

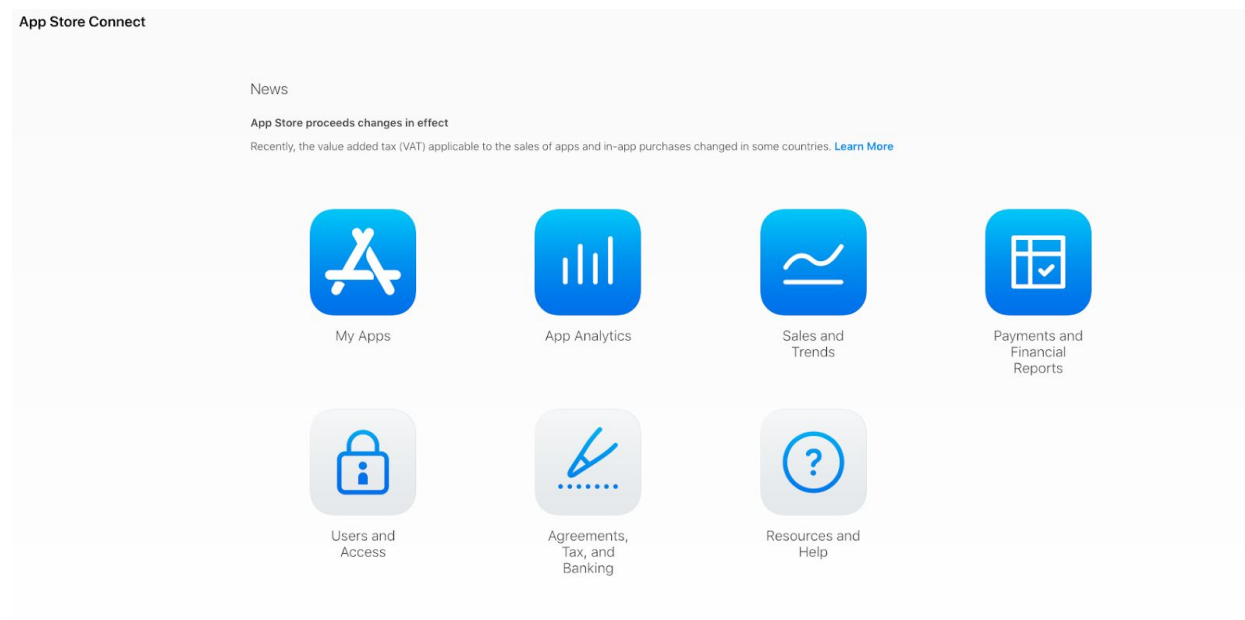
Publication on the App Store

First you need to create an app build (see how to compile your iOS app on other document) or use our iOS paid publish service.

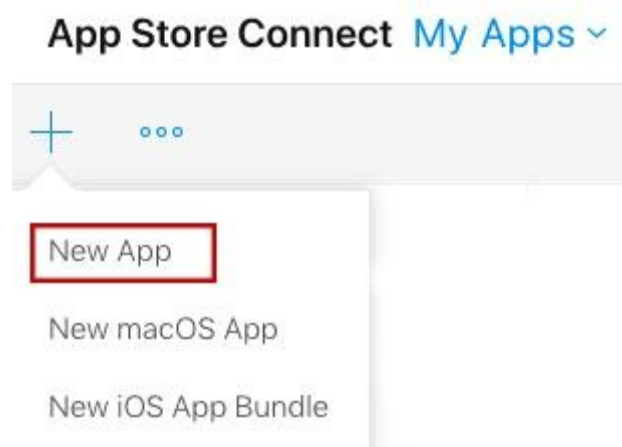
Note: because of Apple Guideline 4.2.6, if you publish an app for a client, you must publish the app with the Apple developer account of your client.

Once your app build is created, sign in to your App Store Connect account on <https://appstoreconnect.apple>.

1. Click My Apps.



2. Click + and select New App.



3. Complete the following:

New App

Platforms ?

iOS tvOS

Name ?

My App

Primary Language ?

English (U.S.)

