```
```

- This creates a basic `distribution.xml` file.

7. Edit the Distribution XML File:

- Open `distribution.xml` in a text editor.

- Add the following line inside the `` tag to include the license:

```
```xml
<license file="license.rtf"/>
```
```

- Save and close the file.

8. Build the Final Installer Package:

- Run:

```
```bash
productbuild --distribution distribution.xml --resources /path/to/resources/
YourProductName_Installer.pkg
```
```

- Replace `/path/to/resources/` with the path to the directory containing `license.rtf`.

9. Test the Installer:

- Run `YourProductName_Installer.pkg` to ensure it installs the app correctly and displays the license agreement.

Changing the Application Name or Icon

1. Update the App Name:

- Simply rename `YourProductName.app` to the desired name before packaging.

2. Update the App Icon:

- Replace the `icon.icns` file inside `YourProductName.app/Contents/Resources/` with the new icon file.
- Ensure that the new icon file has the same name and format as the original.