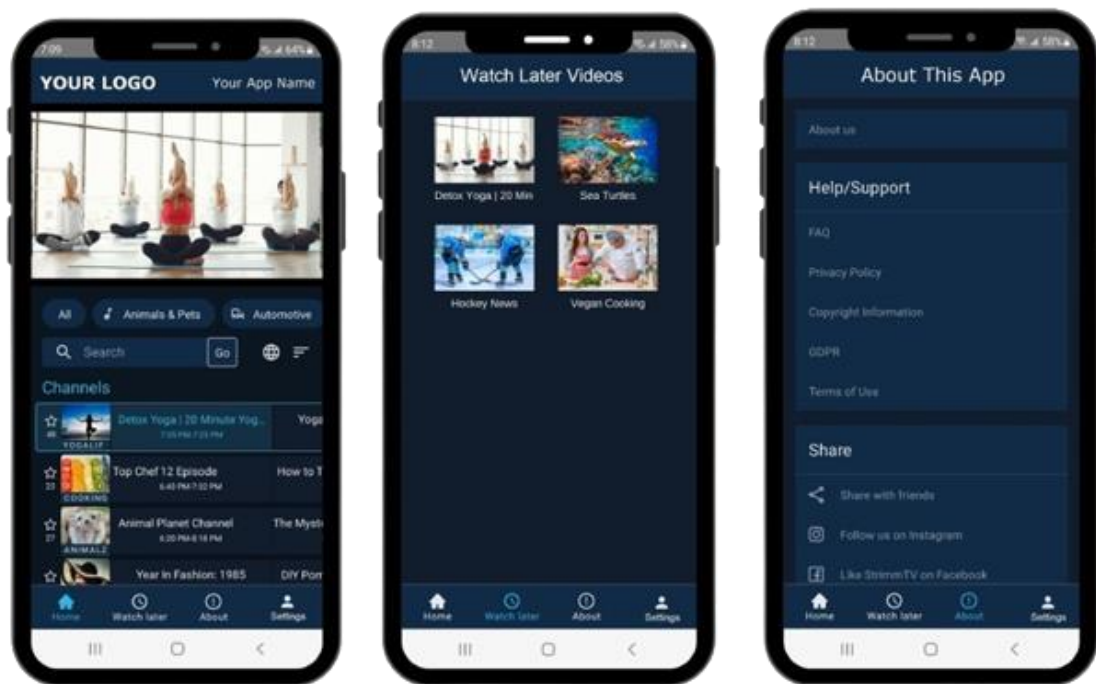


Deploying Personal Mobile App by Strimm to The App Store.

Step-by-Step Guide



v1.1

Prepare the following information for the app installation:	3
Preparing AppStore profile	5
B. Certificates, Identifiers & Profiles	7
C. Creating a New App	16
D. Fill in all required information to start publishing	20
E. Preparing your developer environment	41
F. Working with the App source code on Strimm.com	44
G. X-Code installation and configuration	46
H. Build your project from the source code	48
J. Publish your app at AppStore	61

BEFORE YOU START:

- Make sure that your App store account is completely setup with your Apple ID, personal or a business profile, and Apple Store fees are paid.
- Prepare an up-to-date Mac computer to complete the setup for App Store.

For details on how to setup your Apple Developers Account please visit -

<https://developer.apple.com/programs/enroll/>

Prepare the following information for the app installation:

- Name of the app
- App short description (up to 30 characters)
- Promotional Text (about info)
- Contact email
- Contact phone number
- App Description with the app's features and functionality
- 3-5 keywords (they need to be separated by commas).
- Subtitle / slogan
- URL with support information related to your app. It can be a link to your website with a contact page (not Strimm.com) or your own support email.
- URL to your Privacy Policy
- Copyright name in the format YYYY Company Name (Example: "2022 My Company Name")
- List of countries your app will be available in. You can select ALL Countries or some specific countries.
- App Previews or Screenshots in the following exact size and format:
 - iPhone 6.5" Display: 1242x2688px or 2688x1242px, 1284x2778px or 2778x1284px
 - iPhone 5.5" Display: 1242x2208px or 2208x1242px
 - iPad Pro (3rd Gen) 12.9" Display: 2048x2732px or 2732x2048px
 - iPad Pro (2nd Gen) 12.9" Display: 2048x2732px or 2732x2048px
- App Category
- NON-transparent 1024x1024px square app icon
- Bundle identifier as "**com.{app_slug}.app**"
The recommended option of the name is "com.yourcompanyname.app", for

example **“com.strimmtv.app”**.

This is a unique identifier for your app in the store.

{**app_slug**} must be as a string, all in lower cases, no spaces or special characters.

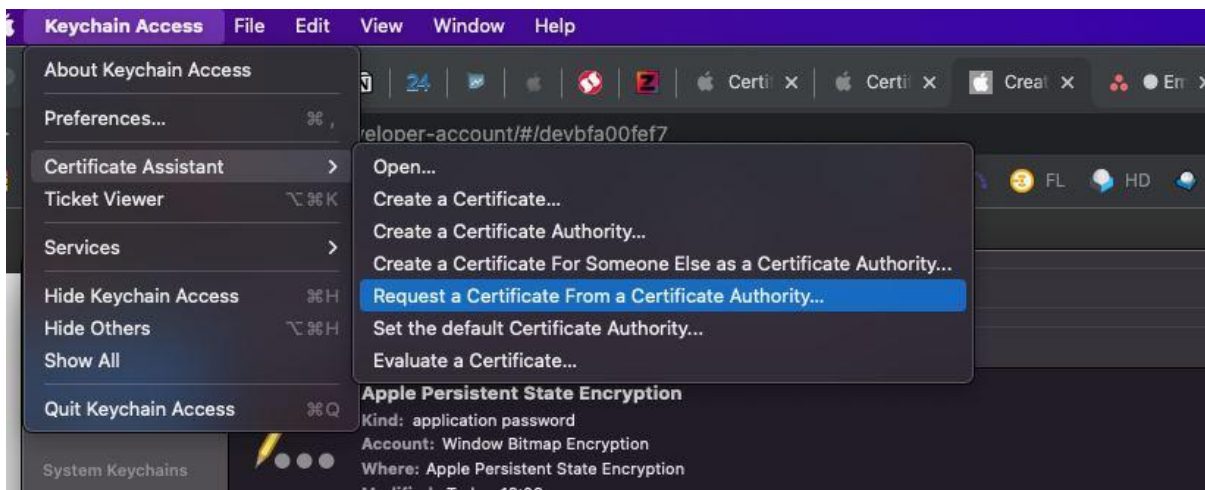
Preparing AppStore profile

Please note that we will be showing steps utilizing an example profile for Eddans Marketing company or “Eddans”. Though, it is a real marketing agency, this name is used just as an example.

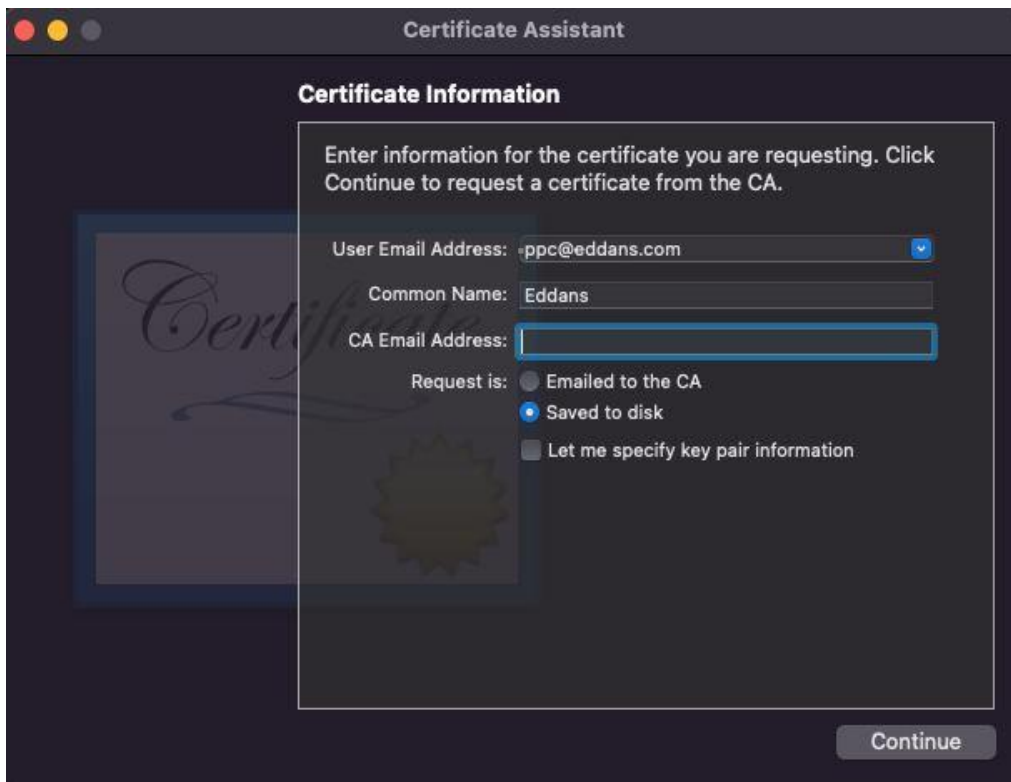
STEPS:

A. CERTIFICATE

1. On your Mac computer, launch Keychain Access located in the /Applications/Utilities section
2. Choose Keychain Access > Certificate Assistant > Request a Certificate from a Certificate Authority.



3. In the Certificate Assistant dialog, enter an email address in the “User Email Address” field (email of an App Store Account).



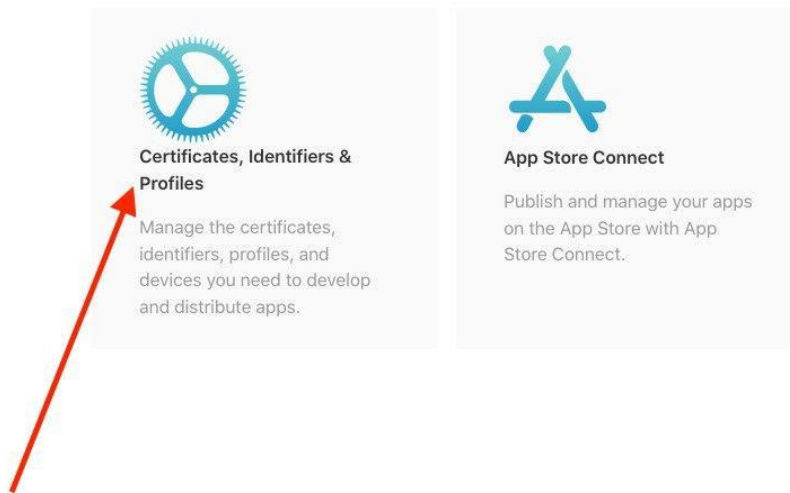
4. In the Common Name field, enter a name for the key (for example, "Eddans").
5. Leave the CA Email Address field empty.
6. Choose "Saved to disk," then click Continue.

7. Save to your device



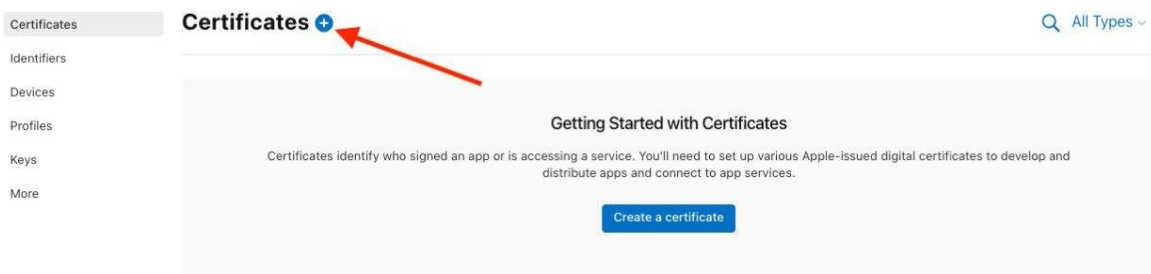
B. Certificates, Identifiers & Profiles

1. Go to <https://developer.apple.com/> and authorize yourself under your account
2. Select Certificates, Identifiers & Profiles



3. Add a new certificate

Certificates, Identifiers & Profiles



4. Select iOS Distribution App and press “Continue”

Certificates, Identifiers & Profiles

< All Certificates

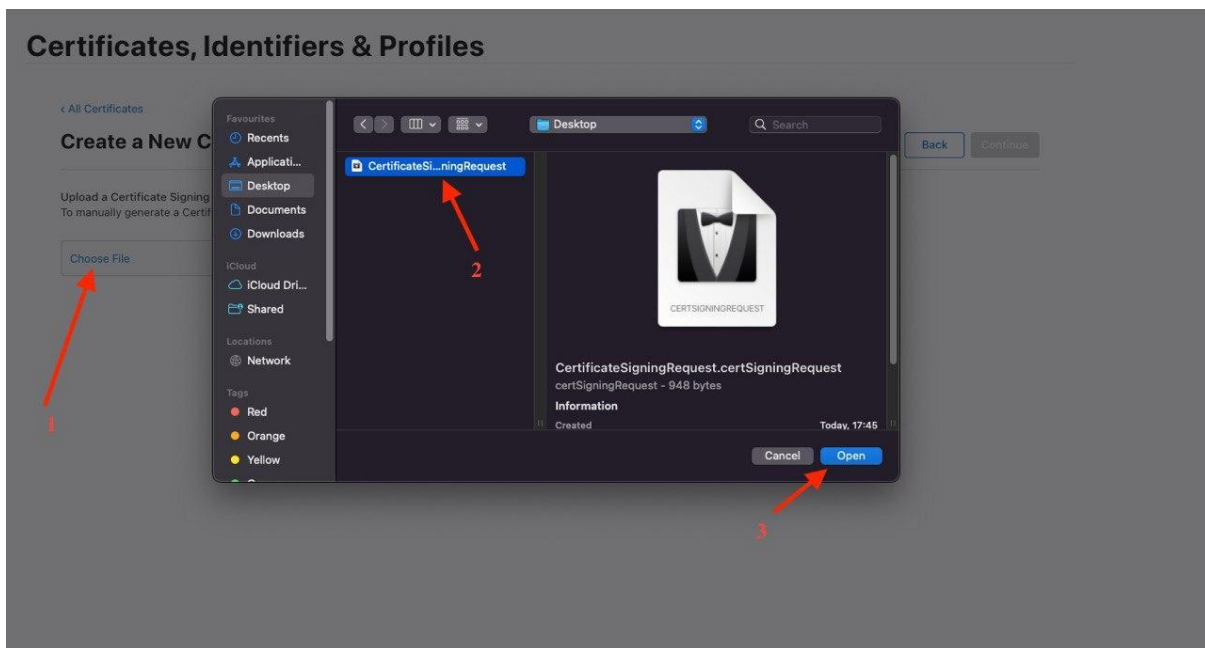
Create a New Certificate

Continue

Software

- ☐ **Apple Development**
Sign development versions of your iOS, macOS, tvOS, and watchOS apps. For use in Xcode 11 or later.
- ☐ **Apple Distribution**
Sign your apps for submission to the App Store or for Ad Hoc distribution. For use with Xcode 11 or later.
- ☐ **iOS App Development**
Sign development versions of your iOS app.
- ☒ **iOS Distribution (App Store and Ad Hoc)**
Sign your iOS app for submission to the App Store or for Ad Hoc distribution.
- ☐ **Mac Development**
Sign development versions of your Mac app.
- ☐ **Mac App Distribution**
This certificate is used to code sign your app and configure a Distribution Provisioning Profile for submission to the Mac App Store.
- ☐ **Mac Installer Distribution**
This certificate is used to sign your app's Installer Package for submission to the Mac App Store.
- ☐ **Developer ID Installer**
This certificate is used to sign your app's Installer Package for distribution outside of the Mac App Store.

5. Select CertificateSigningRequest file, created in KeyChain Access and click "Open"



6. Press “Continue”

Certificates, Identifiers & Profiles

[← All Certificates](#)

Create a New Certificate

[Back](#) [Continue](#)

Upload a Certificate Signing Request

To manually generate a Certificate, you need a Certificate Signing Request (CSR) file from your Mac. [Learn more](#)

[Choose File](#)

CertificateSigningRequest.certSigningRequest



7. Press “Download”

Certificates, Identifiers & Profiles

[← All Certificates](#)

Download Your Certificate

[Download](#)



Certificate Details

Certificate Name
Dmitry Kochman
Expiration Date
2023/05/19

Certificate Type
iOS Distribution
Created By
Dmitry Kochman (ppc@eddans.com)

Download your certificate to your Mac, then double click the .cer file to install in Keychain Access. Make sure to save a backup copy of your private and public keys somewhere secure.

8. Return to “All certificates” by clicking “All certificates”

Certificates, Identifiers & Profiles

[← All Certificates](#)

Download Your Certificate

[Revoke](#) [Download](#)

Certificate Details

Certificate Name
Strimm Inc.
Expiration Date
2023/05/25

Certificate Type
iOS Distribution
Created By
Василь Паныковець
(pankovec28042017@gmail.com)

Download your certificate to your Mac, then double click the .cer file to install in Keychain Access. Make sure to save a backup copy of your private and public keys somewhere secure.



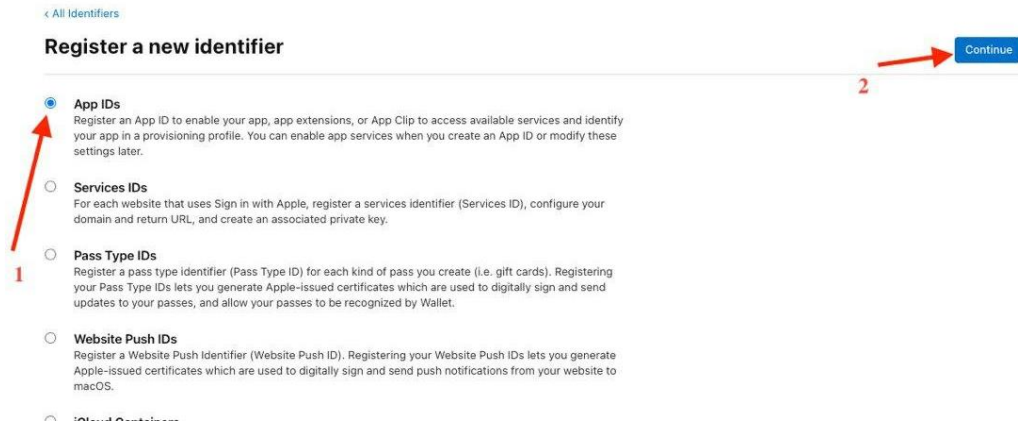
9. Select Identifiers and click “+”

Certificates, Identifiers & Profiles



10. Select “App IDs” and press “Continue”

Certificates, Identifiers & Profiles



11. In the “Select a type”, select App and press “Continue”

Certificates, Identifiers & Profiles



12. Fill the “Description” and “BundleID” in the format “com.yourappname.app” (Example: “com.eddanstv.app”) and press “Continue”

Certificates, Identifiers & Profiles

< All Identifiers

Register an App ID

Platform
iOS, macOS, tvOS, watchOS

Description

Eddans is a marketing channel

You cannot use special characters such as @, &, *, ' , " , ~ , - .

App ID Prefix

8AUPF9DUDK (Team ID)

Bundle ID

☒ Explicit ☐ Wildcard

com.eddans.app

We recommend using a reverse-domain name style string (i.e., com.domainname.appname). It cannot contain an asterisk (*).

Back

Continue

Capabilities

App Services

ENABLED

NAME

☐



Access WiFi Information ⓘ

☐



App Attest ⓘ

13. Press “Register”

Certificates, Identifiers & Profiles

< All Identifiers

Confirm your App ID

Platform
iOS, macOS, tvOS, watchOS

Description

Eddans is a marketing channel

App ID Prefix

8AUPF9DUDK (Team ID)

Bundle ID

com.eddans.app (explicit)

Back

Register

Capabilities

App Services

ENABLED

NAME

☐



Access WiFi Information ⓘ

☐



App Attest ⓘ

☐



App Groups ⓘ

14. Select Profiles and click “+”

Certificates, Identifiers & Profiles

Certificates

Identifiers

Devices

Profiles

Keys

More

Profiles +

🔍 All Types ▾ All Platforms ▾

Getting Started with Provisioning Profiles

Provisioning profiles allow you to install apps onto your devices. A provisioning profile includes signing certificates, device identifiers, and an App ID.

Generate a profile

15. Choose App Store and press “Continue”

Certificates, Identifiers & Profiles

[← All Profiles](#)

Register a New Provisioning Profile

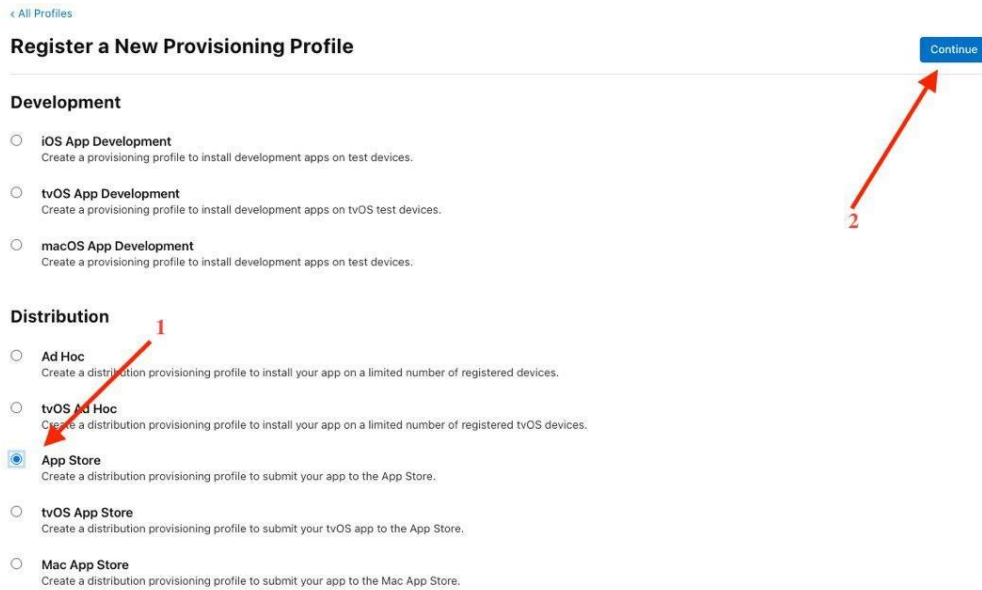
Development

- ☐ **iOS App Development**
Create a provisioning profile to install development apps on test devices.
- ☐ **tvOS App Development**
Create a provisioning profile to install development apps on tvOS test devices.
- ☐ **macOS App Development**
Create a provisioning profile to install development apps on test devices.

Distribution

- ☐ **Ad Hoc**
Create a distribution provisioning profile to install your app on a limited number of registered devices.
- ☐ **tvOS Ad Hoc**
Create a distribution provisioning profile to install your app on a limited number of registered tvOS devices.
- ☒ **App Store**
Create a distribution provisioning profile to submit your app to the App Store.
- ☐ **tvOS App Store**
Create a distribution provisioning profile to submit your tvOS app to the App Store.
- ☐ **Mac App Store**
Create a distribution provisioning profile to submit your app to the Mac App Store.

