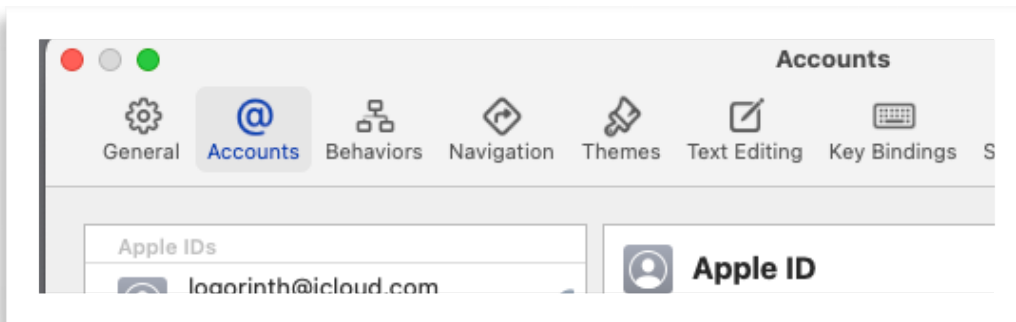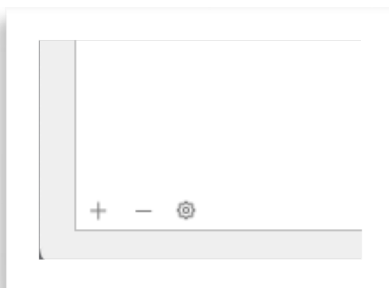In order to test on a device plugged into your computer with a cable we need to do a few things:

• Link Xcode to an AppleID
• Assign the new Team to the target
• Build to tun on the device
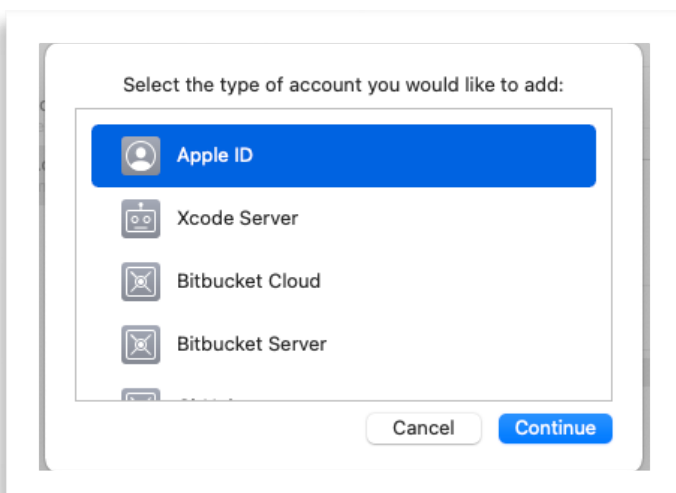• Make sure it runs with permissions

**Open up the Xcode Preferences…**

Click on Accounts…

Add a new Account by clicking on the + sign at the lower left…

We want to add an Apple ID…

You will be asked to sign into the Apple ID and if successful you will be set up as a member of a Team with the Role of User with that Apple ID.

1. Plug in your device and then click on the drop down after the words *Solar System* so that the build will run there instead of on a simulator.
2. Click on the *Solar System* target and then make sure to set the **Team** setting to the new account that you created.
3. Attempt to run the *Solar System* App. You may get an issue that pops up on the screen. The solution may be mentioned below.
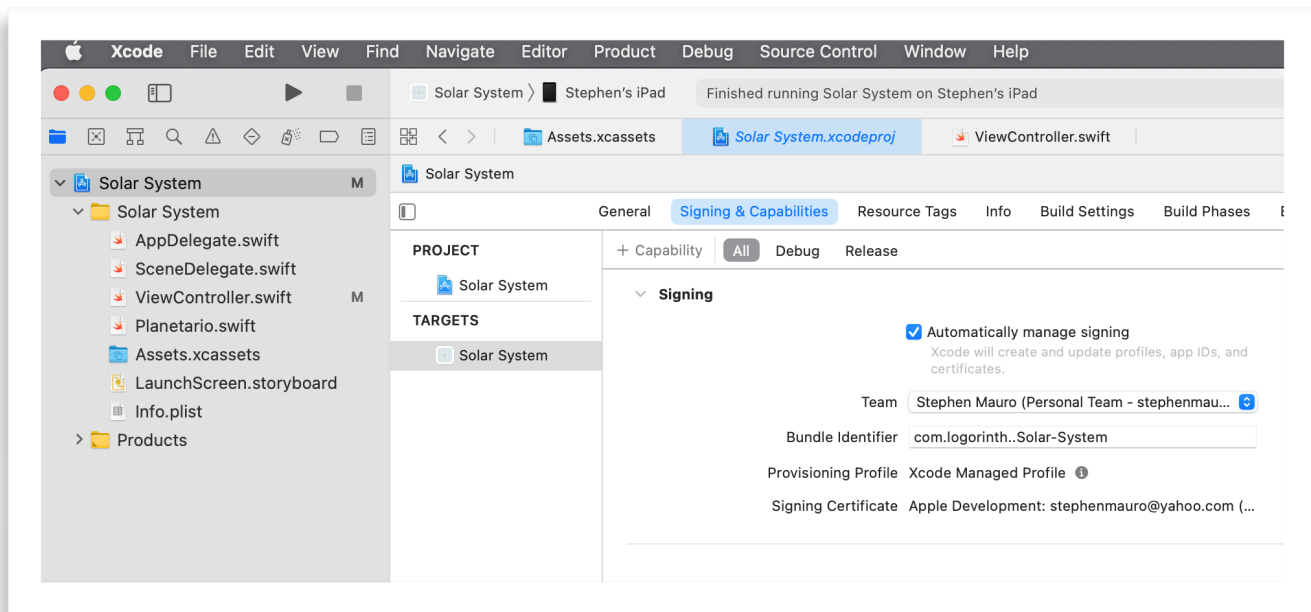
If you get an error saying that the App is from and Untrusted Developer, this is the way to fix is:

On your Apple Device, Go to Settings->General->Device Manager and then trust the profile… see instructions below.