Xcode

Install Xcode at Mac App Store

Configure Xcode command-line tools by running the following from the command line

```
sudo xcode-select --switch /Applications/Xcode.app/Contents/Developer
sudo xcodebuild -runFirstLaunch
```

Make sure the Xcode license agreement is signed by either opening Xcode once and confirming or running sudo xcodebuild -license from the command line.

Accounts

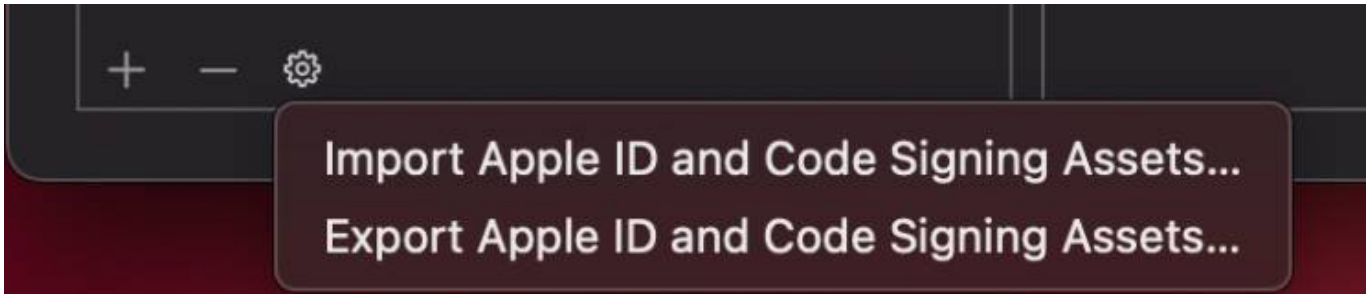
Set up the ios developer account in Xcode to set up the signing of the app.

At a Macbook that is signed into the iosdev@questwork.com apple developer account.

- Go to `Xcode` and choose `Preferences > Accounts`
- Choose the iosdev@questwork.com account and click on the gear icon at the bottom of the accounts list
- Choose `Export Apple ID and Code Signing Assets`
- Give the file a password and save the .developerprofile file

Send the .developerprofile file to the Macbook to set up the account

- Go to `Xcode` and choose `Preferences > Accounts`
- Click on the gear icon at the bottom of the accounts list
- Choose `Import Apple ID and Code Signing Assets`
- Choose the .developerprofile file and type the password to import the account



From:
https://wiki.questwork.com/ - **Questwork's Wiki**

Permanent link:
https://wiki.questwork.com/doku.php?id=development:tools:flutter_development_machine:xcode:start

Last update: **2021/07/23 07:39**