Continue



16. Select your App ID in dropdown and press “Continue”

Certificates, Identifiers & Profiles

[← All Profiles](#)

Generate a Provisioning Profile

[Back](#) [Continue](#)

Select Type > Configure > Generate > Download

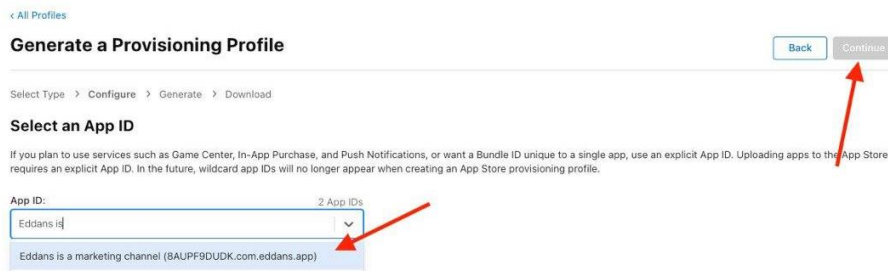
Select an App ID

If you plan to use services such as Game Center, In-App Purchase, and Push Notifications, or want a Bundle ID unique to a single app, use an explicit App ID. Uploading apps to the App Store requires an explicit App ID. In the future, wildcard app IDs will no longer appear when creating an App Store provisioning profile.

App ID: [2 App IDs](#)

Eddans is a marketing channel (8AUPF9DUDK.com.eddans.app)

Back **Continue**



17. Select your certificate and press “Continue”

Certificates, Identifiers & Profiles

[← All Profiles](#)

Generate a Provisioning Profile

[Back](#) [Continue](#)

Select Type > Configure > Generate > Download

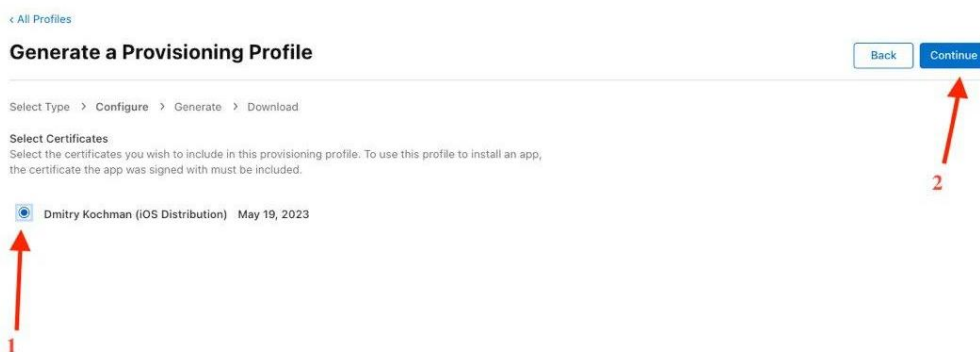
Select Certificates

Select the certificates you wish to include in this provisioning profile. To use this profile to install an app, the certificate the app was signed with must be included.

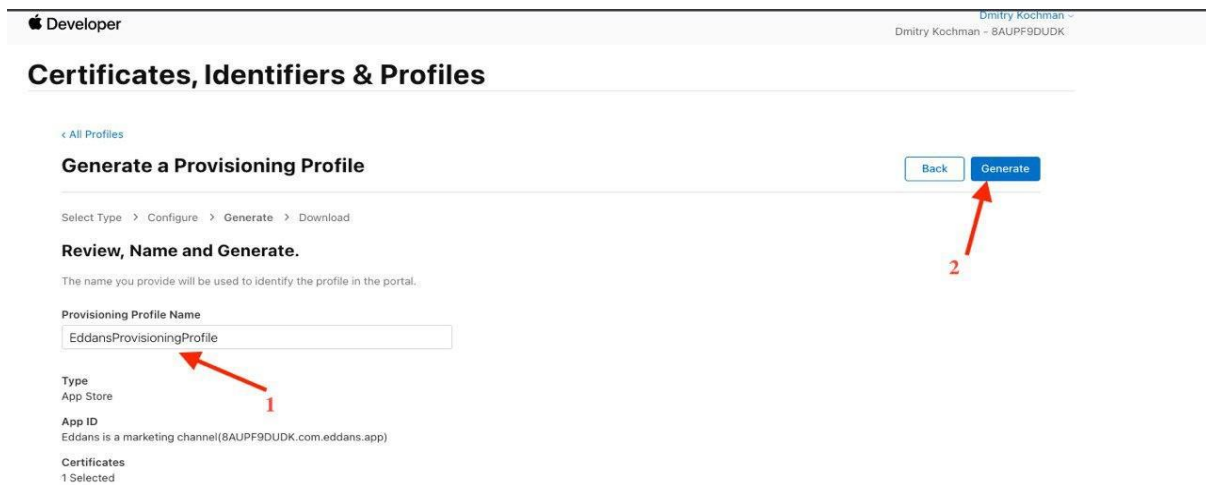
- ☒ **Dmitry Kochman (iOS Distribution)** May 19, 2023

1

2

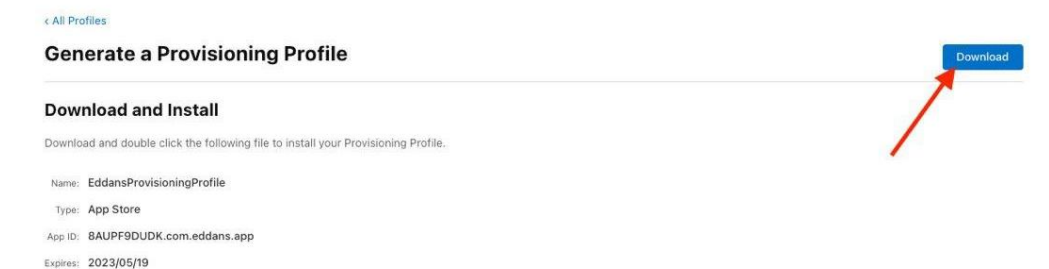


18. Enter Provisioning Profile Name (for example EddansProvisioningProfile) and press “Generate”



19. Press Download

Certificates, Identifiers & Profiles



20. Double Click on **ios_distribution.cer** to install downloaded Certificate.
21. Select Devices and click “+”



22. Choose platform, enter device name and device id

To find your device id please follow an article:

<https://developer.apple.com/documentation/xcode/distributing-your-app-to-registered-devices>,

“Collect Device Identifiers: iOS, iPadOS, tvOS, watchOS” section
(for example 79xxxx2e2ba7decxxx0968c0d7083axxxxxx) and press “Continue”

Certificates, Identifiers & Profiles

[← All Devices](#)

Register a New Device



Register Devices

To create a provisioning profile for app testing and ad hoc distribution, you'll need to specify registered devices. If you use automatic signing, Xcode registers connected devices for you. Xcode Server can also be configured to register connected devices.

Note: If you remove a registered device from your account, it will continue to count against your device limit. At the start of your new membership year, Account Holders and Admins will be presented with the option to remove listed devices and restore the available device count.

Continue

Register a Device

Name your device and enter its Unique Device Identifier (UDID).

Platform

iOS, tvOS, watchOS

Device Name

iPhone

Device ID (UDID)

00008020-001014C902E9002E

Register Multiple Devices

Upload a file containing the devices you wish to register. Please note that a maximum of 100 devices can be included in your file and it may take a few minutes to process.

[Download sample files >](#)

Device List

[Choose File](#)

Copyright © 2022 Apple Inc. All rights reserved. [Terms of Use](#) [Privacy Policy](#)

23. Press Register

Certificates, Identifiers & Profiles

[← All Devices](#)

Register a New Device

Confirm the device information is correct. Once this device is registered, you will not be able to edit the UDID and can only edit the name or disable it.

Name: iPhone

Model: iPhone XR

UDID: 00008020-001014C902E9002E

Test Device Details

You have the following number of devices available for registration. You may reset your device list at the start of your next membership year.

Apple TV
100

iPad
100

iPod
100

Apple Watch
100

iPhone
99

Mac
100

Back

Register

24. Press Done

Certificates, Identifiers & Profiles

[← All Devices](#)

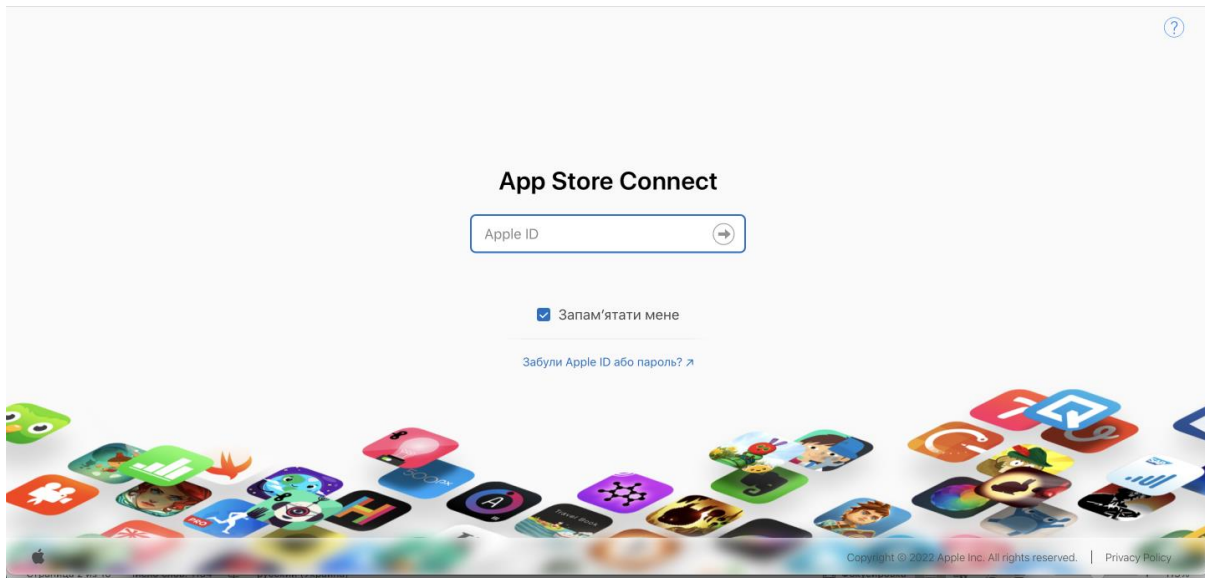
Registration Complete

Your device has been registered and can now be included in provisioning profiles for app development and installation. Registered devices are also eligible to install pre-release versions of iOS.

Done

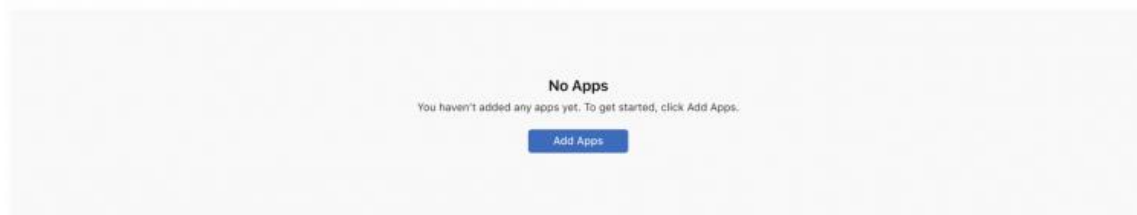
C. Creating a New App

1. Go to [App Store Connect](#).
2. Login

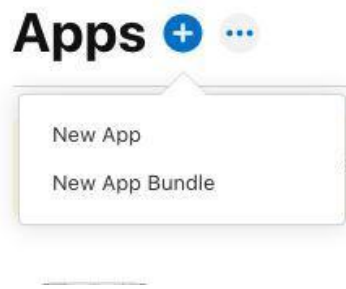


3. Create a New App

Apps + ...



4. Click on the '+' and select New App.



5. Fill in the form as shown below

- Select platform: “iOS”
- Enter your app name
- Select primary language of your app
- Select Bundle Id
- Enter SKU (the same as Bundle Id in the format of “com.{yourappname}.app”)
- Select “Full Access”.
- Press “Create” button.

New App

Platforms ?

☒ iOS ☐ macOS ☐ tvOS

Name ?

Eddans

24

Primary Language ?

English (U.S.)



Bundle ID ?

Eddans is a marketing channel - com.eddans.app



SKU ?

com.eddans.app

User Access ?

☐ Limited Access ☒ Full Access

Cancel

Create

Then, you will be redirected to the following page:

iOS App
1.0 Prepare for Submission

iOS App 1.0

[Save](#) [Add for Review](#)

[Add macOS App](#)
[Add tvOS App](#)

General

[App Information](#)
[Pricing and Availability](#)
[App Privacy](#)
[Ratings and Reviews](#)
[Version History](#)
[App Review](#)

Features

[In-App Purchases](#)
[Subscriptions](#)
[App Store Promotions](#)
[Custom Product Pages](#)
[In-App Events](#)
[Product Page Optimization](#)

Version Information

The product page for this app version will be published on the App Store with the assets and metadata below.

English (U.S.) ▾ ?

App Previews and Screenshots ?

[View All Sizes in Media Manager](#)

 iPhone 6.5" Display  iPhone 5.5" Display  iPad Pro (3rd Gen) 12.9" Display  iPad Pro (2nd Gen) 12.9" Display

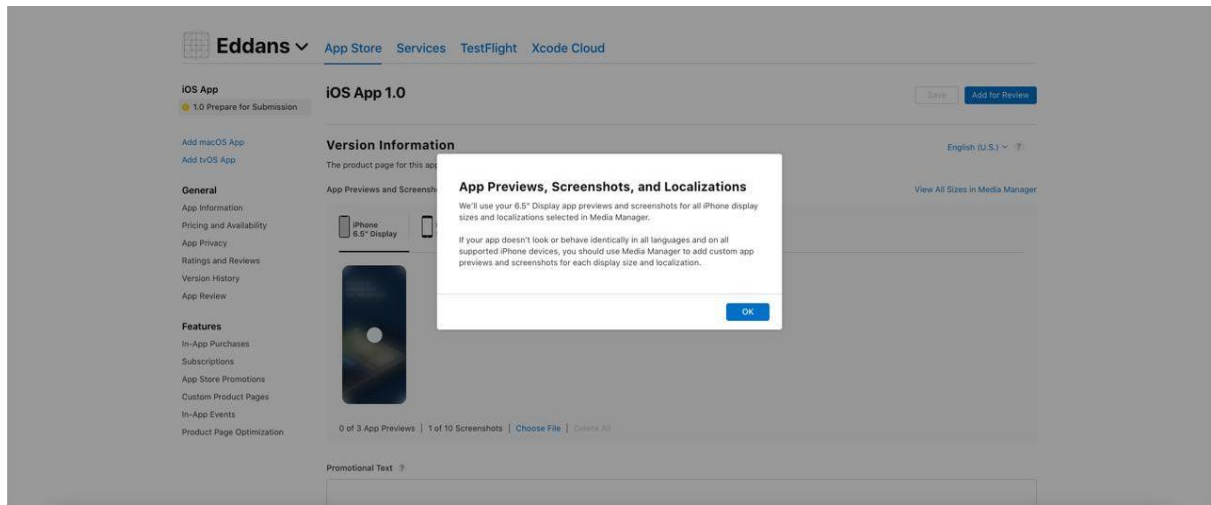
Drag up to 3 app previews and 10 screenshots here.
We'll use these for all iPhone display sizes and localizations you select.

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

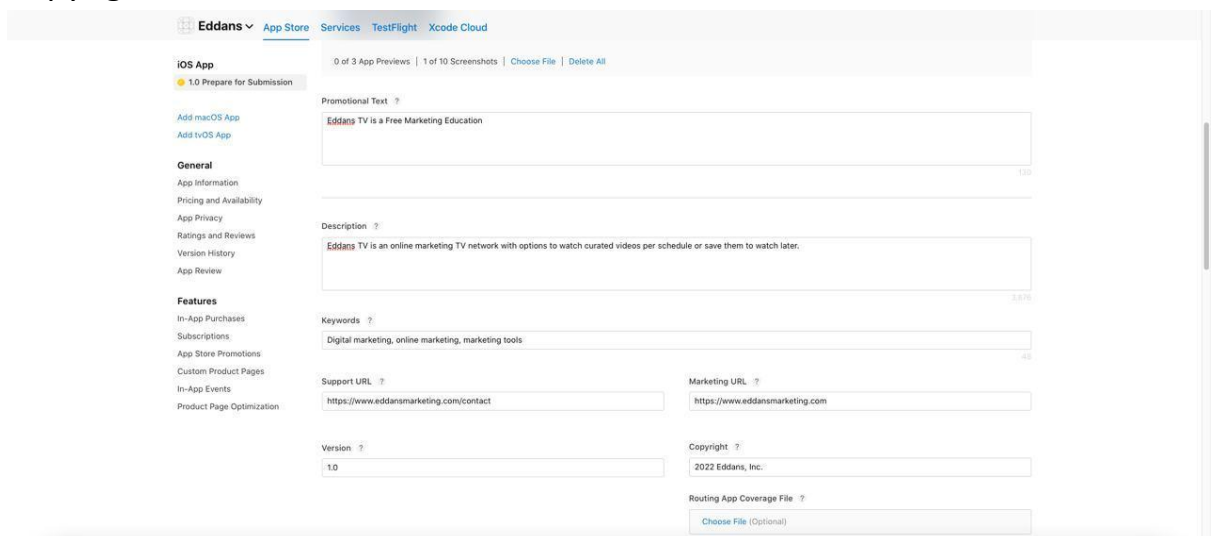
Promotional Text ?

D. Fill in all required information to start publishing

1. Upload App Previews for each device



2. Fill the form with Promotional Text, Description, Keywords, Support URL, Copyright



3. Set Version as 1.0.1

4. UnSelect Sign-in required checkbox and fill the contact information

Upload your builds using one of several tools. [See Upload Tools](#)

Game Center

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

Contact Information ?

Email	kochman
(847) 366-2649	ppc@edds.com

Notes

Attachment ?
[Choose File \(Optional\)](#)

Version Release

This app version can be automatically released right after it has been approved by App Review. You can also manually release it at a later date on the App Store Connect website or in App Store Connect for iOS.

5. Press Save Button to save all changes

Eddans ▾ [App Store](#) [Services](#) [TestFlight](#) [Xcode Cloud](#)

iOS App
1.0 Prepare for Submission

[Add macOS App](#)
[Add tvOS App](#)

General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review

Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization

iOS App 1.0

[Save](#) [Add for Review](#)

Version Information

The product page for this app version will be published on the App Store with the assets and metadata below.

App Previews and Screenshots ?

iPhone 6.5" Display iPhone 5.5" Display iPad Pro (3rd Gen) 12.9" Display iPad Pro (2nd Gen) 12.9" Display

Promotional Text ?
Eddans TV is a Free Marketing Education

6. Go to General -> App Information tab

7. Complete Subtitle field

8. Select suitable Category

Eddans ▾ [App Store](#) [Services](#) [TestFlight](#) [Xcode Cloud](#)

iOS App
1.0 Prepare for Submission

[Add macOS App](#)
[Add tvOS App](#)

General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review

Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization

App Information

This information is used for all platforms of this app. Any changes will be released with your next app version.

General Information

Bundle ID ?
Eddans is a marketing channel - com.edds.app

SKU ?
com.edds.app

Apple ID ?
1625127148

Content Rights ?
[Set Up Content Rights Information](#)

Age Rating ?
[Set Age Rating Across All Platforms](#)

Primary Language ?
English (U.S.)

Category ?

- Primary
- Books
- Business
- Developer Tools
- Education
- Entertainment
- Finance
- Food & Drink
- Games
- Graphics & Design
- Health & Fitness
- Lifestyle
- Magazines & Newspapers
- Medical
- Music
- Navigation
- News
- Photo & Video
- Productivity
- Reference
- Shopping

9. Complete Content Rights

If it is applicable for you, then choose “Yes, it contains, shows, or accesses third-party content, and I have the necessary rights”

The screenshot shows the 'App Information' page in App Store Connect for an app named 'Eddans'. A modal titled 'Content Rights' is open, asking 'Does your app contain, show, or access third-party content?'. The first option, 'Yes, it contains, shows, or accesses third-party content, and I have the necessary rights', is selected. The background page shows fields for Bundle ID, SKU, Apple ID, and Age Rating.

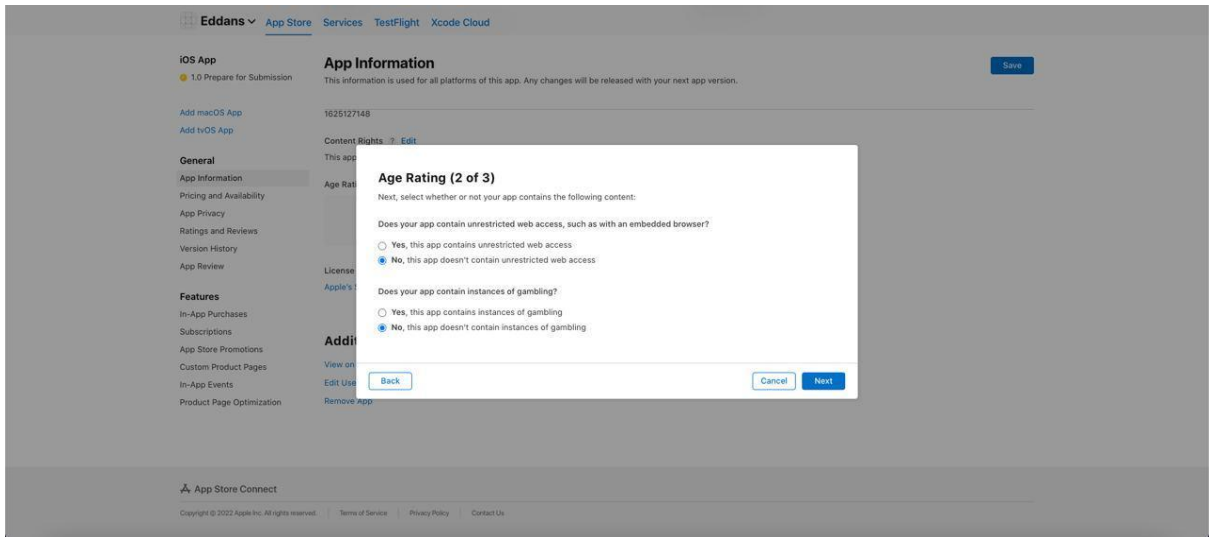
10. Select Age Rating form according to the content of your account

The screenshot shows the 'App Information' page with the 'Age Rating (1 of 3)' modal open. The modal contains a table for selecting content ratings. The 'NONE' column is selected for all categories.