Bundle ID ?

My App - com.myappname.myapp

SKU ?

1234567

User Access ?

Limited Access Full Access

Cancel

Create

Note: The bundle ID is the unique identifier you have used to create your app build.

The SKU Number is a unique ID for your app, it will not be seen by the users. You don't have to perform these steps (1 to 3) if you have purchased our publication service, but just to start from these steps:

4. In App Information, select the category of your app, you can also select a secondary category (optional).

In Privacy Policy URL you have to enter the Privacy policy URL of your app.

APP STORE INFORMATION

App Information

Pricing and Availability

iOS APP

1.0 Prepare for Submiss...

VERSION OR PLATFORM

App Information

This information is used for all platforms of this app. Any changes will be released with your next app version. [Save](#)

Localizable Information English (U.S.)

Name

Privacy Policy URL

General Information

Bundle ID [Register a new bundle ID.](#)

Your Bundle ID **com.myappname.myapp**

SKU

Apple ID

Primary Language

Category

License Agreement [Edit](#)
[Apple's Standard License Agreement](#)

Rating

5. Click Save.

6. Click the Pricing and Availability tab.

7. In Price Schedule, select the Price of your app.

APP STORE INFORMATION

App Information

Pricing and Availability

iOS APP

1.0 Prepare for Submiss...

VERSION OR PLATFORM

Pricing and Availability

[Save](#)

Price Schedule All Prices and Currencies

Price	Start Date	End Date
<input type="text" value="Choose"/>		

Availability

To edit the availability, choose a price first.

This determines the App Store price and your proceeds. If your app is free, choose Free.

If you want to sell your app, you must have a Paid Application Agreement.

Price Schedule [All Prices and Currencies](#)

Price ?	Start Date ?	End Date ?
EUR 0 (Free)		
EUR 0.99 (Tier 1)		
EUR 1.99 (Tier 2)		
EUR 2.99 (Tier 3)		
EUR 3.99 (Tier 4)		
EUR 4.99 (Tier 5)		
EUR 5.99 (Tier 6)		
EUR 6.99 (Tier 7)		
EUR 7.99 (Tier 8)		
EUR 8.99 (Tier 9)		
EUR 9.99 (Tier 10)		

or educational institutions ?

8. In Availability, by default all territories are selected, but you can select the countries where your app will be available.

APPSTORE INFORMATION

- App Information
- Pricing and Availability**
- iOS APP
- 1.0 Prepare for Submiss...

VERSION OR PLATFORM

Pricing and Availability [Save](#)

Price Schedule [All Prices and Currencies](#)

Price ?	Start Date ?	End Date ?
EUR 0 (Free) Other Currencies	Jul 1, 2016	No End Date

Availability

Available in all territories [Edit](#)

Volume Purchase Program

Available with a volume discount for educational institutions ?
 Available with no discount
 Available privately as a custom B2B app ?

Territory Availability (155)

All All Territories ▾

<input checked="" type="checkbox"/> Albania	<input checked="" type="checkbox"/> Algeria	<input checked="" type="checkbox"/> Angola	<input checked="" type="checkbox"/> Anguilla
<input checked="" type="checkbox"/> Antigua and Barbuda	<input checked="" type="checkbox"/> Argentina	<input checked="" type="checkbox"/> Armenia	<input checked="" type="checkbox"/> Australia
<input checked="" type="checkbox"/> Austria	<input checked="" type="checkbox"/> Azerbaijan	<input checked="" type="checkbox"/> Bahamas	<input checked="" type="checkbox"/> Bahrain
<input checked="" type="checkbox"/> Barbados	<input checked="" type="checkbox"/> Belarus	<input checked="" type="checkbox"/> Belgium	<input checked="" type="checkbox"/> Belize
<input checked="" type="checkbox"/> Benin	<input checked="" type="checkbox"/> Bermuda	<input checked="" type="checkbox"/> Bhutan	<input checked="" type="checkbox"/> Bolivia
<input checked="" type="checkbox"/> Botswana	<input checked="" type="checkbox"/> Brazil	<input checked="" type="checkbox"/> Brunei Darussalam	<input checked="" type="checkbox"/> Bulgaria
<input checked="" type="checkbox"/> Burkina Faso	<input checked="" type="checkbox"/> Cambodia	<input checked="" type="checkbox"/> Canada	<input checked="" type="checkbox"/> Cape Verde
<input checked="" type="checkbox"/> Cayman Islands	<input checked="" type="checkbox"/> Chad	<input checked="" type="checkbox"/> Chile	<input checked="" type="checkbox"/> China
<input checked="" type="checkbox"/> Colombia	<input checked="" type="checkbox"/> Congo, Republic of	<input checked="" type="checkbox"/> Costa Rica	<input checked="" type="checkbox"/> Croatia
<input checked="" type="checkbox"/> Cyprus	<input checked="" type="checkbox"/> Czech Republic	<input checked="" type="checkbox"/> Denmark	<input checked="" type="checkbox"/> Dominica
<input checked="" type="checkbox"/> Dominican Republic	<input checked="" type="checkbox"/> Ecuador	<input checked="" type="checkbox"/> Egypt	<input checked="" type="checkbox"/> El Salvador
<input checked="" type="checkbox"/> Estonia	<input checked="" type="checkbox"/> Fiji	<input checked="" type="checkbox"/> Finland	<input checked="" type="checkbox"/> France
<input checked="" type="checkbox"/> Gambia	<input checked="" type="checkbox"/> Germany	<input checked="" type="checkbox"/> Ghana	<input checked="" type="checkbox"/> Greece
<input checked="" type="checkbox"/> Grenada	<input checked="" type="checkbox"/> Guatemala	<input checked="" type="checkbox"/> Guinea-Bissau	<input checked="" type="checkbox"/> Guyana
<input checked="" type="checkbox"/> Honduras	<input checked="" type="checkbox"/> Hong Kong	<input checked="" type="checkbox"/> Hungary	<input checked="" type="checkbox"/> Iceland
<input checked="" type="checkbox"/> India	<input checked="" type="checkbox"/> Indonesia	<input checked="" type="checkbox"/> Ireland	<input checked="" type="checkbox"/> Israel
<input checked="" type="checkbox"/> Italy	<input checked="" type="checkbox"/> Jamaica	<input checked="" type="checkbox"/> Japan	<input checked="" type="checkbox"/> Jordan
<input checked="" type="checkbox"/> Kazakhstan	<input checked="" type="checkbox"/> Kenya	<input checked="" type="checkbox"/> Korea, Republic Of	<input checked="" type="checkbox"/> Kuwait
<input checked="" type="checkbox"/> Kyrgyzstan	<input checked="" type="checkbox"/> Lao People's Democratic Republic	<input checked="" type="checkbox"/> Latvia	<input checked="" type="checkbox"/> Lebanon

New Territories ? Cancel Done

9. Click Save.

10. Click the Prepare for Submit tab.

11. In Version Information, first add the screenshots of your app.

APP STORE INFORMATION

- App Information
- Pricing and Availability

iOS APP

- 1.0 Prepare for Submission

VERSION OR PLATFORM

iOS App 1.0

Prepare for Submission Save Submit for Review

Version Information French ▾

App Previews and Screenshots

Original iPhone 6.5" Display | Original iPhone 5.5" Display | Original iPad Pro (3rd Gen) 12.9" Display | Original iPad Pro (2nd Gen) 12.9" Display [View All Sizes in Media Manager](#)

Drag up to 3 app previews and 10 screenshots here.
We'll use these for all iPhone display sizes and localizations selected in Media Manager.
[View iOS Screenshot Properties](#) and [App Preview Properties](#).

0 of 3 App Previews | 0 of 10 Screenshots | [Choose File](#) | [Delete All](#)

Choose the device type and drag your images for each format.

iPhone: 5.5-inch display (iPhone 8 Plus): 1242 x 2208

You can use 5.5-inch display for all iPhone display sizes.

iPad: 12.9-inch display (iPad Pro 2nd Gen): 2048x2732

You can use 12.9-inch display for all iPad display sizes.