APPLE CONTENT DESCRIPTION	NONE	INFREQUENT/MILD	FREQUENT/INTENSE
Cartoon or Fantasy Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Prolonged Graphic or Sadistic Realistic Violence	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Profanity or Crude Humor	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Mature/Suggestive Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Horror/Fear Themes	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Medical/Treatment Information	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Alcohol, Tobacco, or Drug Use or References	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Simulated Gambling	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Sexual Content or Nudity	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Graphic Sexual Content and Nudity	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
Product Use	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>

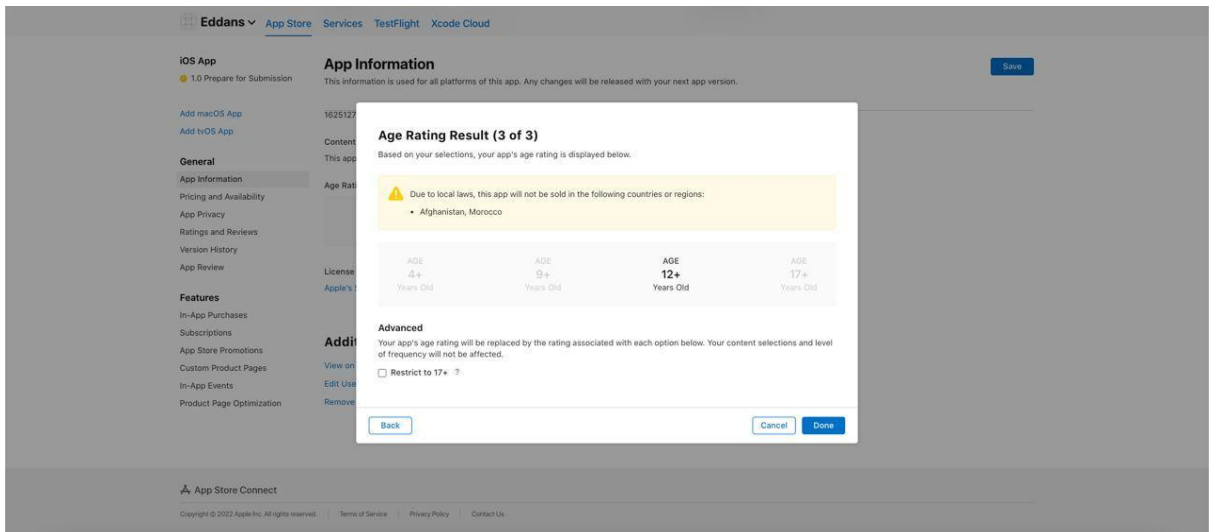
11. For the question “Does your app contain unrestricted web access, such as with an embedded browser?” you can answer “No, this app doesn't contain unrestricted web access”, if it is true.

12. For the question “Does your app contain instances of gambling?” you can answer as “No, this app doesn't contain instances of gambling”, if it is true.



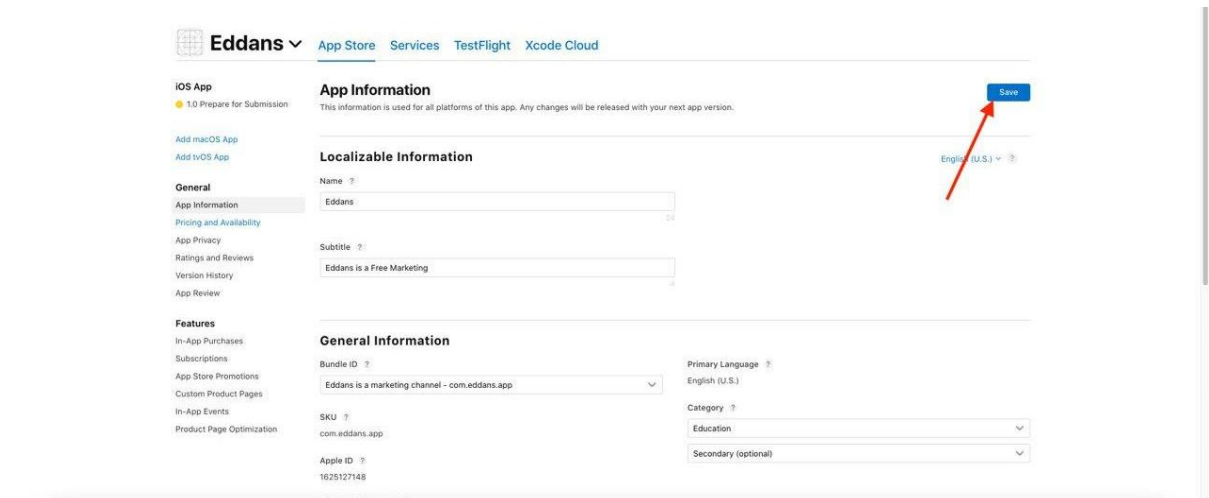
The screenshot shows the 'App Information' page in App Store Connect. A modal titled 'Age Rating (2 of 3)' is displayed. It asks 'Does your app contain instances of gambling?' and the 'No, this app doesn't contain instances of gambling' option is selected. The modal also includes a 'Back' button and 'Cancel' and 'Next' buttons.

13. Press Done button to save the form



The screenshot shows the 'App Information' page in App Store Connect. A modal titled 'Age Rating Result (3 of 3)' is displayed. It shows the age rating result as '12+' and a warning that the app will not be sold in Afghanistan and Morocco. The modal includes a 'Back' button and 'Cancel' and 'Done' buttons.

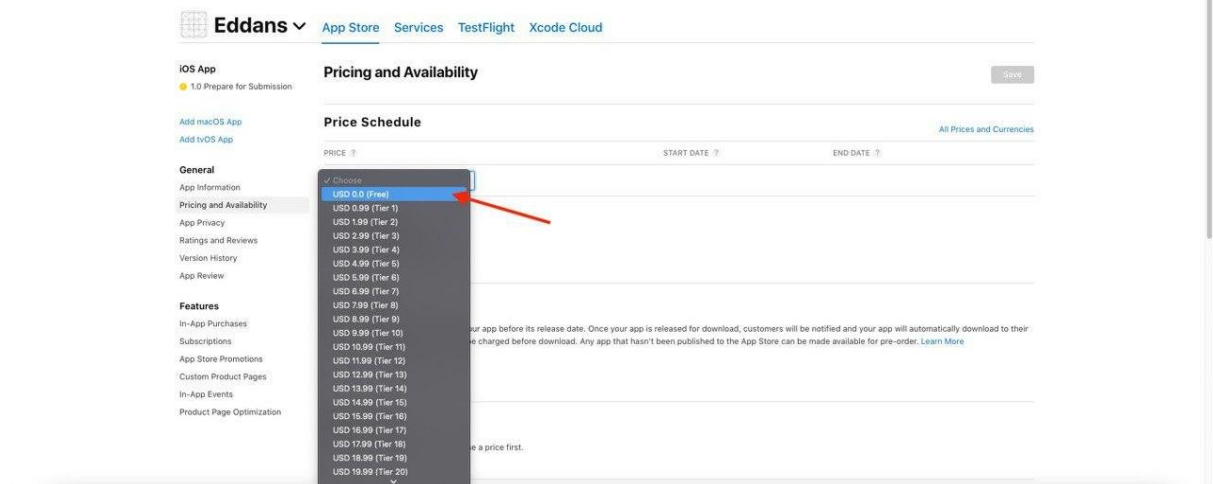
14. Press Save button to save the changes



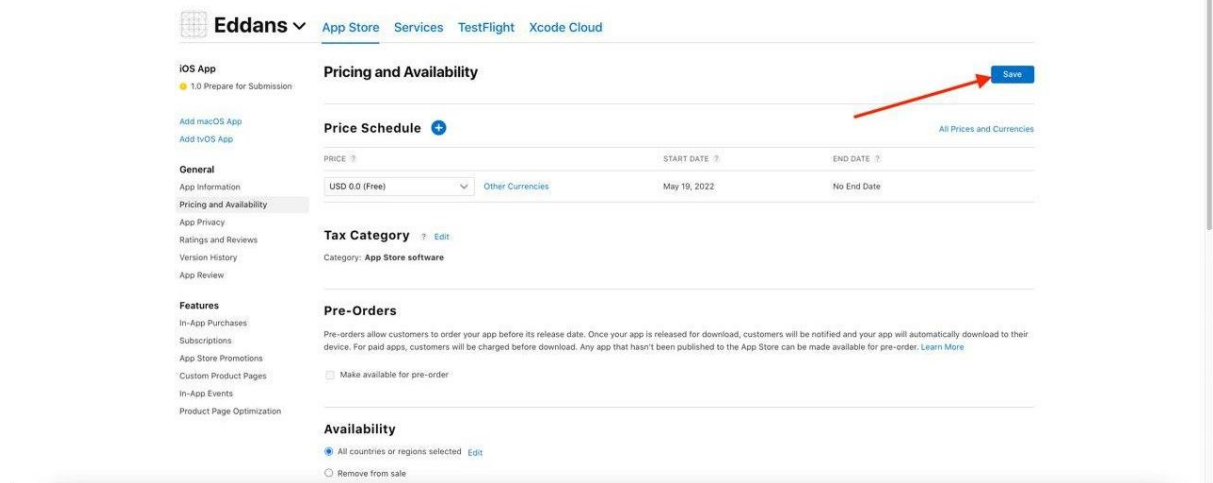
The screenshot shows the 'App Information' page in App Store Connect. The 'Save' button is highlighted with a red arrow. The page displays the 'App Information' section, including the app name 'Eddans' and the bundle ID 'com.eddans.app'.

15. Go to General -> Pricing and Availability

16. Choose Price schedule as \$0 (Free), to start.

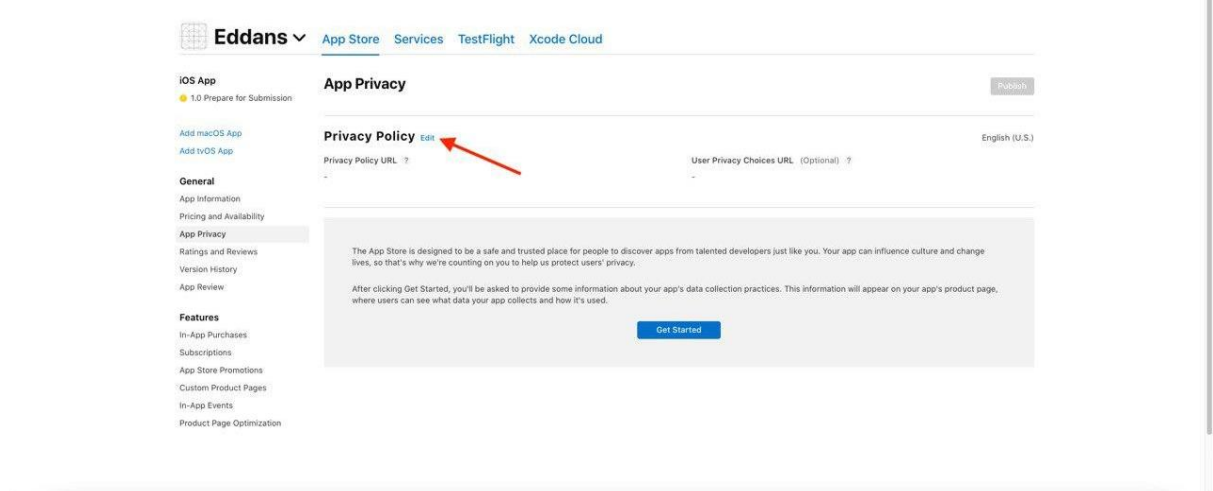


17. Press Save button to save the changes

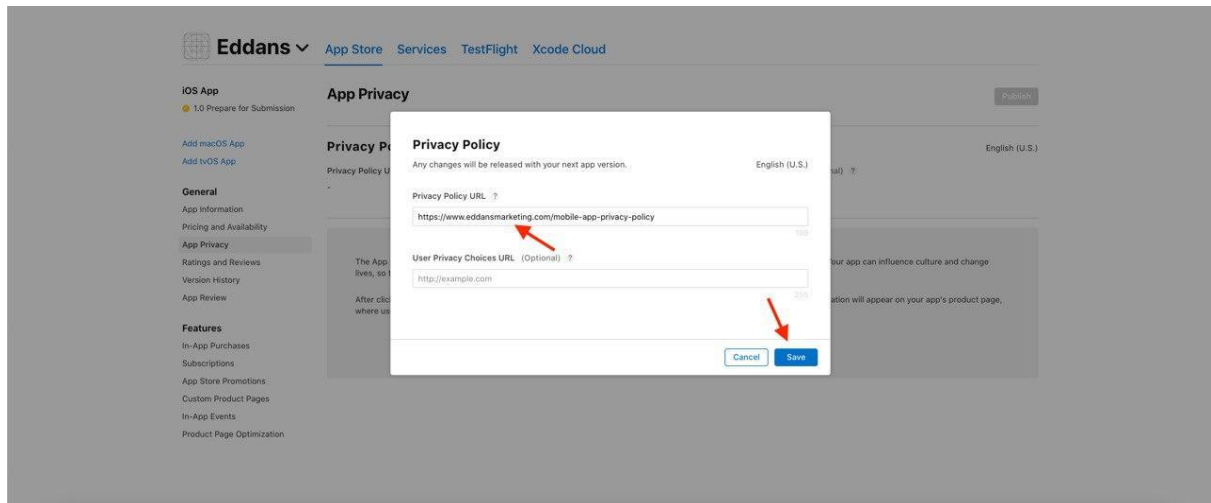


18. Go to General -> App Privacy

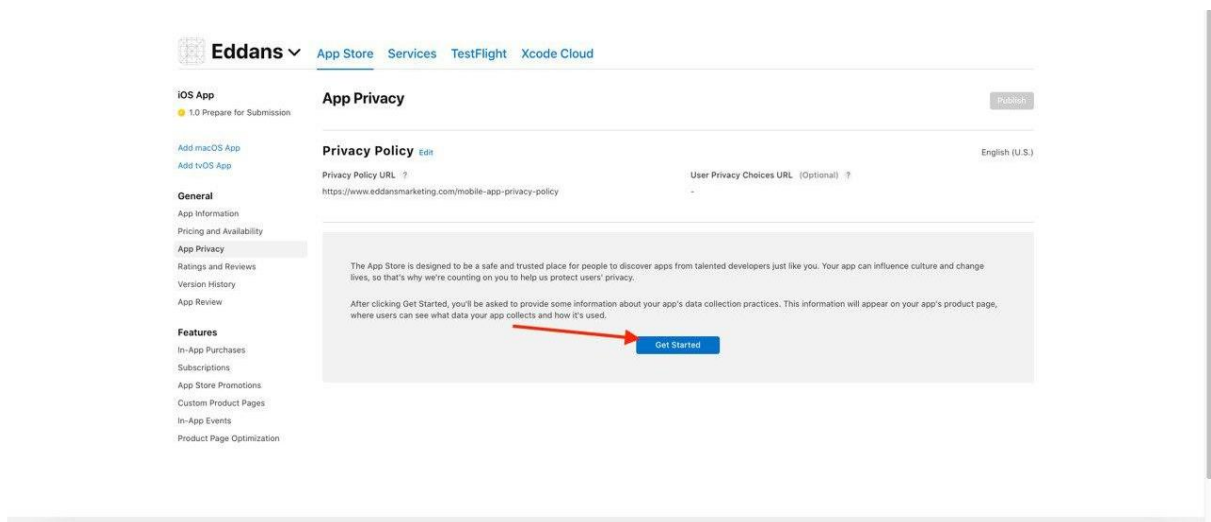
19. Click on Edit



20. Complete a Privacy Policy Form as shown and press Save button



21. Click on Get Started Button



22. Complete the following forms as shown on the screenshots

Data Collection

Thanks for helping users understand your app's privacy practices. Remember that you're responsible for any third-party code that is added to your app, so if your third-party partners collect data from your app, you must represent that in your responses.

- "Collect" refers to transmitting data off the device in a way that allows you and/or your third-party partners to access it for a period longer than necessary to service the transmitted request in real time.
- "Third-party partners" include analytics tools, advertising networks, third-party SDKs, or other external vendors whose code you have added to the app.

You can [view the full list of questions](#) at any time.

Do you or your third-party partners collect data from this app?

☒ **Yes**, we collect data from this app


☐ **No**, we do not collect data from this app


[Cancel](#) [Next](#)

Data Collection

☐ **User ID**
Such as screen name, handle, account ID, assigned user ID, customer number, probabilistic identifier, or other user- or account-level ID that can be used to identify a particular user or account

☒ **Device ID**
Such as the device's advertising identifier, or other device-level ID

☐  **Purchases**
An account's or individual's purchases or purchase tendencies

 **Usage Data**

☒ **Product Interaction**
Such as app launches, taps, clicks, scrolling information, music listening data, video views, saved place in a game, video, or song, or other information about how the user interacts with the app

☐ **Advertising Data**
Such as information about the advertisements the user has seen

☐ **Other Usage Data**
Any other data about user activity in the app

[Back](#) [Cancel](#) [Save](#)

23. Press “Save” and click on the “Set up Device ID”. Then, complete the following forms as shown on the screenshots

iOS App
1.0.1 Prepare for Submission

2 data types collected from this app: Device ID, Product Interaction

Identifiers

⚠ Device ID ?

[Set Up Device ID](#)

Usage Data

⚠ Product Interaction ?

[Set Up Product Interaction](#)

General
App Information
Pricing and Availability
App Privacy
Ratings and Reviews
Version History
App Review

Features
In-App Purchases
Subscriptions
App Store Promotions
Custom Product Pages
In-App Events
Product Page Optimization

Device ID ?

Indicate how device IDs collected from this app are being used by you or your third-party partners (select all that apply):

- ☐ **Third-Party Advertising**
Such as displaying third-party ads in your app, or sharing data with entities who display third-party ads
- ☐ **Developer's Advertising or Marketing**
Such as displaying first-party ads in your app, sending marketing communications directly to your users, or sharing data with entities who will display your ads
- ☒ **Analytics**
Using data to evaluate user behavior, including to understand the effectiveness of existing product features, plan new features, or measure audience size or characteristics
- ☐ **Product Personalization**
Customizing what the user sees, such as a list of recommended products, posts, or suggestions
- ☐ **App Functionality**
Such as to authenticate the user, enable features, prevent fraud, implement security measures, ensure server up-time, minimize app crashes, improve scalability and performance, or perform customer support
- ☐ **Other Purposes**
Any other purpose not listed

Cancel

Next

Device ID ?

Data collected from an app is usually linked to the user's identity via these means, unless specific privacy protections are put in place before collection to de-identify or anonymize it, such as:

- Stripping data of any direct identifiers, such as e-mail address or name, before collection.
- Manipulating data to break the linkage and prevent re-linkage to real-world identities.
- Additionally, in order for data not to be linked to a particular user's identity, you must avoid certain activities after collection:
 - You must not attempt to link the data back to the user's identity.
 - You must not tie the data to other datasets that enable it to be linked to the user's identity.

Note: "Personal Information" and "Personal Data", as defined under relevant privacy laws, are considered linked to the user.

Are the device IDs collected from this app linked to the user's identity?

- ☐ Yes, device IDs collected from this app are linked to the user's identity
- ☒ No, device IDs collected from this app are not linked to the user's identity

Back

Cancel

Next

Device ID ?

Let's define two important terms before continuing.

Tracking

Tracking is linking data collected from your app about a particular end-user or device such as a user ID, device ID, or profile, with Third-Party Data for targeted advertising or advertising measurement purposes. It also refers to sharing data collected from your app about a particular end-user or device with a data broker.

Tracking does not apply in the following situations:

- When the data is linked solely on the end-user's device and is not sent off the device in a way that can identify the end-user or device
- When the data broker uses the data shared with them solely for fraud detection or prevention or security purposes
- When the data broker is a consumer reporting agency and the data is shared with them for purposes of (1) reporting on a consumer's creditworthiness, or (2) obtaining information on a consumer's creditworthiness for the specific purpose of making a credit determination.

Third-Party Data

Third-Party Data is any data about a particular end-user or device collected from the apps, websites, or offline properties not owned by the developer.

[Back](#)

[Cancel](#)

[Next](#)

Device ID ?

To help put tracking into context, here are a few examples:

- Displaying targeted advertisements in your app based on user data collected from apps and websites owned by other companies
- Sharing device location data or email lists with a data broker
- Sharing a list of emails, advertising IDs, or other IDs with a third-party advertising network that uses that information to retarget those users in other developers' apps or to find similar users
- Placing a third-party SDK in your app that combines user data from your app with user data from other developers' apps to target advertising or measure advertising efficiency, even if you don't use the SDK for these purposes. For example, using a login SDK that repurposes the data it collects from your app to enable targeted advertising in other developers' apps.

If you plan to request access to the advertising identifier (IDFA), you must indicate on your App Store privacy label that you collect Device IDs and use them for tracking purposes.

Back

Cancel

Next



Set Up Product Interaction

cy Edit

?
marketing.com/mobile-app-privacy-policy

User Privacy Choices URL (O

Edit

ecte

Device ID ?

Finally, indicate if device IDs will be used for tracking purposes.

Do you or your third-party partners use device IDs for tracking purposes?

- ☐ Yes, we use device IDs for tracking purposes.
- ☒ No, we do not use device IDs for tracking purposes.

> Definitions and Examples

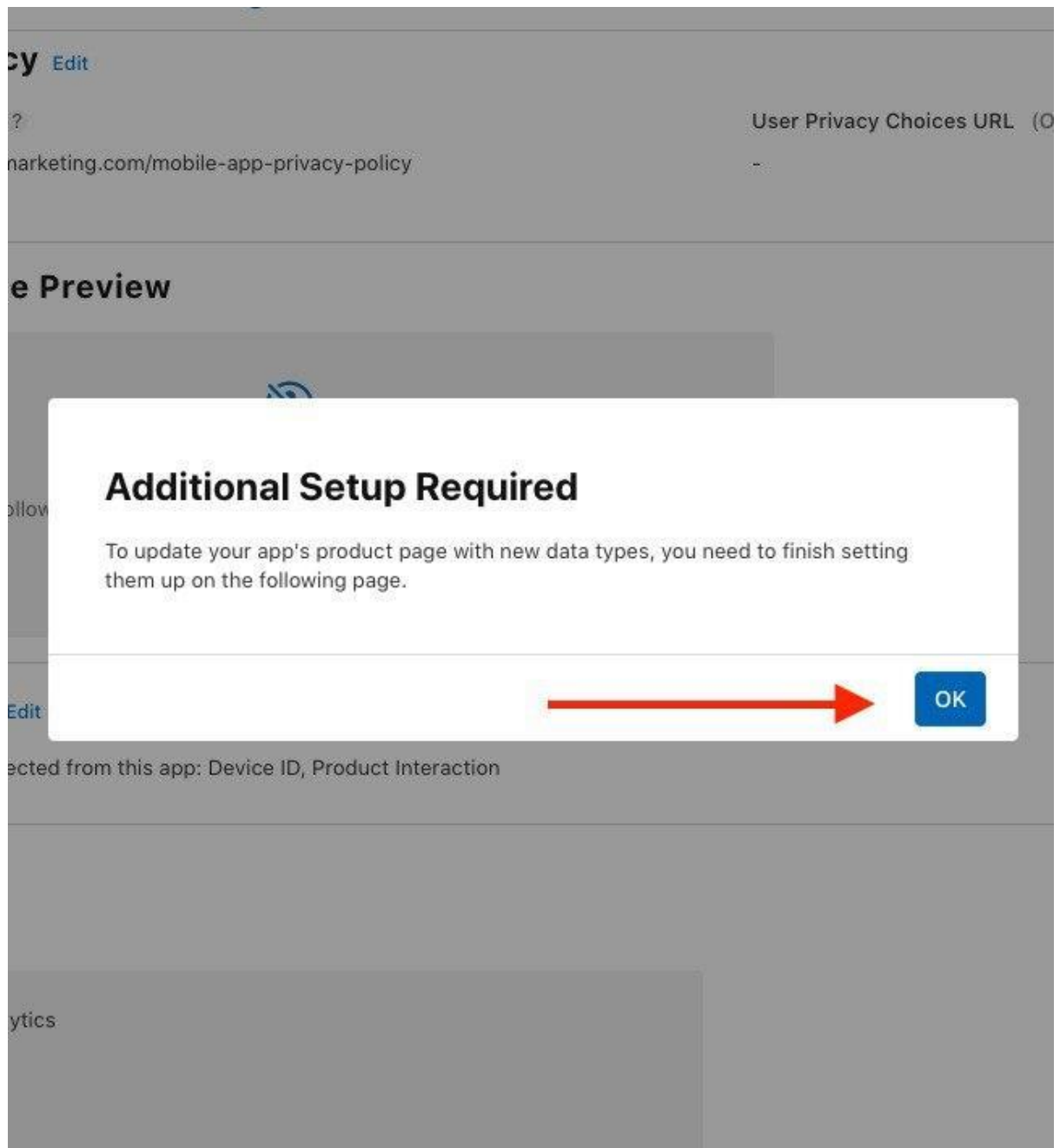
Back

Cancel

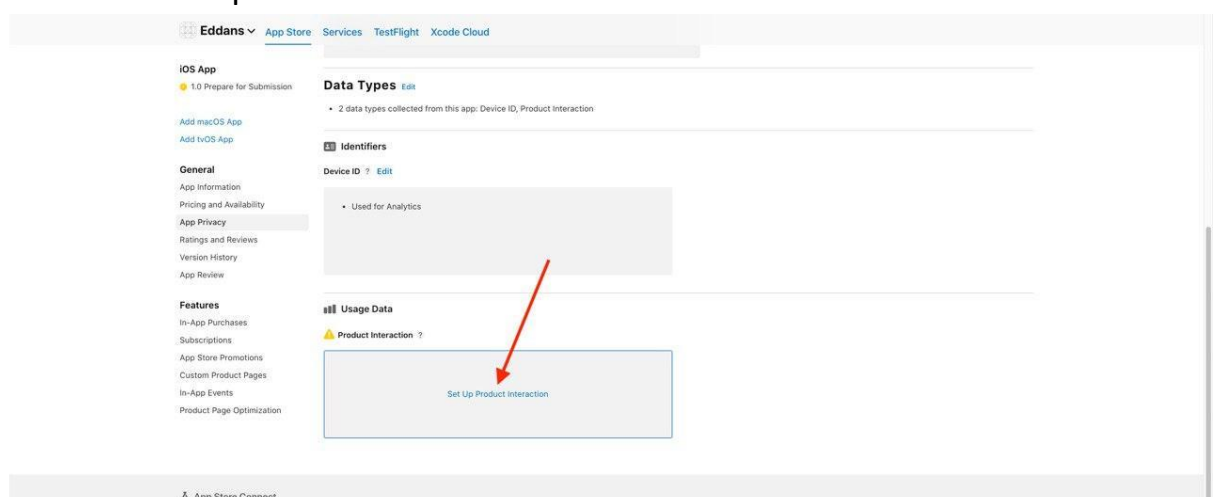
Save

on ?

Set Up Product Interaction



24. Click on “Set Up Product Interaction”



25. Fill the form as shown on screenshots

Product Interaction ?

Indicate how product interaction data collected from this app is being used by you or your third-party partners (select all that apply):

- ☐ **Third-Party Advertising**
Such as displaying third-party ads in your app, or sharing data with entities who display third-party ads
- ☐ **Developer's Advertising or Marketing**
Such as displaying first-party ads in your app, sending marketing communications directly to your users, or sharing data with entities who will display your ads
- ☒ **Analytics**
Using data to evaluate user behavior, including to understand the effectiveness of existing product features, plan new features, or measure audience size or characteristics
- ☐ **Product Personalization**
Customizing what the user sees, such as a list of recommended products, posts, or suggestions
- ☐ **App Functionality**
Such as to authenticate the user, enable features, prevent fraud, implement security measures, ensure server up-time, minimize app crashes, improve scalability and performance, or perform customer support
- ☐ **Other Purposes**
Any other purpose not listed

[Cancel](#) [Next](#)

Product Interaction ?

anonymize it, such as:

- Stripping data of any direct identifiers, such as e-mail address or name, before collection.
- Manipulating data to break the linkage and prevent re-linkage to real-world identities.
- Additionally, in order for data not to be linked to a particular user's identity, you must avoid certain activities after collection:
 - You must not attempt to link the data back to the user's identity.
 - You must not tie the data to other datasets that enable it to be linked to the user's identity.

Note: "Personal Information" and "Personal Data", as defined under relevant privacy laws, are considered linked to the user.

Is the product interaction data collected from this app linked to the user's identity?

- ☐ Yes, product interaction data collected from this app is linked to the user's identity
- ☒ No, product interaction data collected from this app is not linked to the user's identity

Back

Cancel

Next

ed from this app: Device ID, Product Interaction

Product Interaction ?

Finally, indicate if product interaction data will be used for tracking purposes.

Do you or your third-party partners use product interaction data for tracking purposes?

- ☐ Yes, we use product interaction data for tracking purposes
- ☒ No, we do not use product interaction data for tracking purposes

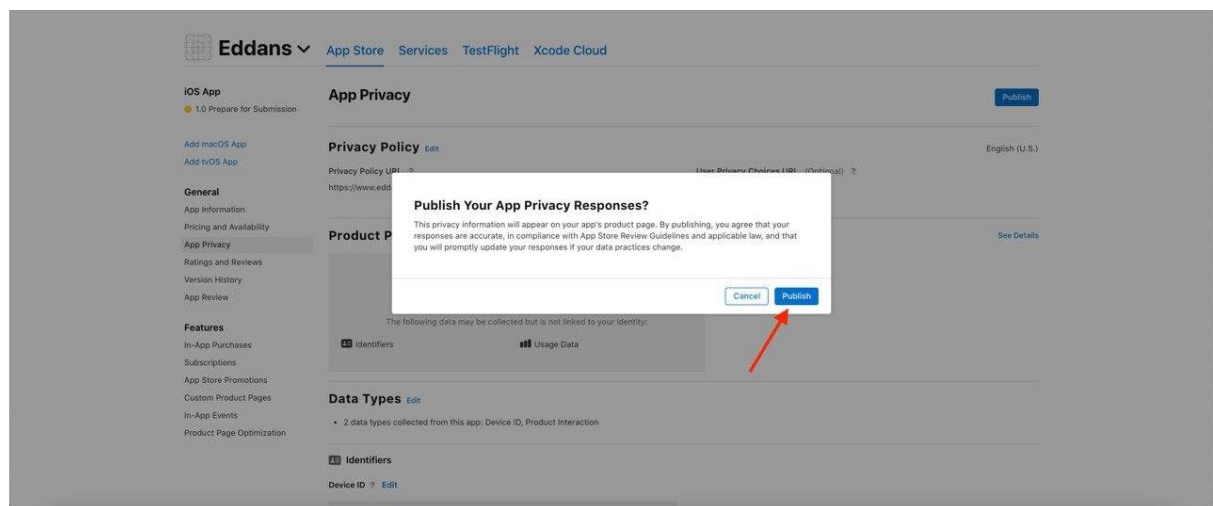
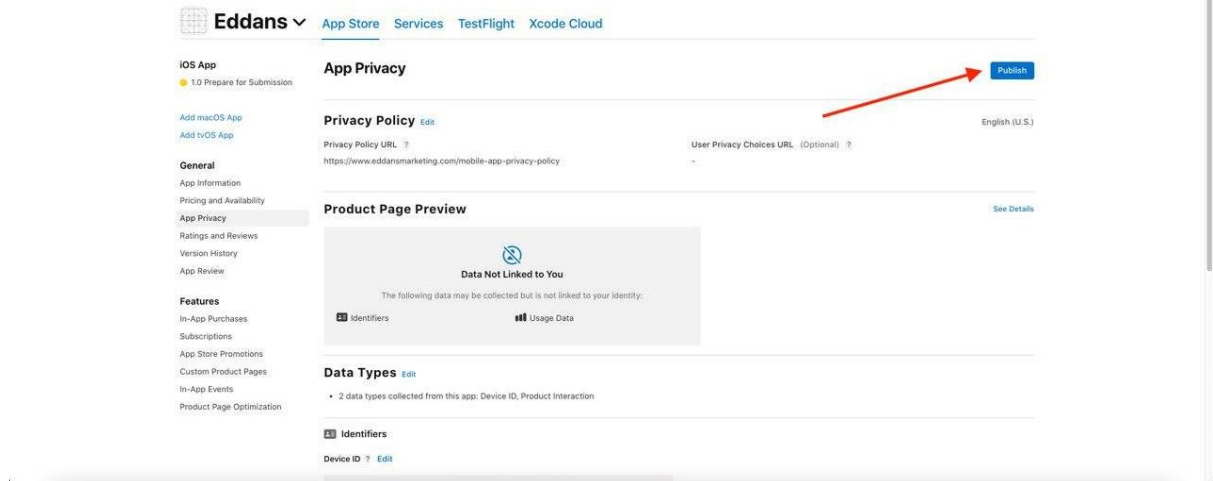
[> Definitions and Examples](#)

Back

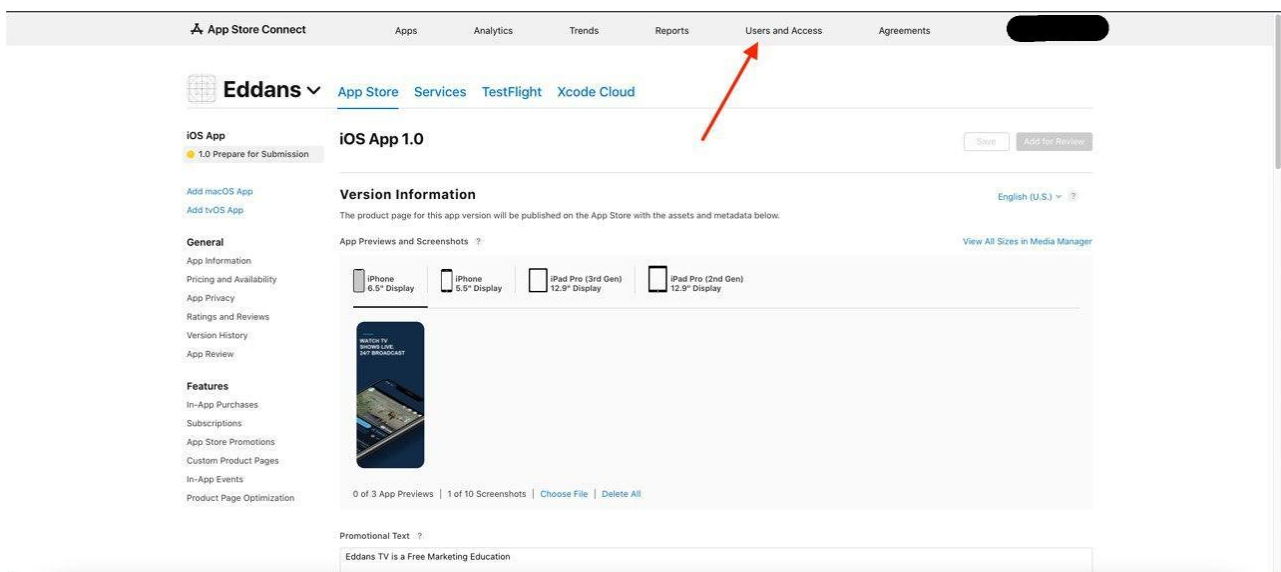
Cancel

Save

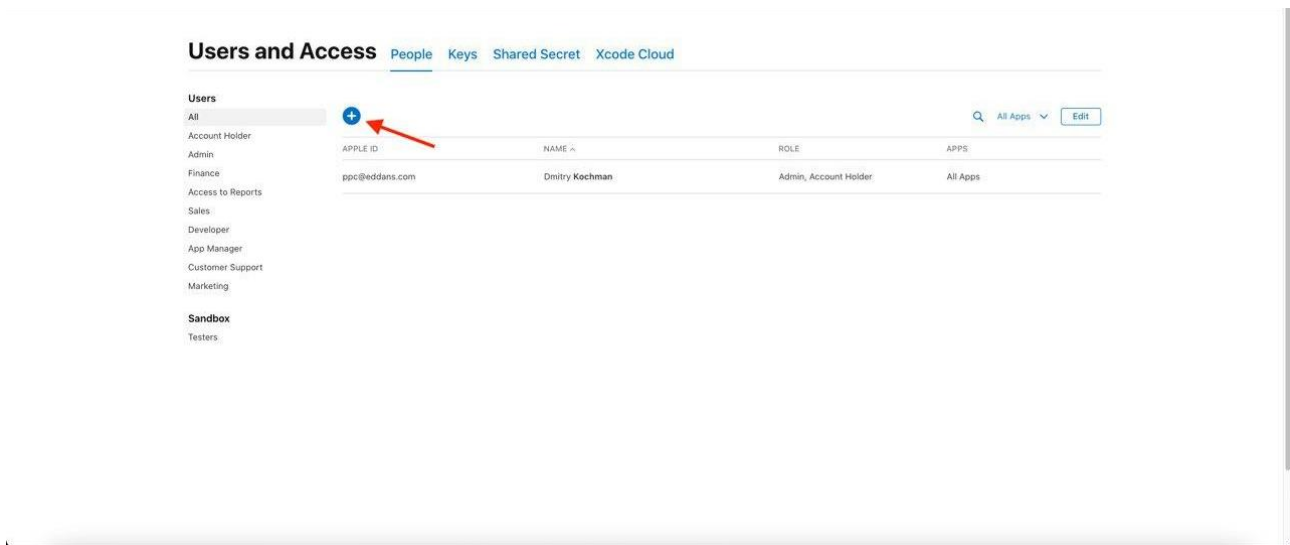
26. Click on Publish button to publish all changes



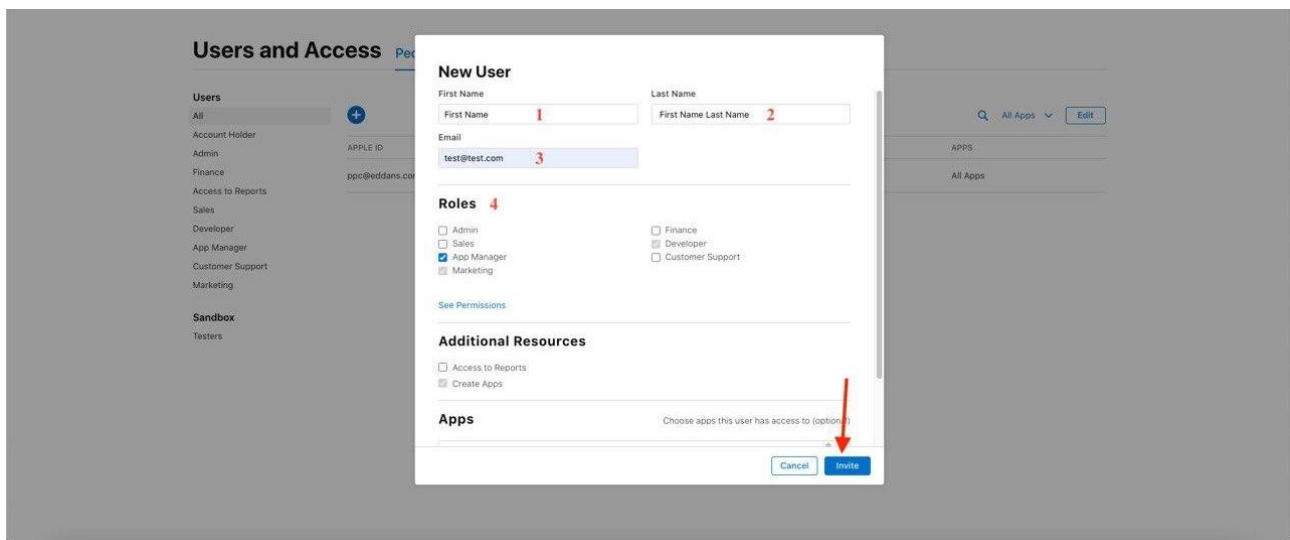
27. Go to Users And Access



28. Click “+”



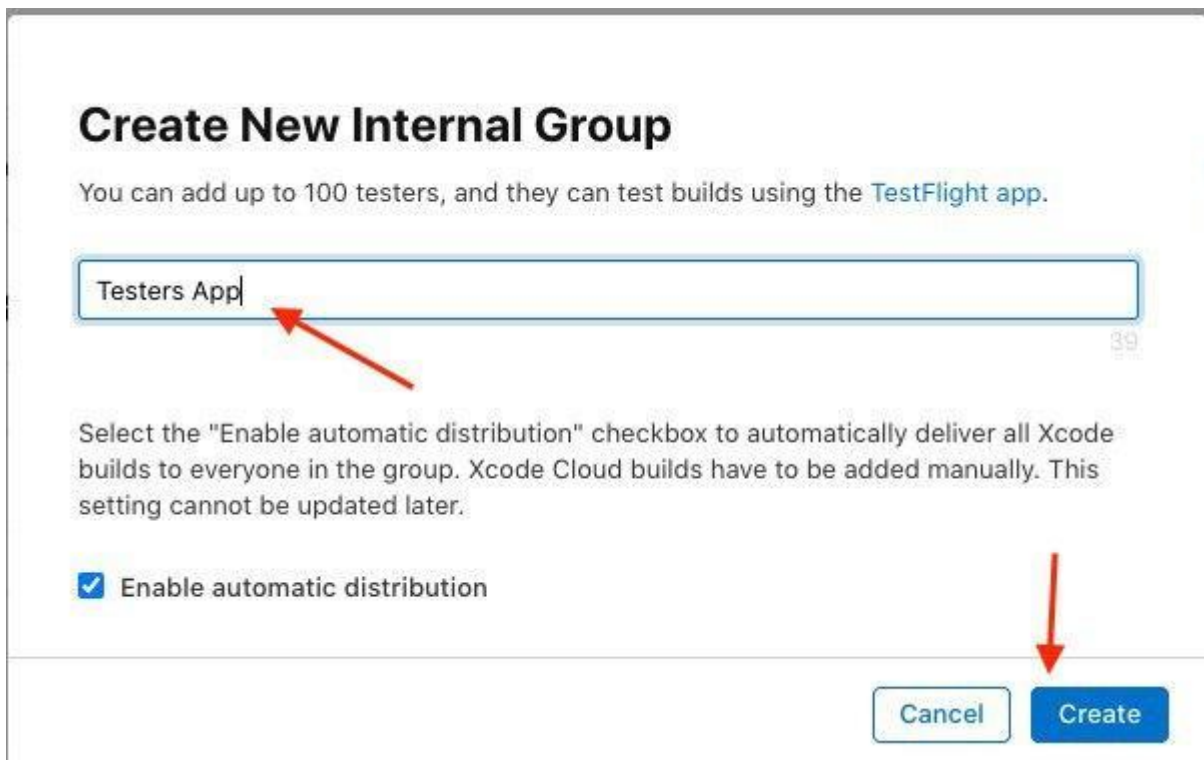
29. Fill these fields: First Name, Last Name, Email, select user role and press “Invite” (invite user for internal testing). You can add yourself as a tester / user.



30. Go to “App’s” → Your App → TestFlight and select “Internal Testing”



31. Enter testers group name. You can name it anyway you want. Enable automatic distribution. Press “Create”



Create New Internal Group

You can add up to 100 testers, and they can test builds using the [TestFlight app](#).

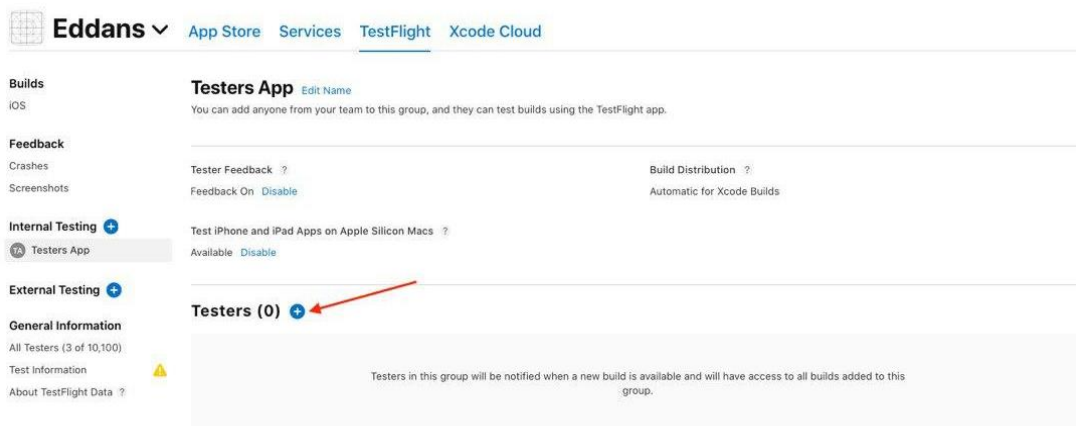
Testers App

Select the "Enable automatic distribution" checkbox to automatically deliver all Xcode builds to everyone in the group. Xcode Cloud builds have to be added manually. This setting cannot be updated later.

☒ Enable automatic distribution

Cancel Create

32. Press “+” to add testers



Eddans ▾ App Store Services TestFlight Xcode Cloud

Builds
iOS

Feedback
Crashes
Screenshots

Internal Testing +
Testers App

External Testing +

General Information
All Testers (3 of 10,100)
Test Information
About TestFlight Data ?

Testers App [Edit Name](#)
You can add anyone from your team to this group, and they can test builds using the TestFlight app.

Tester Feedback ?
Feedback On [Disable](#)

Build Distribution ?
Automatic for Xcode Builds

Test iPhone and iPad Apps on Apple Silicon Macs ?
Available [Disable](#)

Testers (0) +

Testers in this group will be notified when a new build is available and will have access to all builds added to this group.

33. Select testers and press “Add”. You can add yourself as a “tester” or someone else from your team.

Add Testers to the Group "Testers App"

Select up to 100 testers, and they'll be invited to test all available builds in the TestFlight app. They'll also be notified when new builds are added. If you'd like to add a tester you don't see, add them in [Users and Access](#).

Testers (1 Selected)



2 of 100 Total Testers

EMAIL ^	NAME	ROLE
<input checked="" type="checkbox"/> ppc@eddans.com	[REDACTED]	Admin, Account Holder



Cancel Add

E. Preparing your developer environment

You can skip this step if it's already done!