12. Enter the following information for your app:

<p>Promotional Text ⓘ</p> <input type="text"/>	<p>Keywords ⓘ</p> <input type="text"/>
<p>Description ⓘ</p> <input type="text"/>	<p>Support URL ⓘ</p> <input type="text"/>
	<p>Marketing URL ⓘ</p> <input type="text"/>

– Promotional Text (optional): Promotional text lets you inform your App Store visitors of any current app features without requiring an updated submission. This text will appear above your description on the App Store for customers with devices running iOS 11 or later.

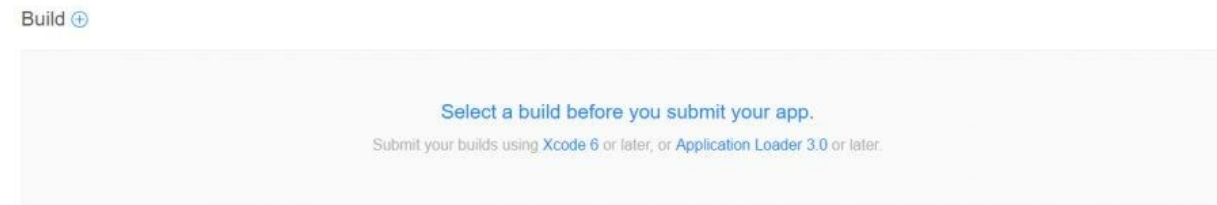
– Description: must be 300 characters minimum, explaining to the user what he will find in your app

– Keywords: 5 at least, 10 maximum

– Support URL: it appears on your app sheet, to provide some support to users if needed

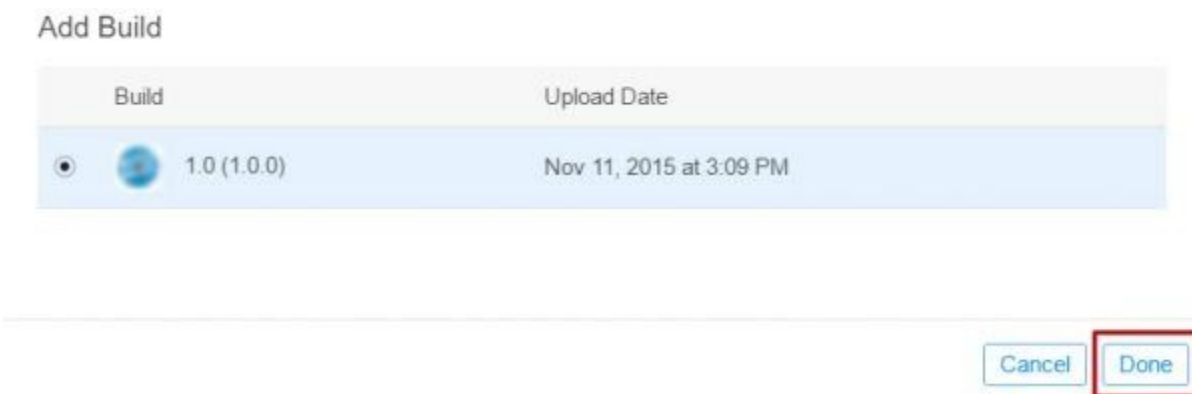
– Marketing URL (optional): a link where users can find more information about the app.

13. Click + next to Build in order to upload your updated build.



The + is only available after your compiled app has been uploaded to your iTunes Connect account from Xcode or from the iOS Auto-publish.


14. Select your build and click Done.



15. In General App Information

- Upload your app's icon (This icon will appear on the App Store, it must be in JPG or PNG format, 1024×1024, at least 72 DPI, RGB colors, not contain layers or rounded corners, and can't contain alpha channels or transparencies).
- Edit the Rating of your app and select how often each content description appears in your app.
- Enter the Copyright: The person or entity that owns the exclusive rights to your app, preceded by the year the rights were obtained (for example, "2020 Best Apps builder CMS").
- (Optional) The Trade Representative Contact Information. You can provide additional information that will be displayed with your app on the Korean App Store. This information will only appear on the Korean App Store.
- (Optional) Routing App Coverage File. Specify the geographic regions supported by your app. The file must be in the .geojson format.