1. Download the Node JS Installer (latest LTS version, like 16.15.0.LTS) from <https://nodejs.org/en/#home-downloadhead>

Download for macOS (x64)

16.15.0 LTS

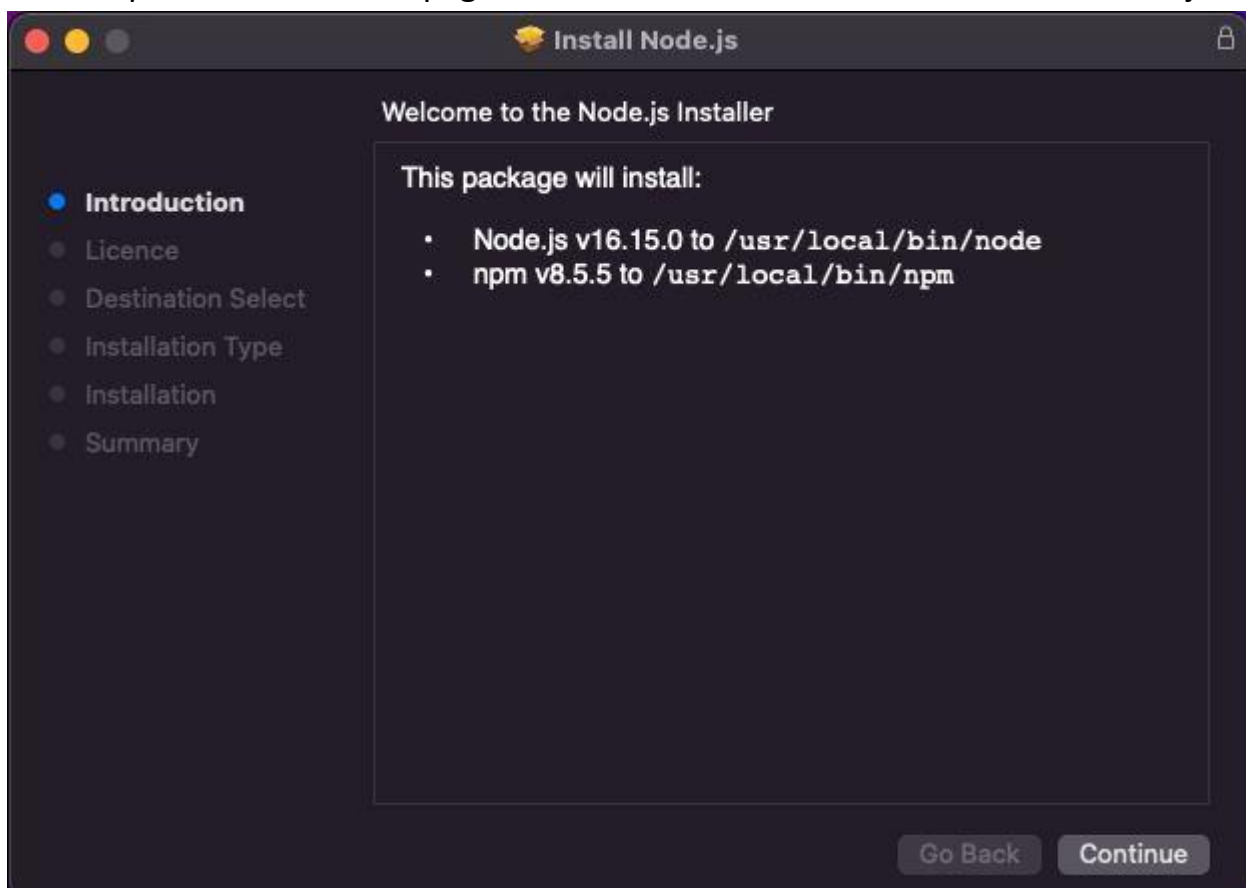
Recommended For Most Users

18.2.0 Current

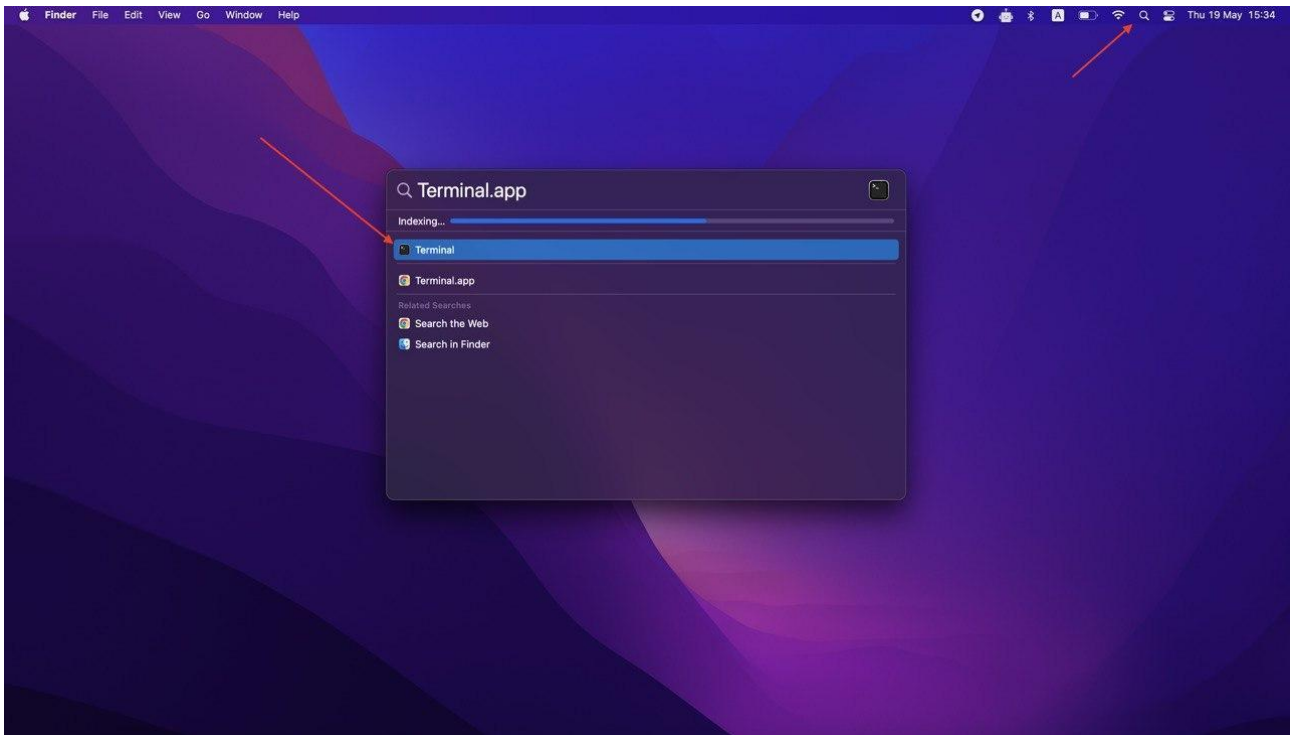
Latest Features

[Other Downloads](#) | [Changelog](#) | [API Docs](#) [Other Downloads](#) | [Changelog](#) | [API Docs](#)

2. Open node-v16.15.0.pkg file and follow the instructions to install Node.js



3. Open Terminal



4. Type “`sudo npm install -g npm`” to install NPM (Node Package Manager) and press Enter. Provide your administrator password if needed.
5. Wait until the NPM installed.
6. Change the current working directory by typing “`cd ~`”

Please, replace `{app_slug}` with your app's slug (lower case, no spaces and special characters)

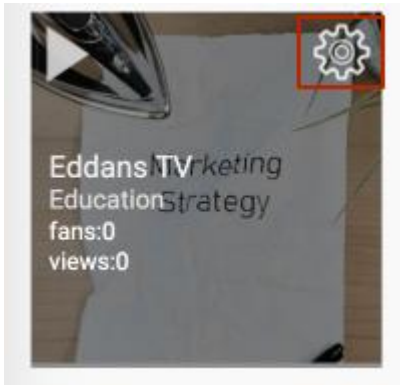
[illegible]

- Wait until the project is created

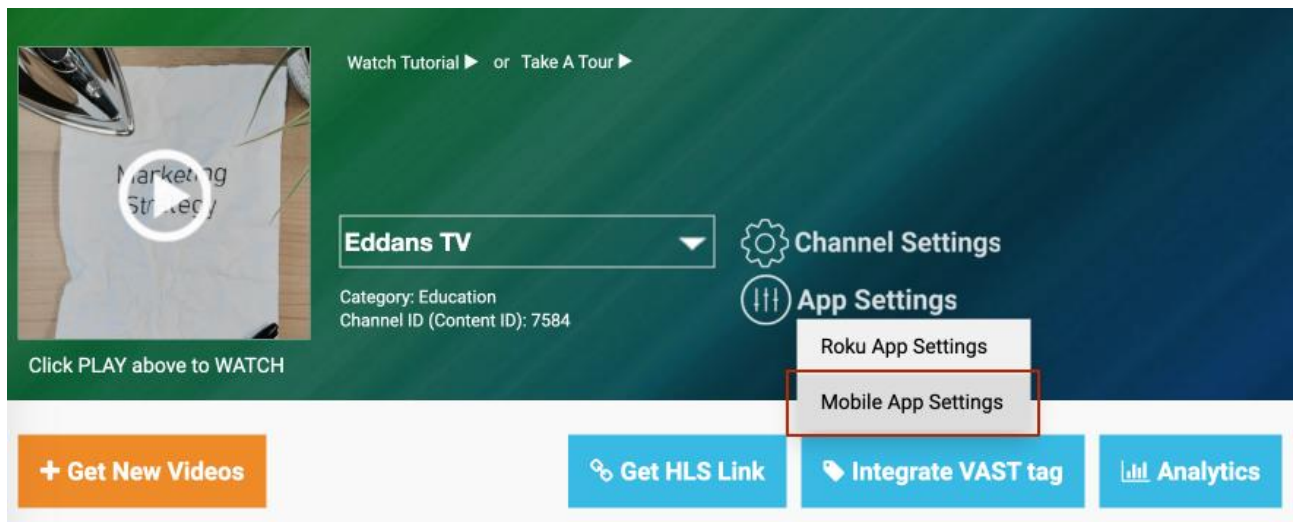
F. Working with the App source code on Strimm.com

You can skip this step if it's already done!

1. Go to Production Studio on [Strimm.com](https://strimm.com)
2. Click on Channel Settings



3. Click on App Settings -> Mobile App Settings



4. Complete the form.
5. Click on **Generate/Update Changes** to download the archive with the source code of your app
6. Save the archive file (Zip file) with the source code of your app on your Mac Computer in the Downloads folder.
7. Unzip the archive.
8. Open terminal. Type `cd ~/Downloads/{app_slug}-archive`. Please, replace `{app_slug}` with your app's slug.
9. Enter the command: `sh install.sh {app_slug}`. Please, replace `{app_slug}` with your app's slug (lower case, no spaces and special characters)

10. In Terminal go to your project's directory and install NPM dependencies by typing: `cd ~/ {app_slug} && npm install`. Please, replace `{app_slug}` with your app's slug.

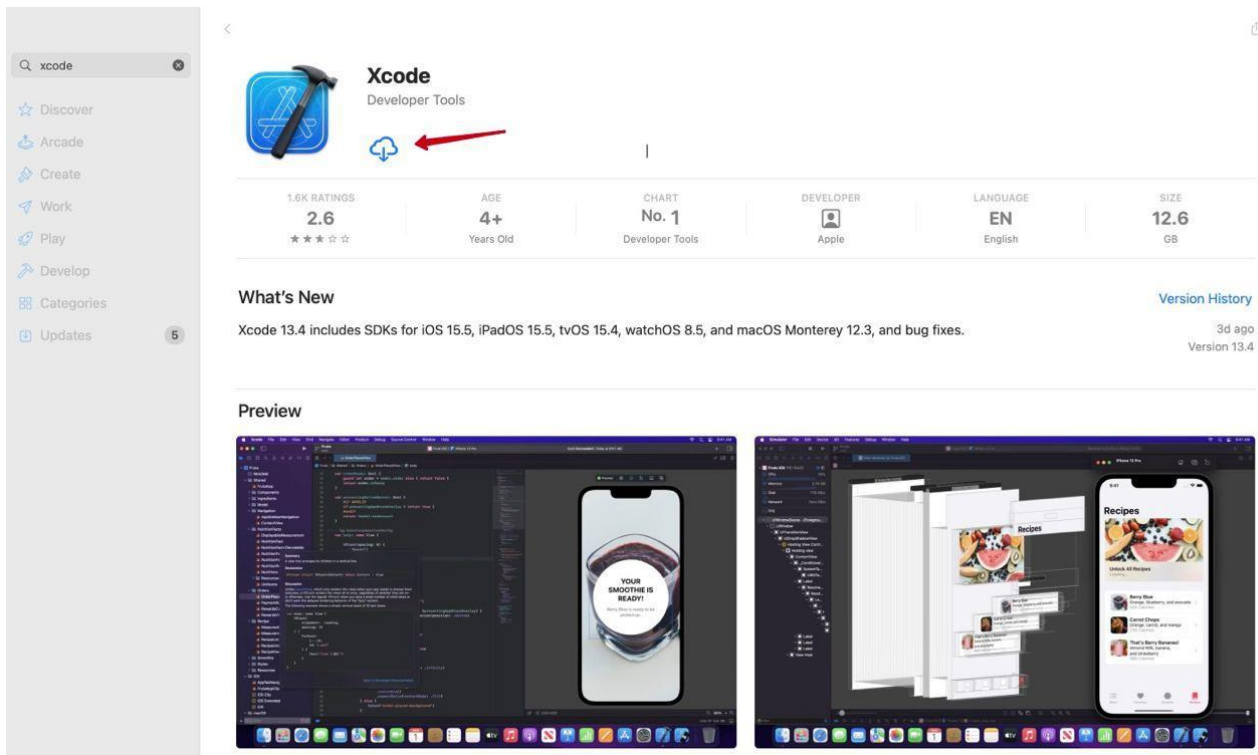
[illegible]

G. X-Code installation and configuration

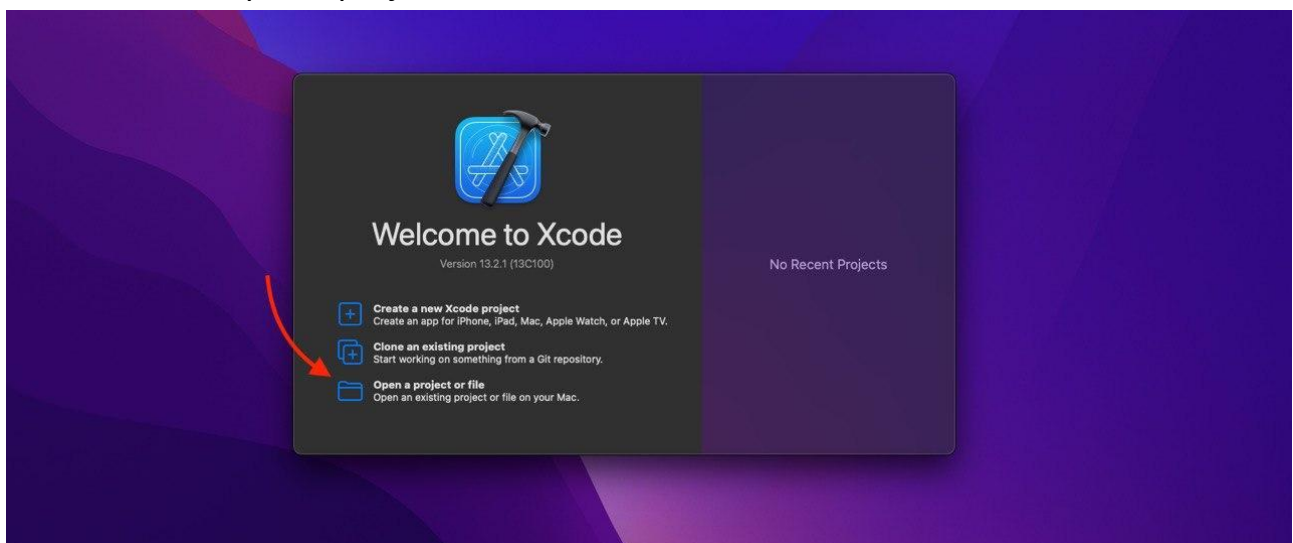
Now you need to have the X-Code installed.

1. Go to the App Store

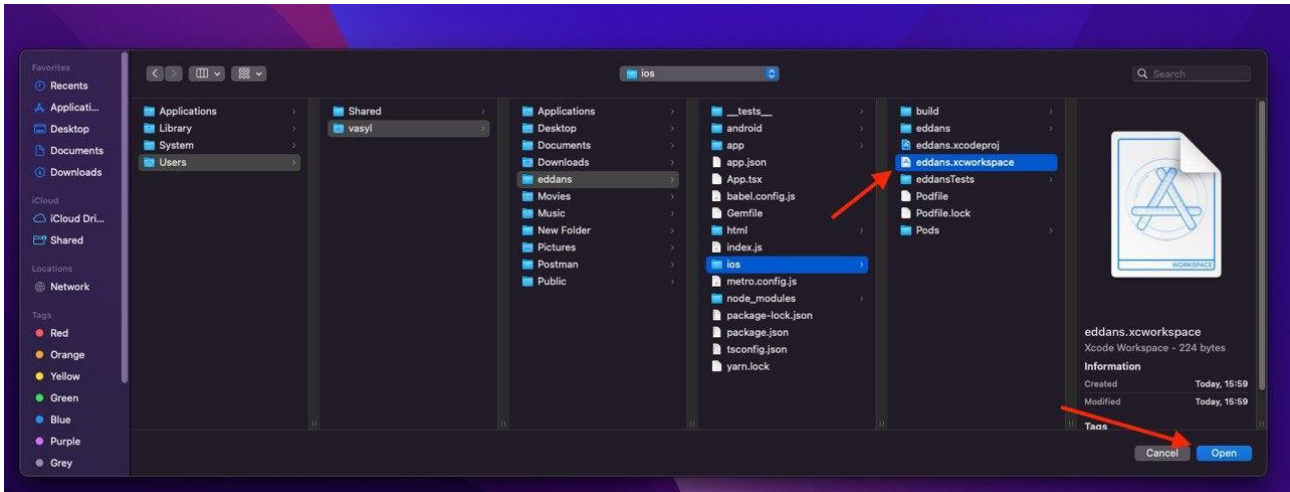
(<https://apps.apple.com/ua/app/xcode/id497799835?mt=12>) and install X-Code to your Mac Book.



2. Open X-Code
3. Select "Open a project or file"

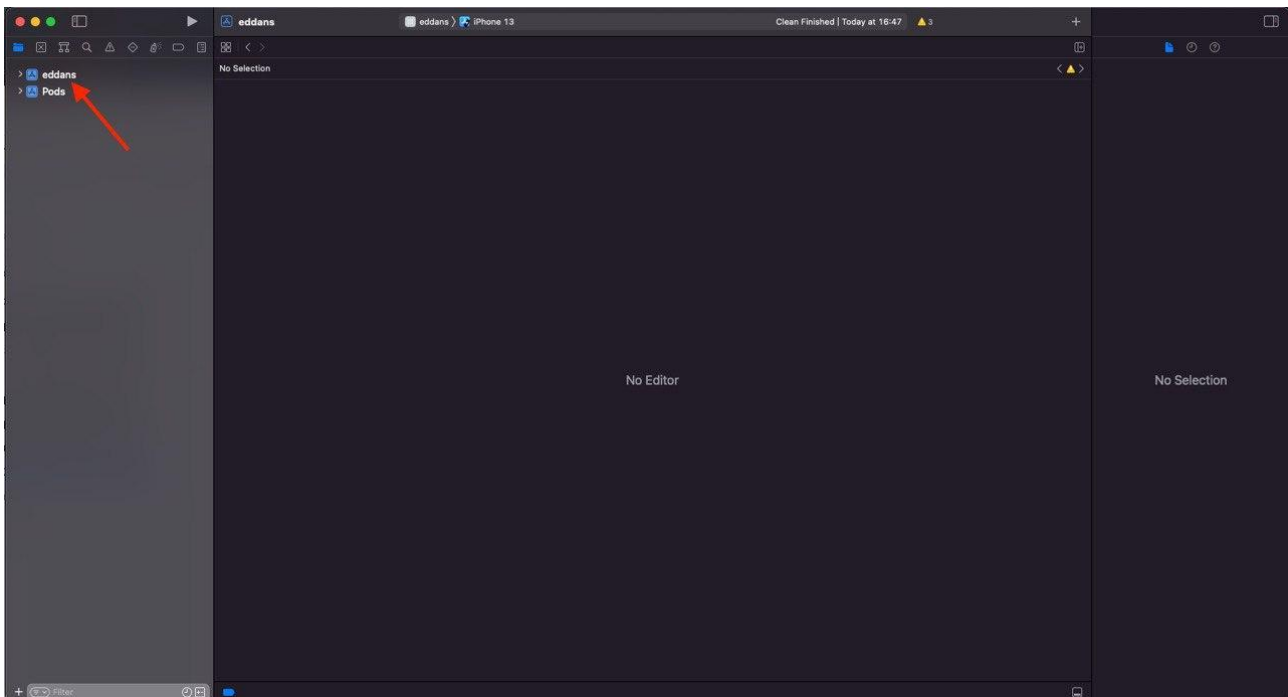


4. Select `{app_slug}` → ios → `{app_slug}.xcworkspace` and click Open

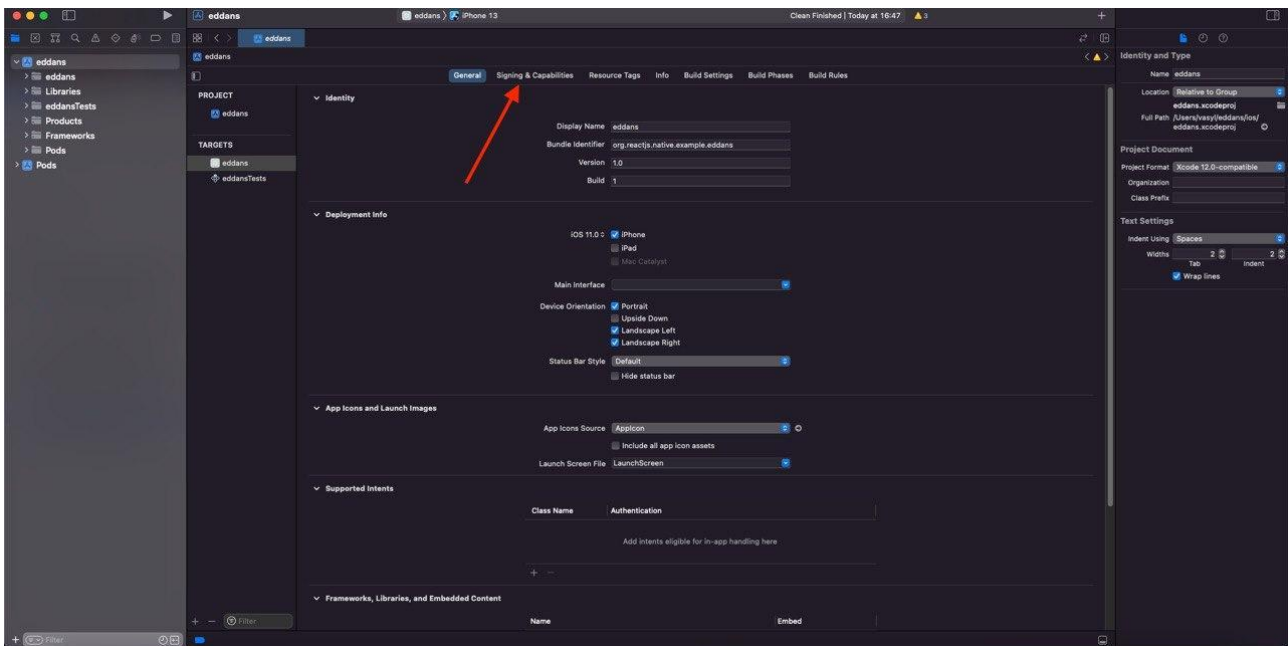


H. Build your project from the source code

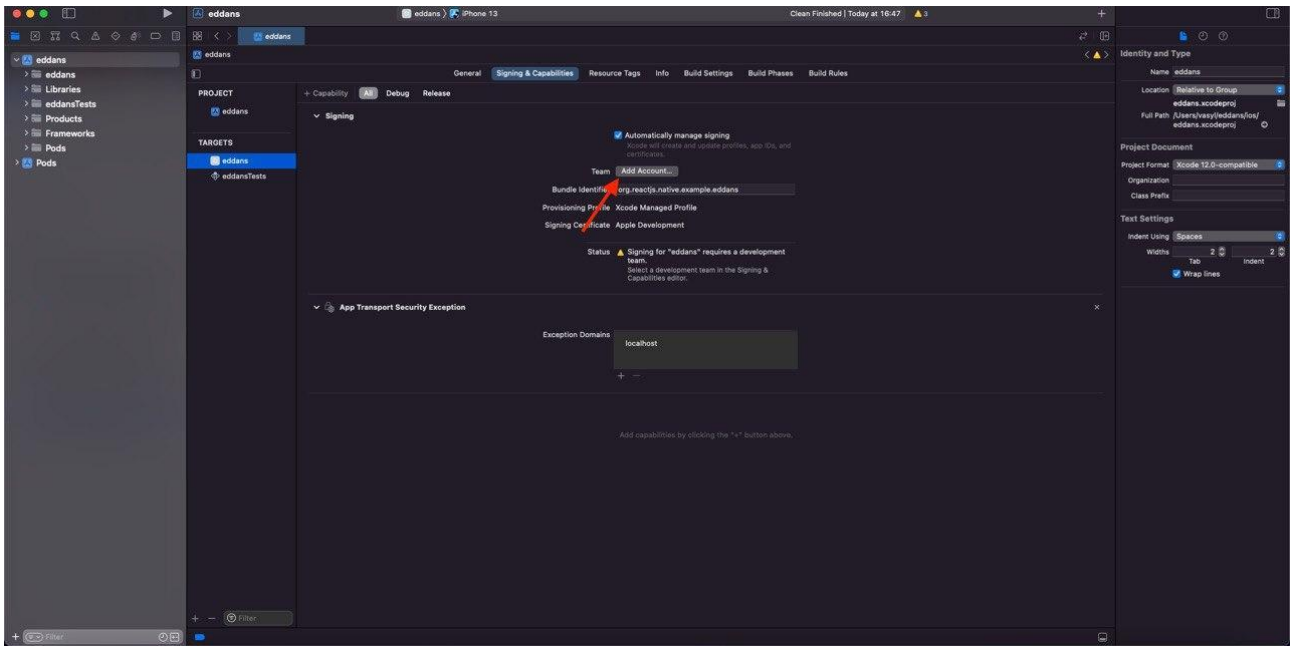
5. Click on your project name



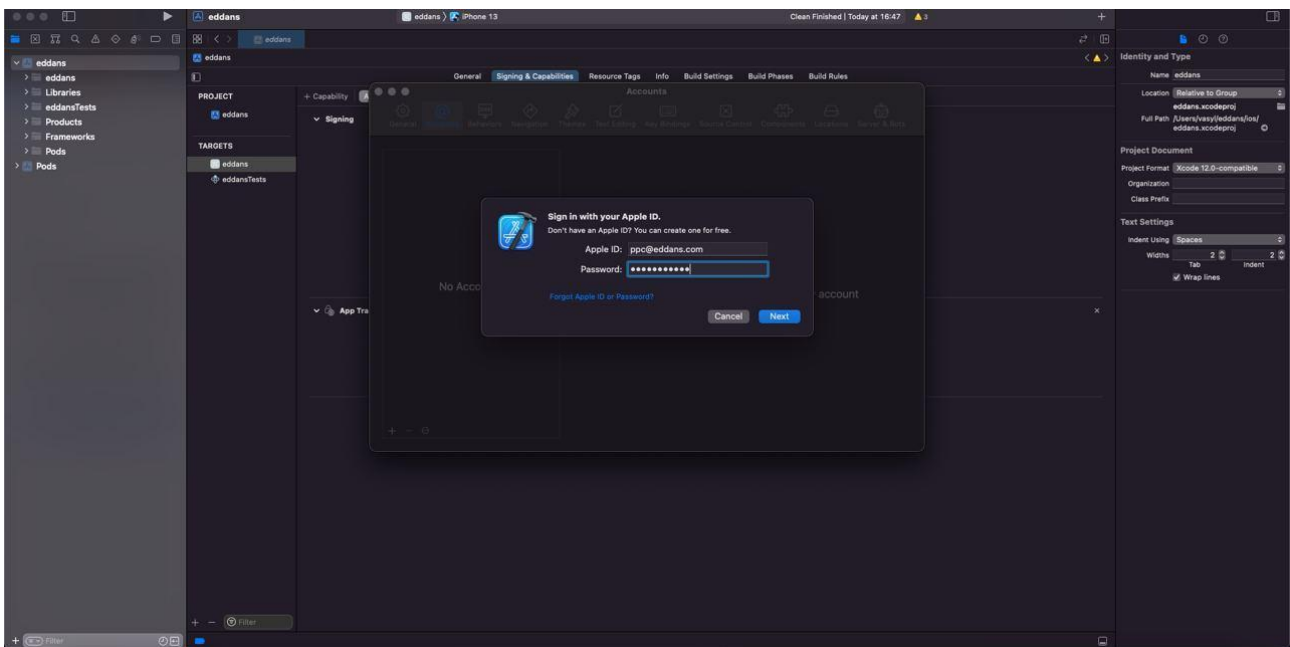
6. Select tab “Signing and Capabilities”



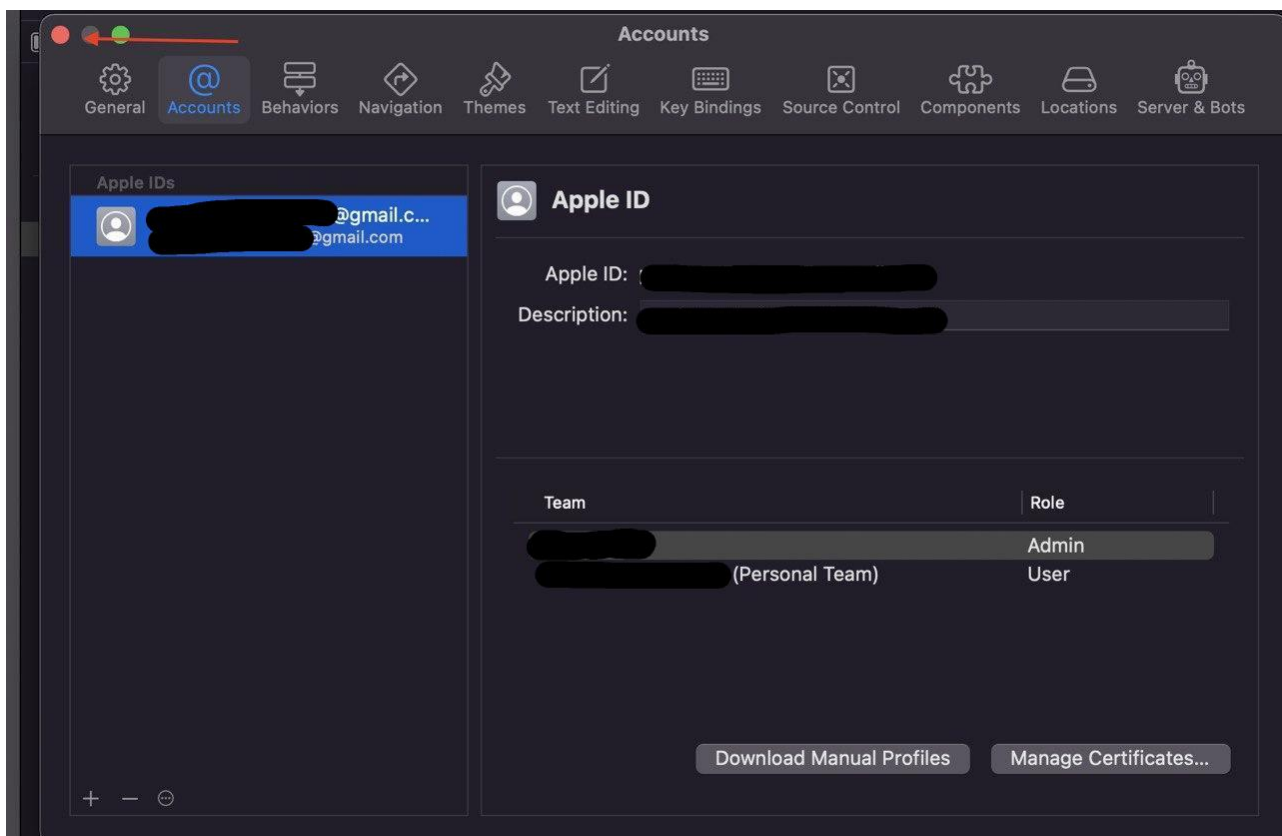
7. Click “Add Account”



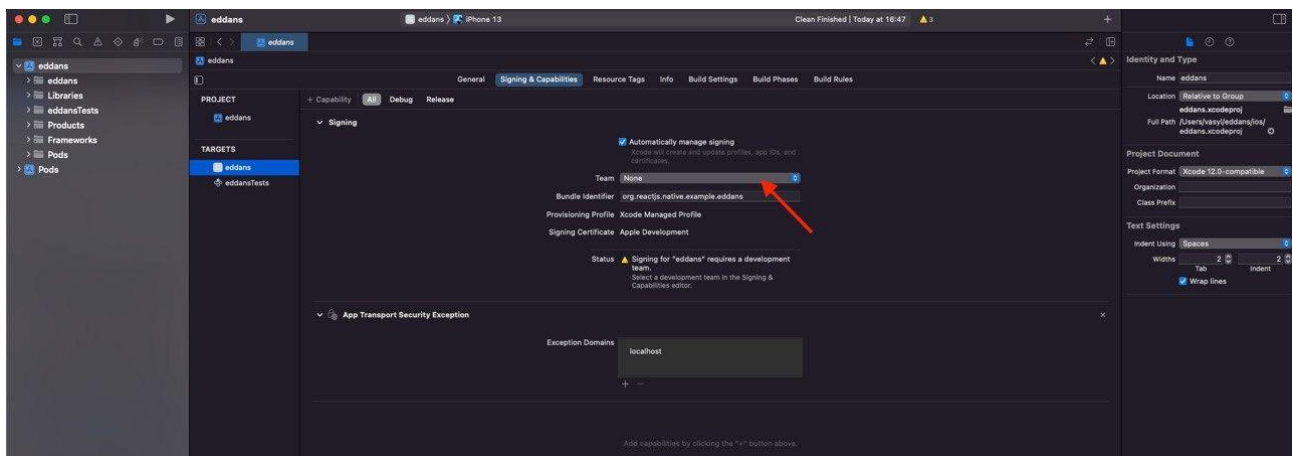
8. Enter your Apple Id and password

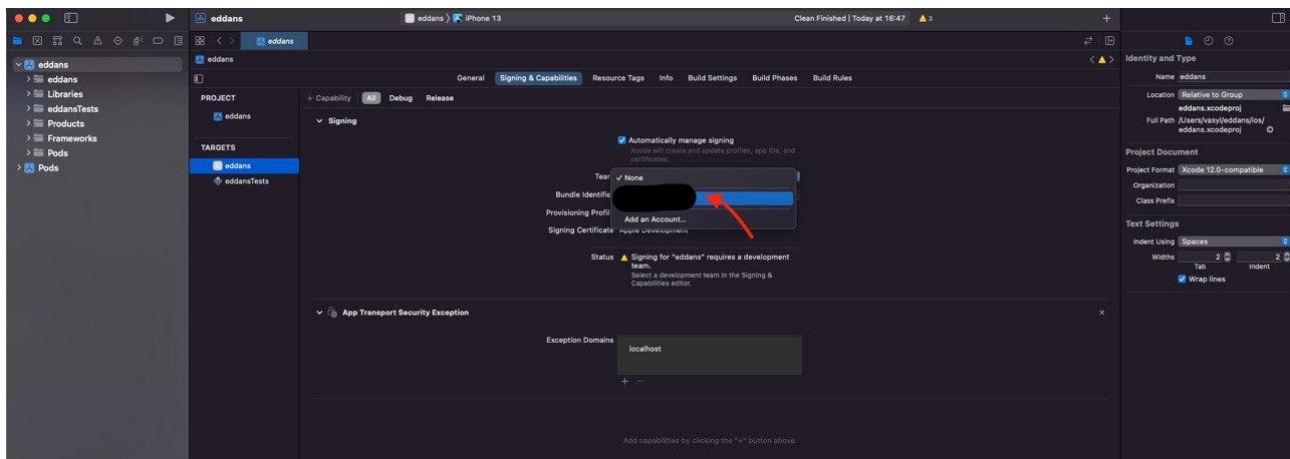


Then, close this window.

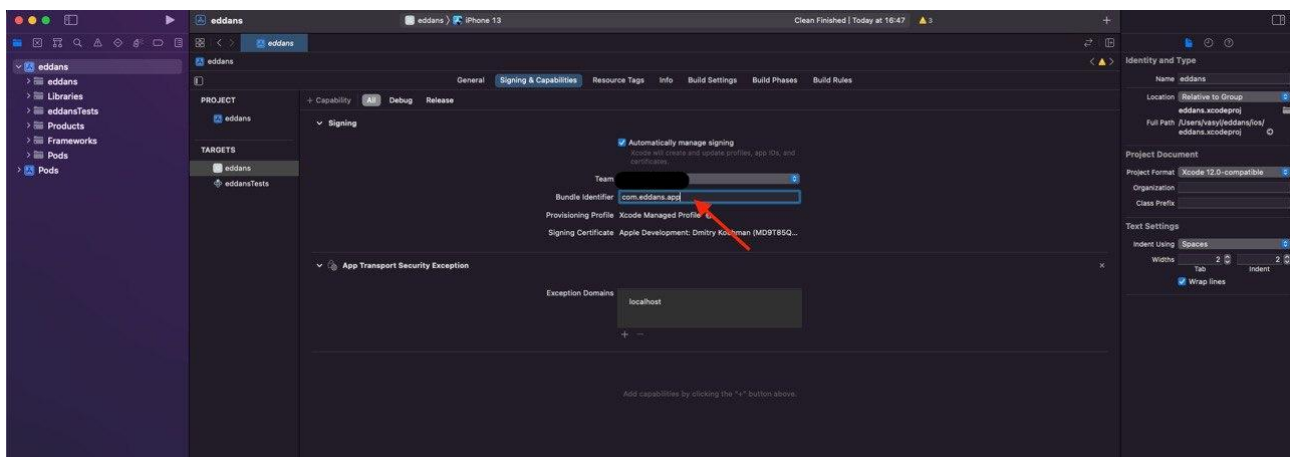


9. Select a Team

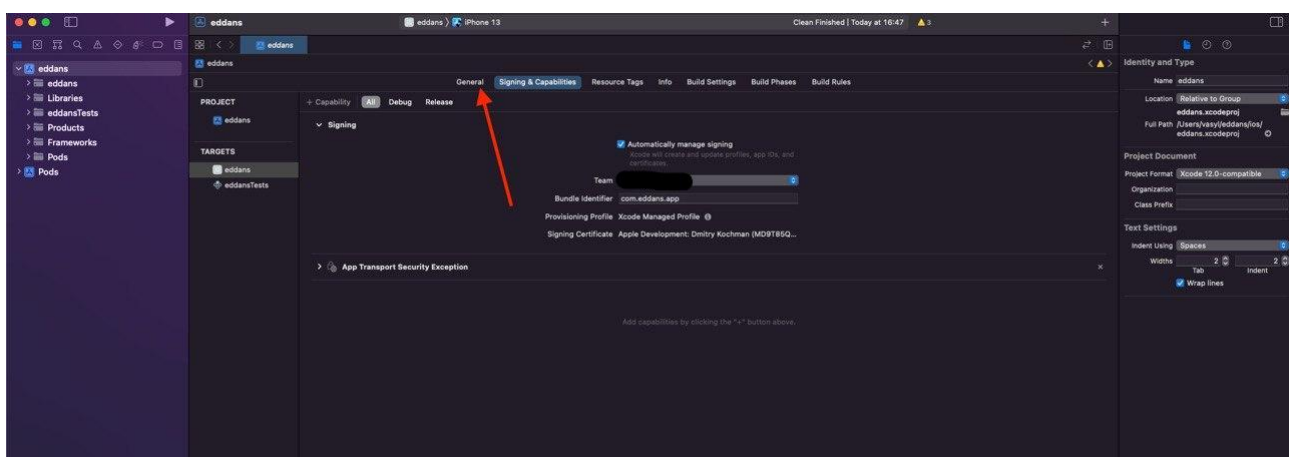




10. Enter your Bundle Id

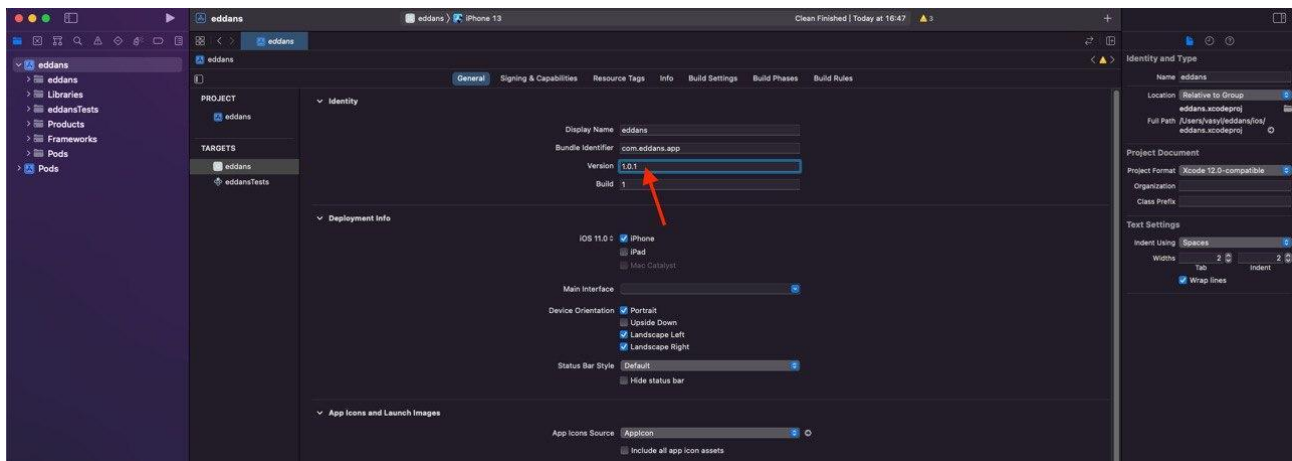


11. Click tab “General”

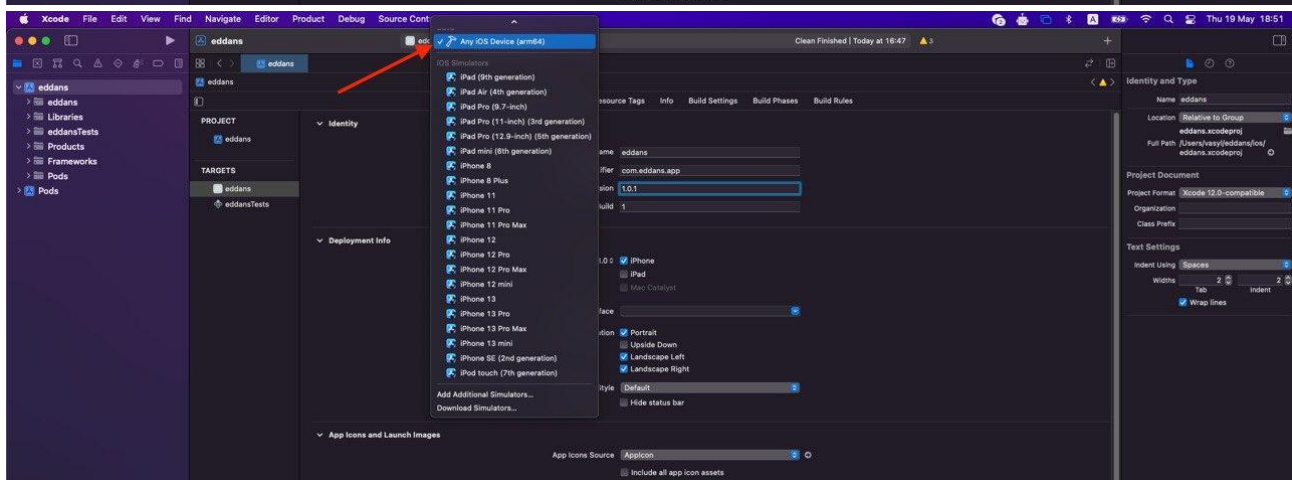
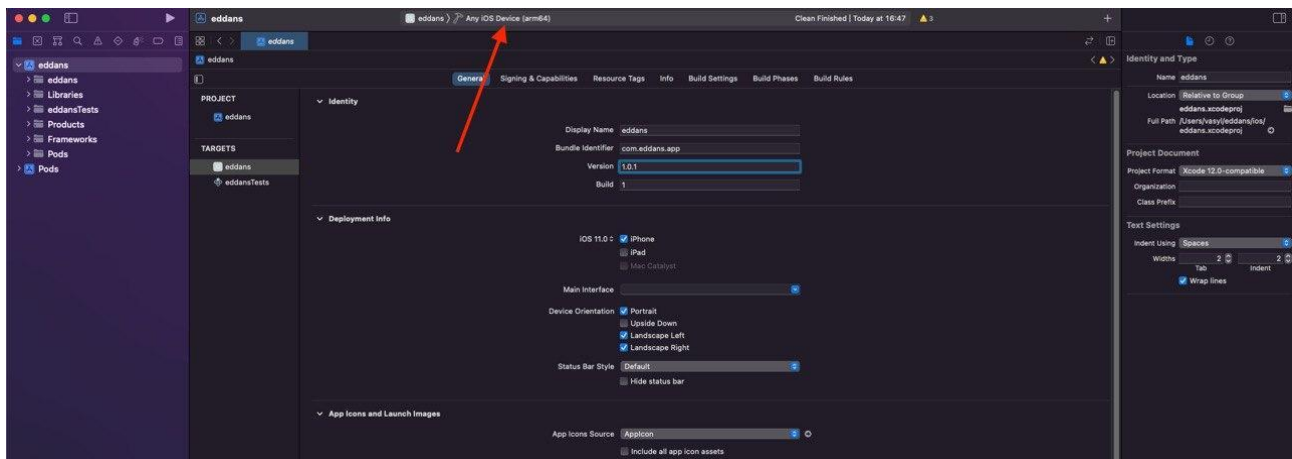