General App Information

App Icon ?


Version ?
1.0

Rating [Edit](#)
Ages 4+
[Additional Ratings](#)

Copyright ?

Trade Representative Contact Information ?
 Display Trade Representative Contact Information on the Korean App Store.

Xtraball
First name Last name
Address
Apt., suite, bldg. (optional)
City State
PostalCode France
Phone number Email

Routing App Coverage File ?

16. In App Review Information, enter your contact info where Apple can contact you with issues regarding the review process.

App Review Information

Sign-in Information ?
Provide a user name and password so we can sign in to your app. We'll need this to complete your app review.
 Sign-in required
User name Password

Contact Information ?
First name Last name
Phone number Email

Notes ?

4000

This information is not visible to your app users.

If your app integrates a “My Account” tab, you have to provide a user Demo Account to be able to connect to your app.

17. In Version Release, select Automatically release this version.

Version Release

After your app has been approved, we can release it for you immediately. If you want to release the app yourself, choose a date or manually release it at any point after the approval. While your app is in the "Pending Developer Release," you can give out promotional codes, continue TestFlight Beta Testing, or reject the release and submit a new build. Whichever of these you choose, we have to process your app before it's made available on the App Store. While your app is in the "Processing for App Store" state, you can't get new promotional codes, invite new testers, or reject your app.

Manually release this version
 Automatically release this version
 Automatically release this version after App Review, no earlier than ?

Your local date and time:
Jul 1, 2016 12:00 AM

18. Click Submit for Review.

Save

Submit for Review

19. In Export Compliance and Content Rights, select No.

In Advertising Identifier, select No if you have not added AdMob ads and click Submit.

[Cancel](#) [Submit](#)

Export Compliance

Is your app designed to use cryptography or does it contain or incorporate cryptography? (Select Yes even if your app is only utilizing the encryption available in iOS or macOS.) Yes No

Content Rights

Does your app contain, display, or access third-party content? Yes No

Advertising Identifier

Does this app use the Advertising Identifier (IDFA)? Yes No

The Advertising Identifier (IDFA) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

Ensure that you select the correct answer for Advertising Identifier (IDFA) usage. If your app does contain the IDFA and you select No, the binary will be permanently rejected and you will have to submit a different binary.

Otherwise, if you have added AdMob ads, select Yes, select the following and click Submit.

Cancel Submit

Advertising Identifier

Does this app use the Advertising Identifier (IDFA)?

Yes No

The Advertising Identifier (IDFA) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

If your app is using the Advertising Identifier, check your code—including any third-party code—before you submit it to make sure that your app uses the Advertising Identifier only for the purposes listed below and respects the Limit Ad Tracking setting. If you include third-party code in your app, you are responsible for the behavior of such code, so be sure to check with your third-party provider to confirm compliance with the usage limitations of the Advertising Identifier and the Limit Ad Tracking setting.

This app uses the Advertising Identifier to (select all that apply):

- Serve advertisements within the app
- Attribute this app installation to a previously served advertisement
- Attribute an action taken within this app to a previously served advertisement

If you think you have another acceptable use for the Advertising Identifier, [contact us](#).

Limit Ad Tracking setting in iOS

- [Apple ID Headers](#) confirm that this app, and any third party that interfaces with this app, uses the Advertising Identifier checks and honors a user's Limit Ad Tracking setting in iOS and, when it is enabled by a user, this app does not use Advertising Identifier, and any information obtained through the use of the Advertising Identifier, in any way other than for "Limited Advertising Purposes" as defined in the [iOS Developer Program License Agreement](#).

Ensure that you select the correct answer for Advertising Identifier (IDFA) usage. If your app does contain the IDFA and you select No, the binary will be permanently rejected and you will have to submit a different binary.

Cancel

Submit

Wow! Your app is published.

(The status of your app is now Waiting for Review and it will be available on the App Store within few days.)