16. Change app version to 1.0.1

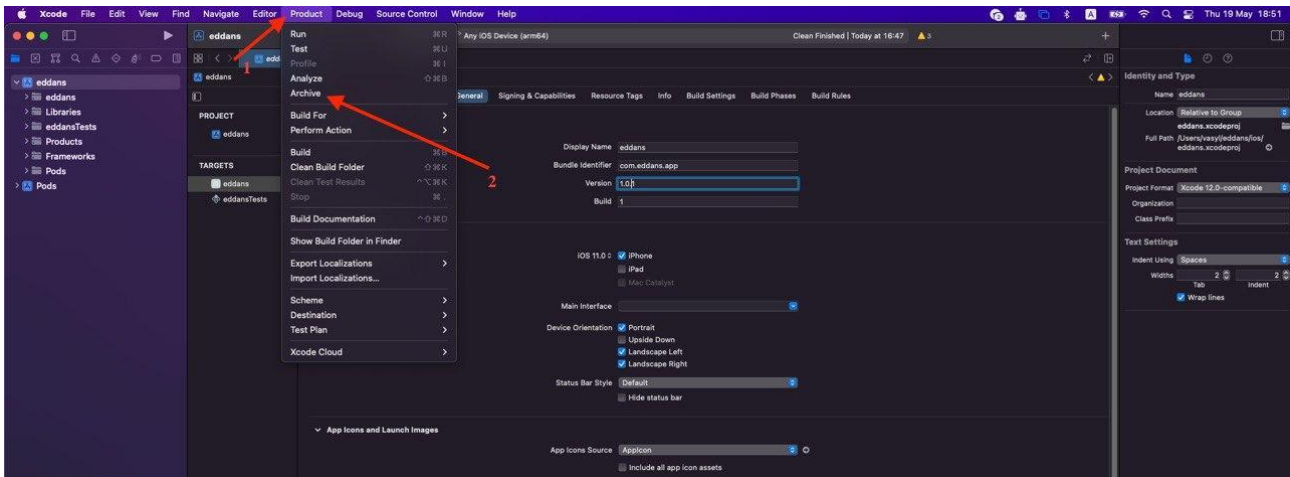
Increase app version to the next level (for example: 1.0.2)



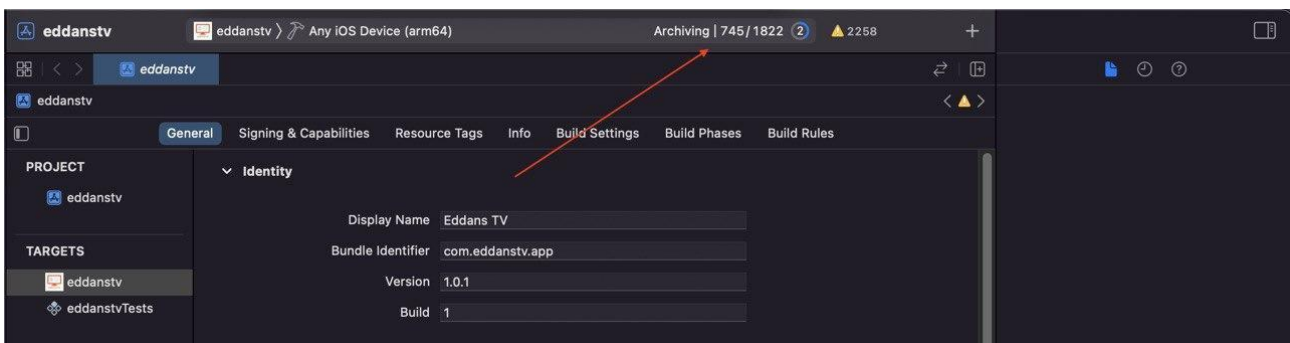
17. Select “Any iOS device”



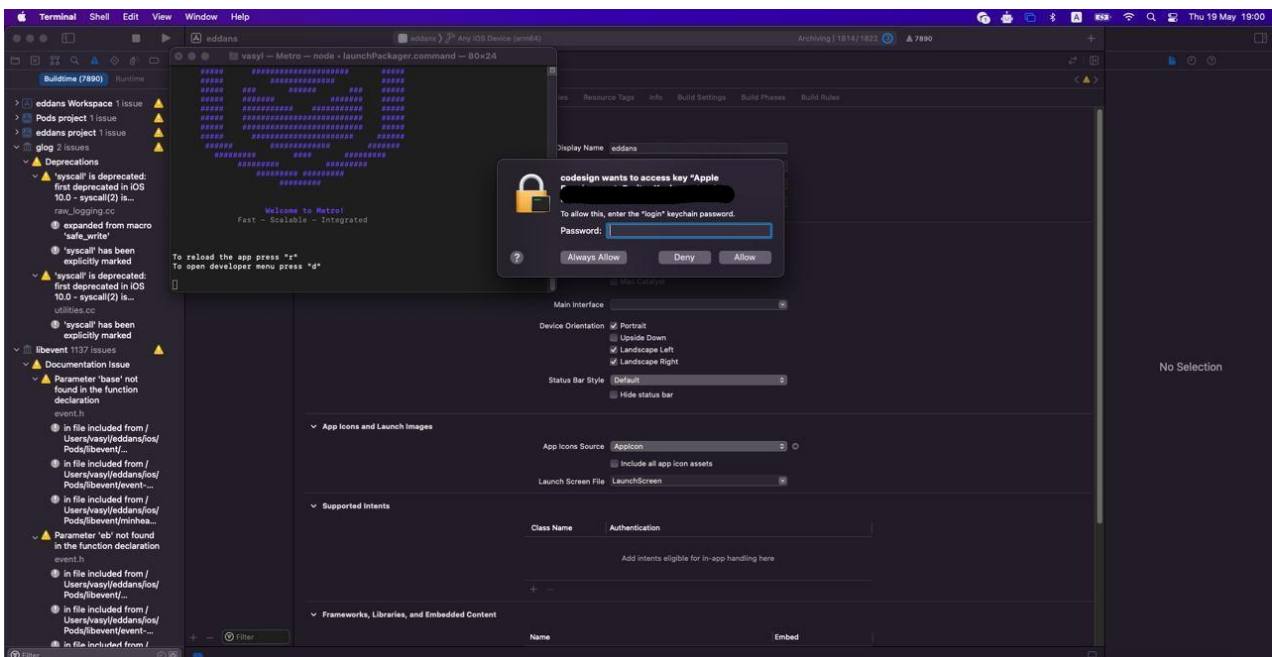
18. Click Product → Archive



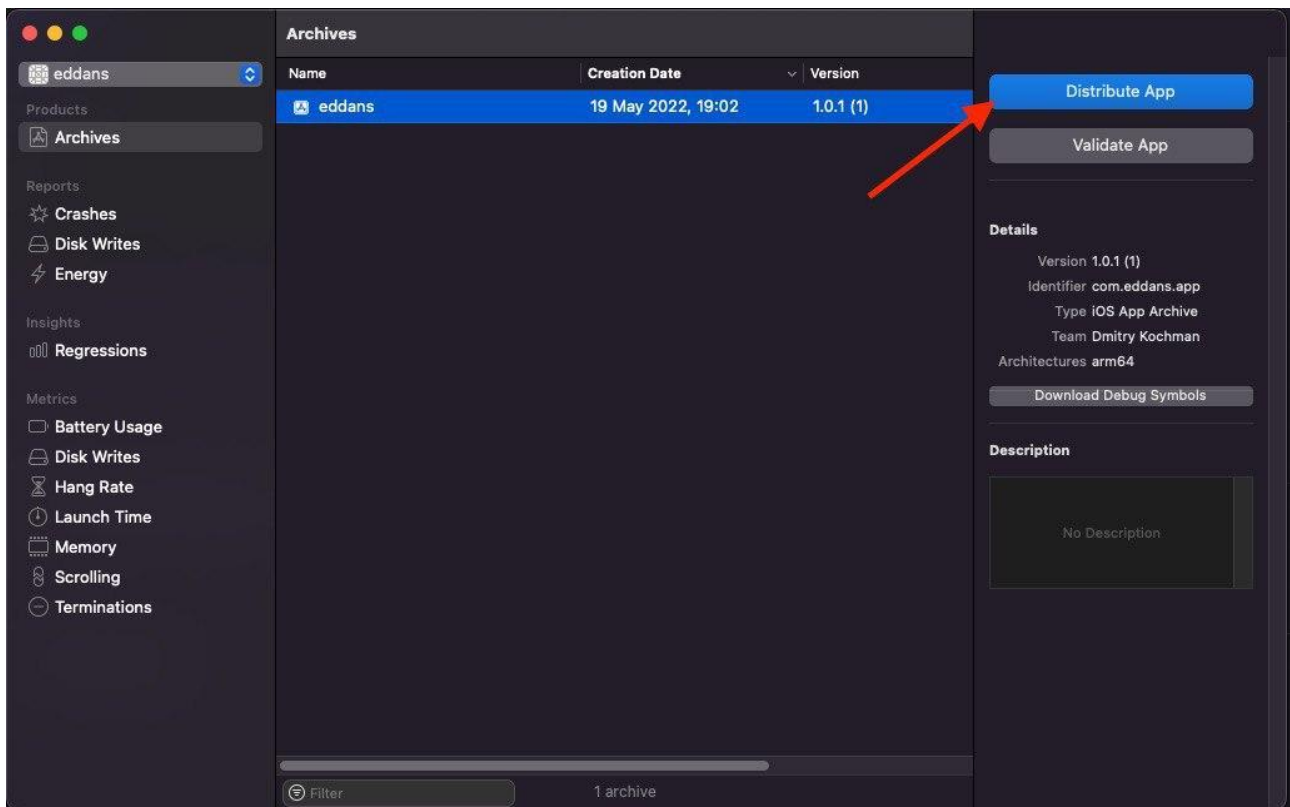
Then, wait for a few minutes.



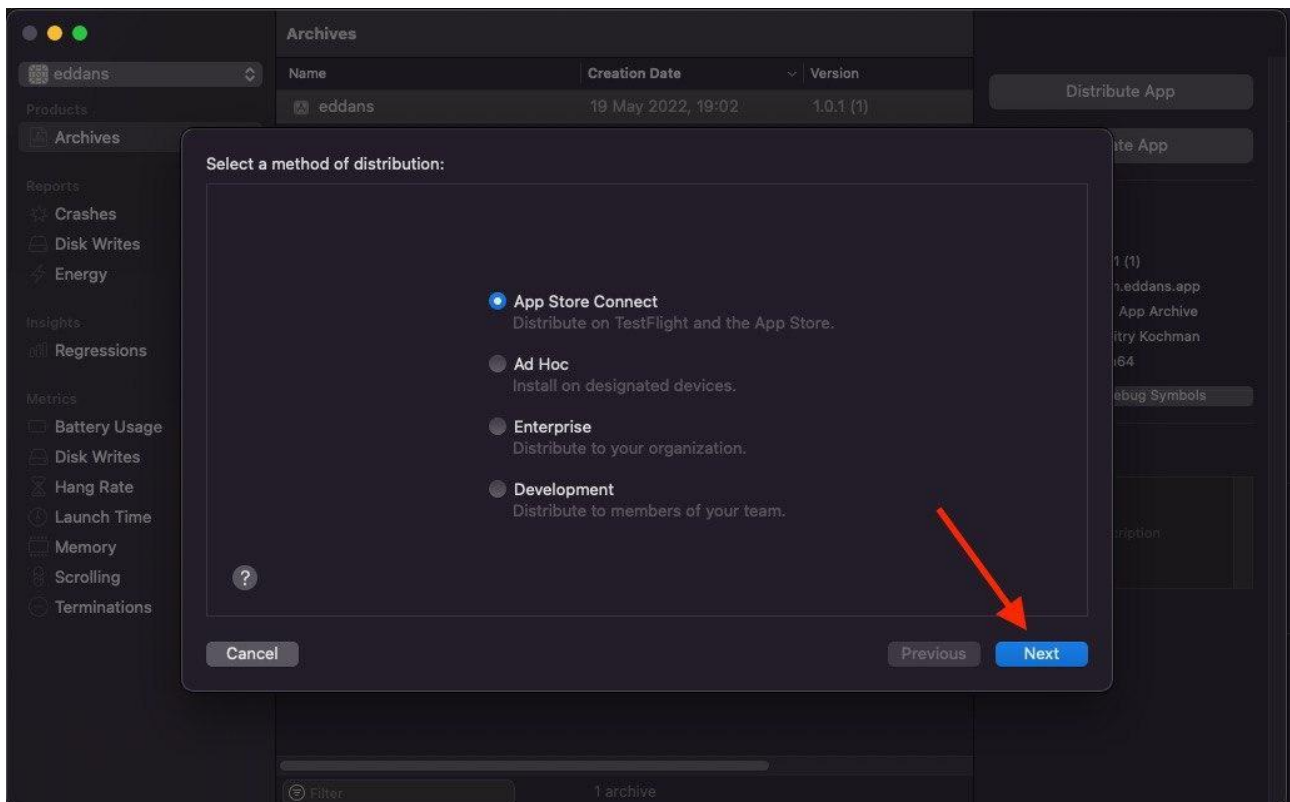
19. Enter your Mac password and Press “Always Allow”



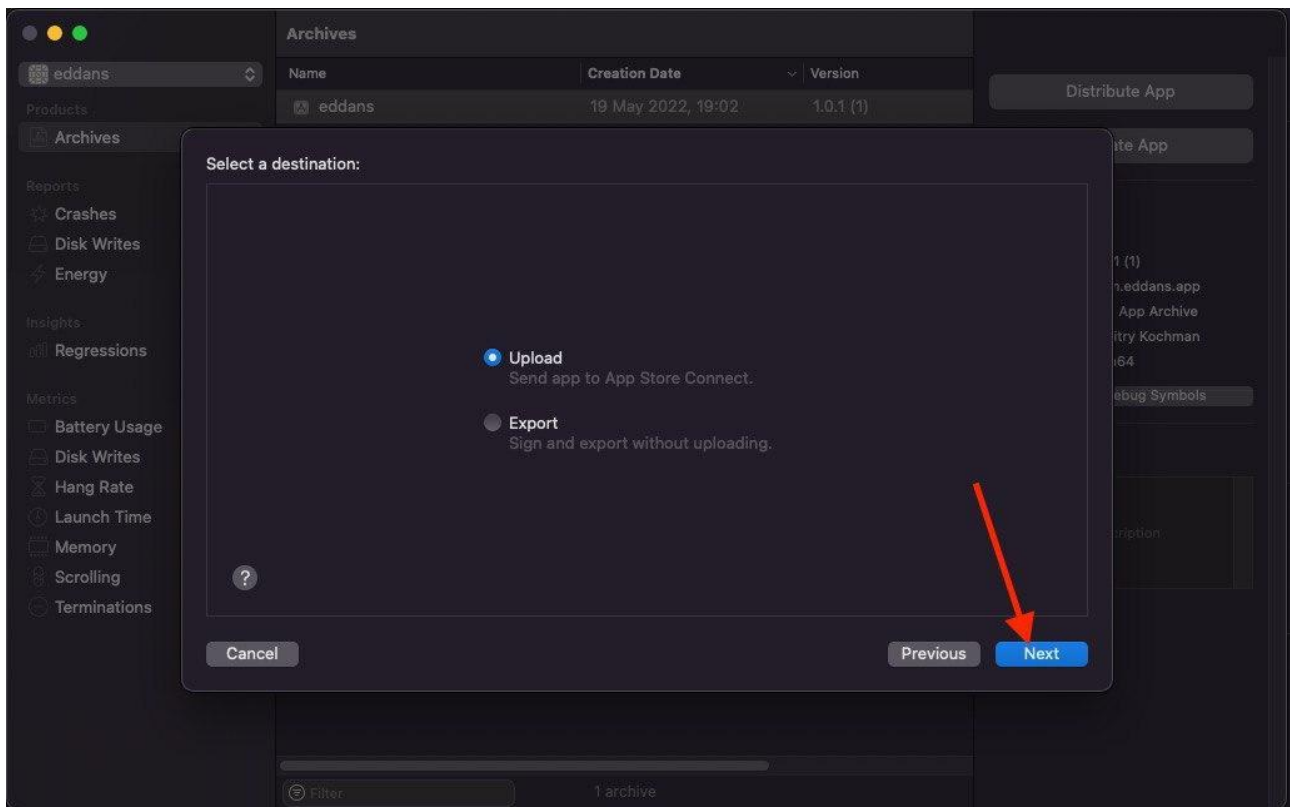
20. Click “Distribute App”



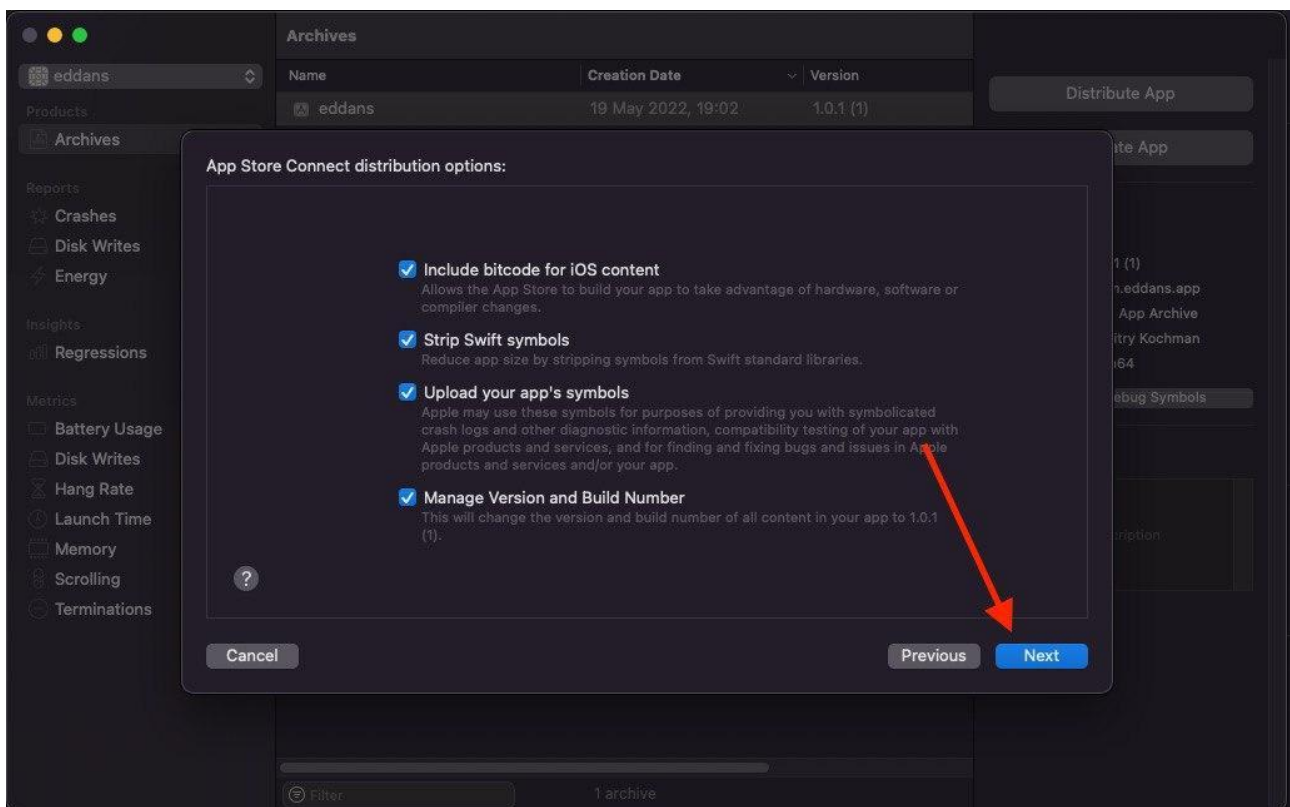
21. Select “App Store Connect” and click “Next”



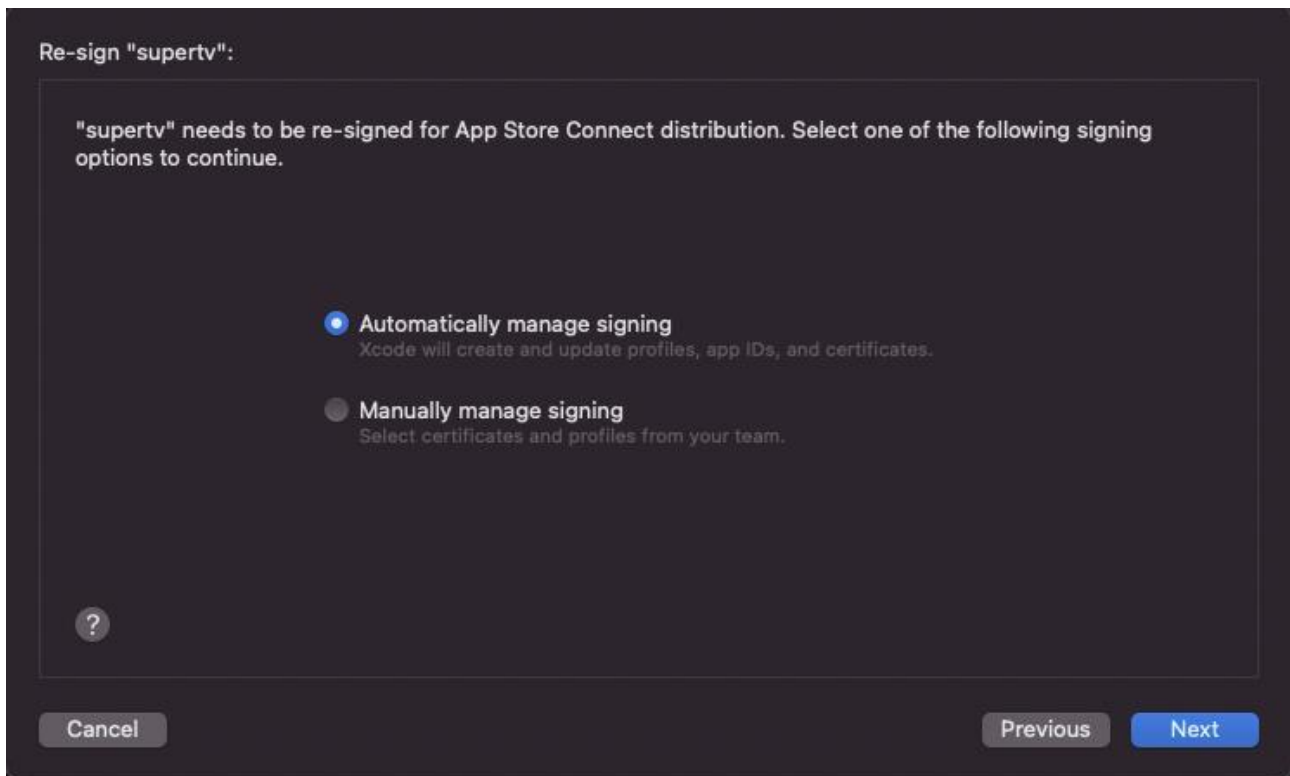
22. Select “Upload” and click “Next”



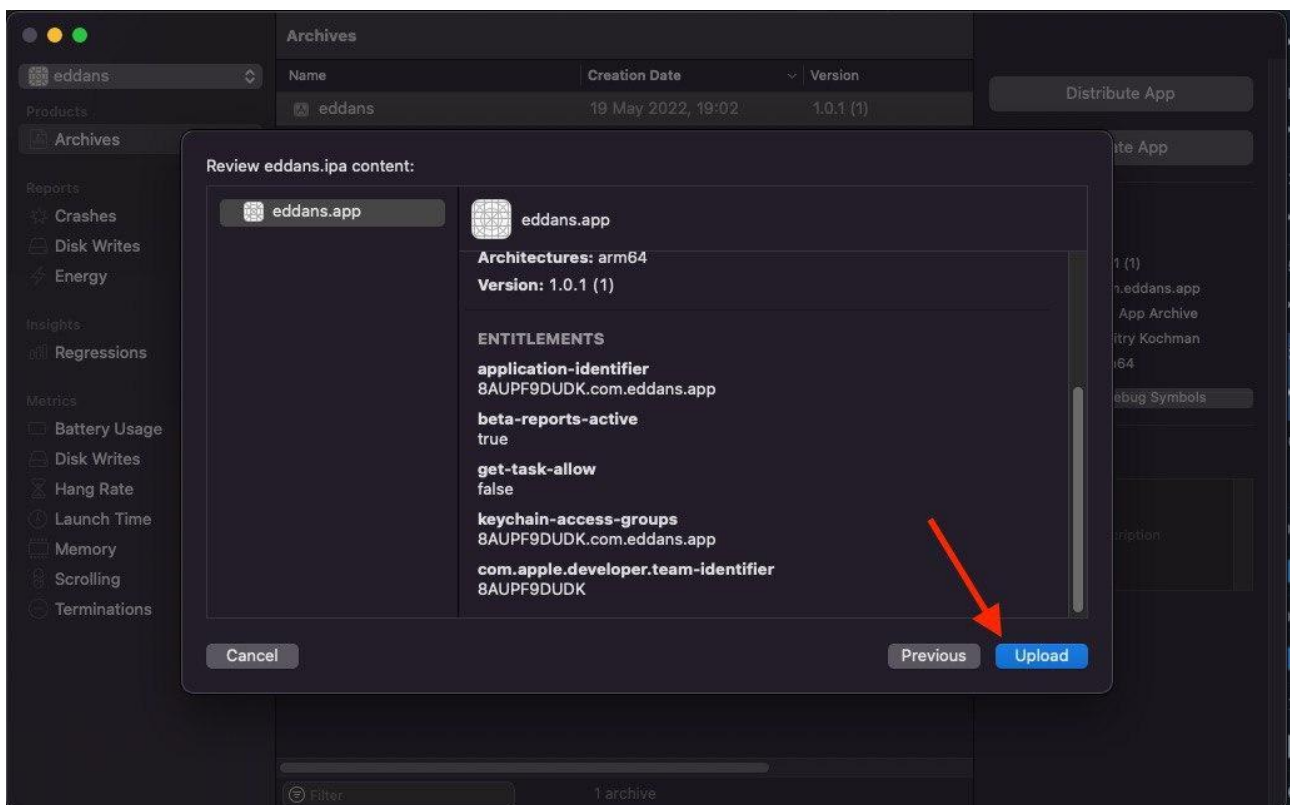
23. Set all items checked and click “Next”



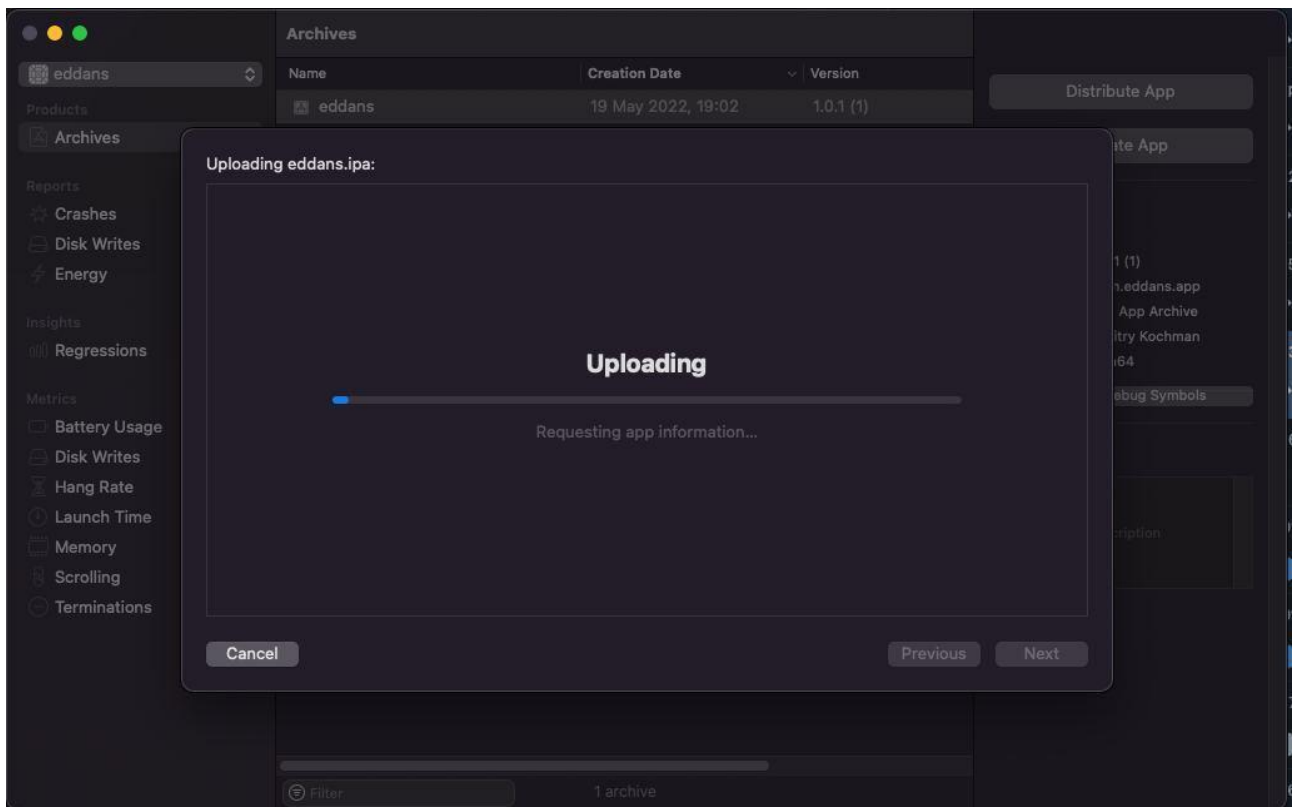
24. Select “Automatically manage signing” and press “Next”



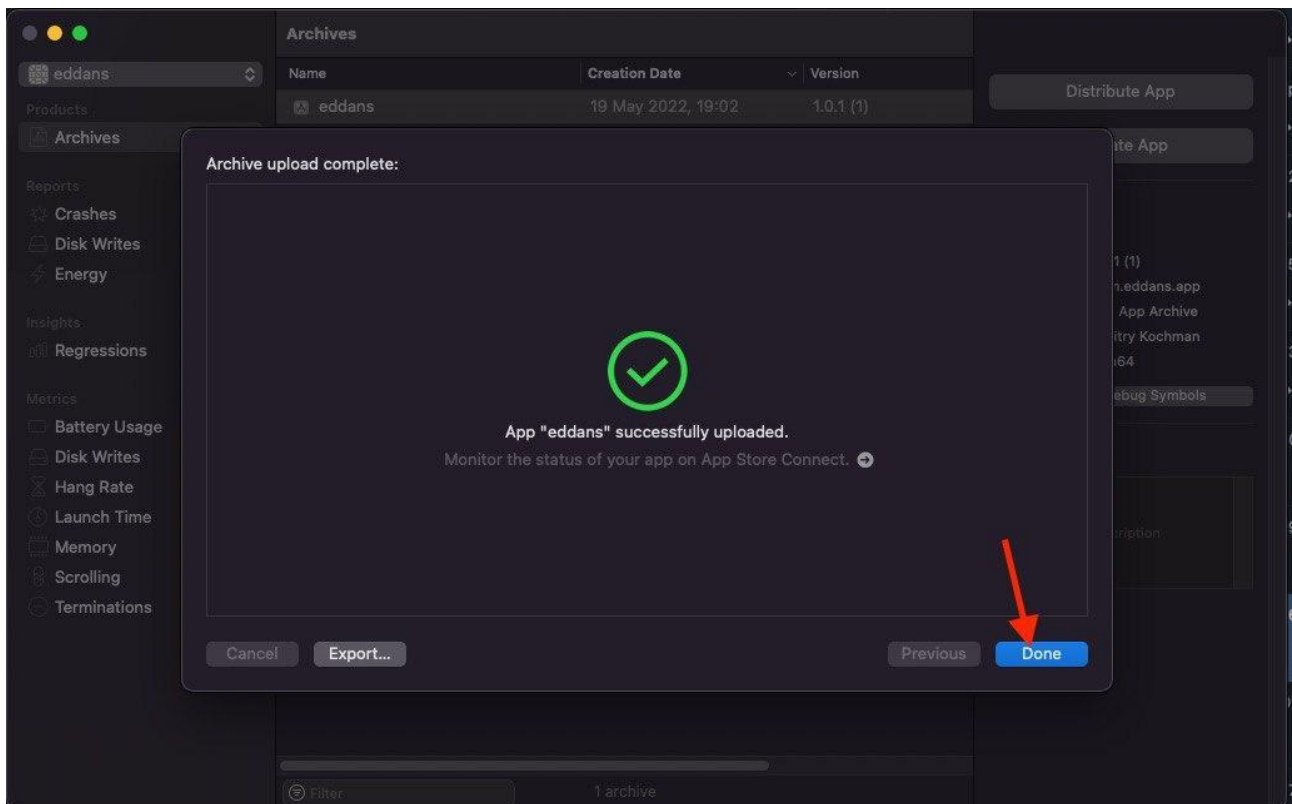
25. Click "Upload"



26. Wait for uploading 10-15 minutes




27. Your app was successfully uploaded into TestFlight.



28. Go to the App Store. Open TestFlight tab and wait for processing. It may take a few minutes.

App Store Connect

AppsAnalyticsTrendsReportsUsers and AccessAgreements

Eddans

App StoreServicesTestFlightXcode Cloud

iOS App

1.0 Prepare for Submission

Add macOS App

Add tvOS App

General

App Information

Pricing and Availability

App Privacy

Ratings and Reviews

Version History

App Review

Features

In-App Purchases

Subscriptions

App Store Promotions

Custom Product Pages

In-App Events

Product Page Optimization

iOS App 1.0

Version Information

The product page for this app version will be published on the App Store with the assets and metadata below.


App Previews and Screenshots

iPhone 6.5" Display

iPhone 6.5" Display

iPad Pro (3rd Gen) 12.9" Display

iPad Pro (2nd Gen) 12.9" Display




0 of 3 App Previews | 1 of 10 Screenshots | Choose File | Delete All

Promotional Text

Eddans TV is a Free Marketing Education

App Store Connect

AppsAnalyticsTrendsReportsUsers and AccessAgreements

Eddans TV

App StoreServicesTestFlightXcode Cloud

Builds

IOS

Feedback

Crashes

Screenshots

Internal Testing

Eddans

External Testing

General Information

All Testers (2 of 10,100)

Test Information

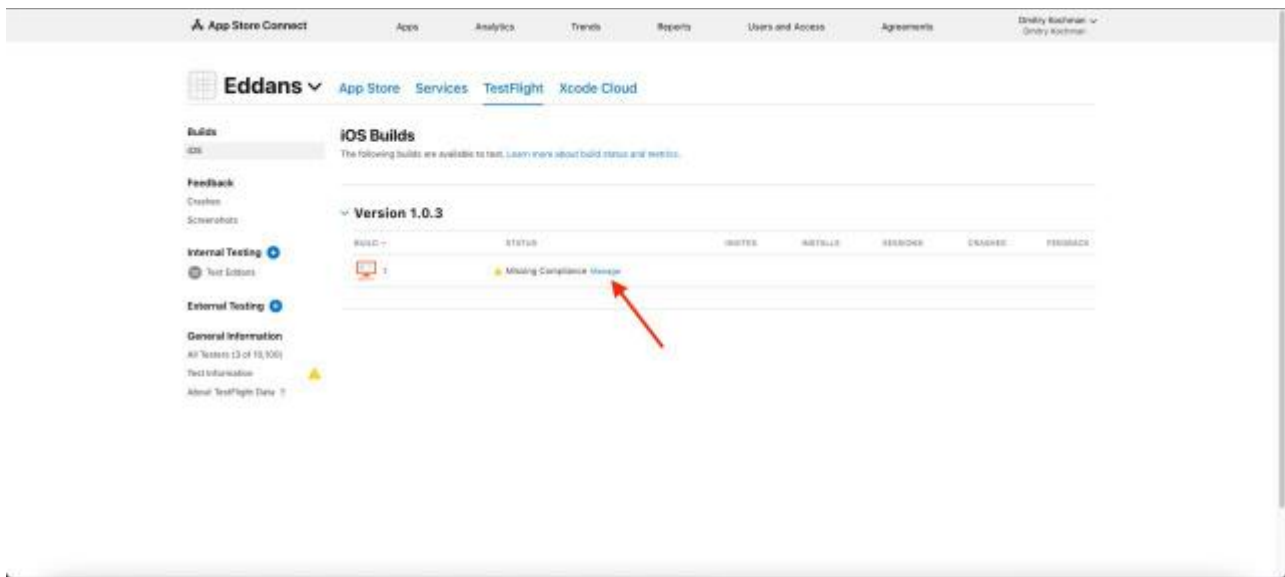
About TestFlight Data

iOS Builds

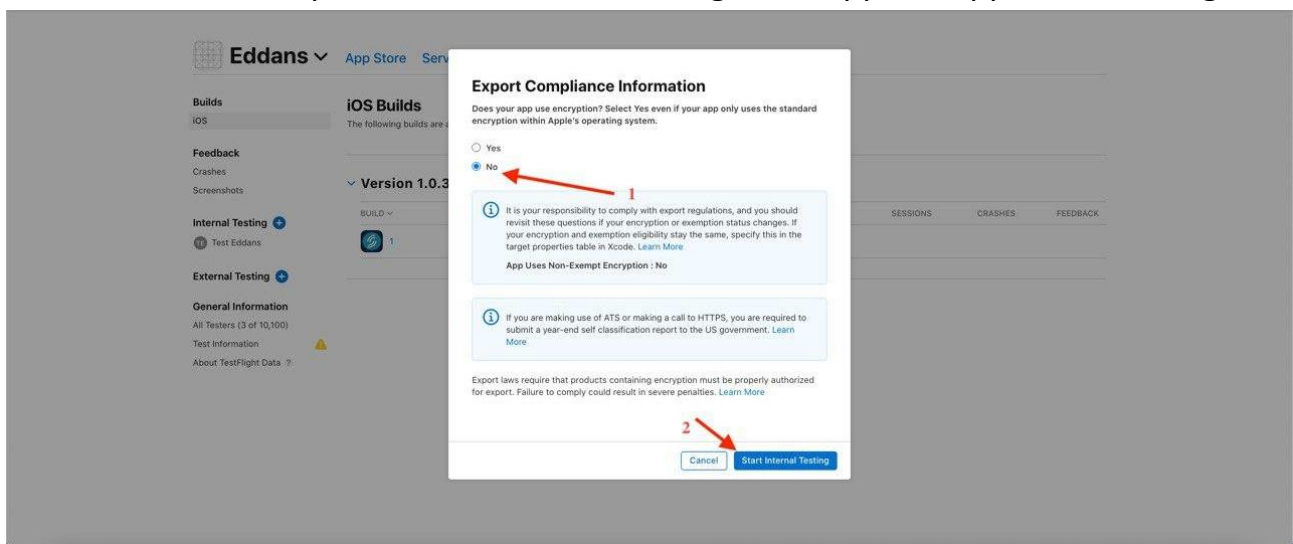
The following builds are available to test. Learn more about build status and metrics.

Version 1.0.1

Then the build is ready press Manage.



29. Select “No” and press “Start internal testing”. The app will appear in TestFlight.

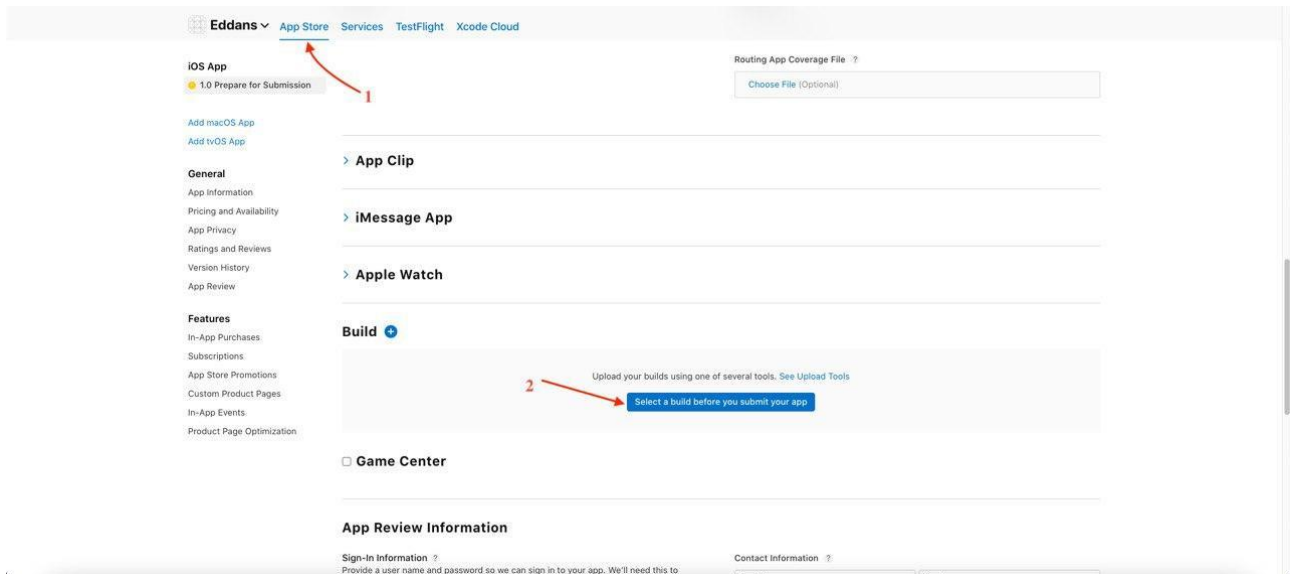


30. The email confirmation will be sent to the selected user/tester with a link to confirm the testing of the app. Please confirm to continue.

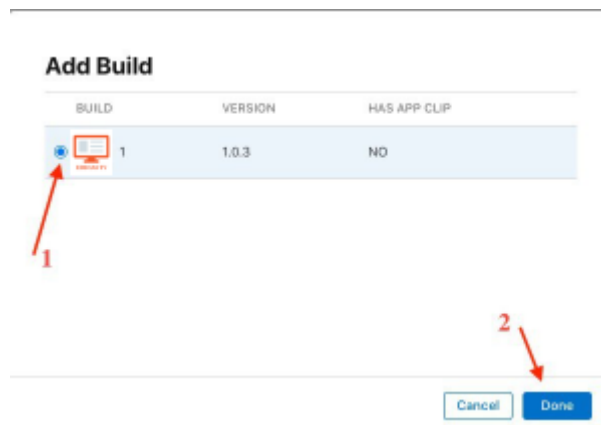
31. Follow the link in the email to install your app through a Test Flight.
You can adjust app settings in your Production Studio on strimm.com before publishing app.

J. Publish your app at AppStore

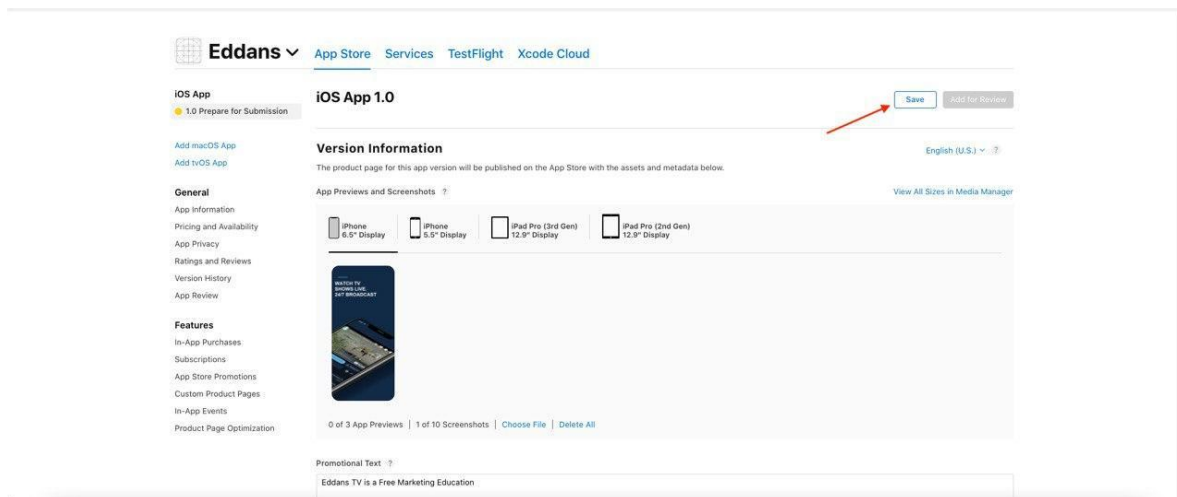
1. Go to the App Store tab and press button “Select a build before you submit your app”



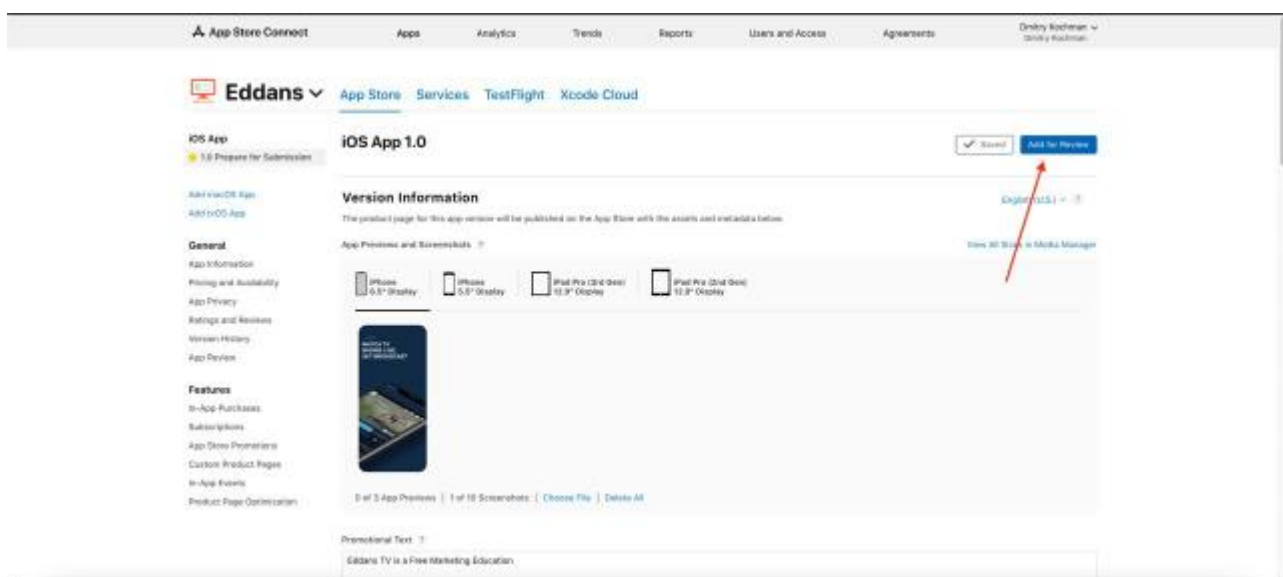
2. Select build and press “Done”



3. Press “Save”



4. Submit your app to the review from Apple



That's it! Please wait for the Apple Team to review your app and publish it.