How To Publish App To Appstore

Ready to submit app to App Store?

Step 1. Click on "Ready to Publish" button.

Step 2. Start Submission Process.

Step 3. Select Build and Publication Type.

Select Build and Publication Type

App Store:

1 ⦿ **Instant Build** — in under 1 hour 24 / 7 you will receive an email with a link to a build of your app for you to publish. (You need a Mac and Application Loader to upload it to AppStore). For Android or Kindle apps any computer will work.

2 ○ **Build & Review** — in under 2 business days you will receive a link to a build of your app or review notes in case your additional input is required.

3 ○ **Build & Publish under my account** — in under 2 business days your app will be published under your developer account or you will receive review notes in case additional input is required.

4 ○ **Publish Under Account**   — in under 2 business days your app will be published under our developer account or you will receive review notes in case additional input is required.

Ad Hoc:

5 ○ Instant Ad Hoc — in under 1 hour 24 / 7 you will receive an email with a link to a build of your app for you to test.

6 ○ Manual Ad Hoc — in under 2 business days you will receive a link to your Ad Hoc build and instructions on how to install it.

Number of Ad Hoc build credits available: 0
Buy Ad Hoc build credits

NEXT >

3.1 Instant Build — in under 1 hour 24 / 7 you will receive an email with a link to a build of your app for you to publish. (You need a Mac and Application Loader to upload it to AppStore). Instant builds are FREE and UNLIMITED for all our customers.

If you choose this option next steps are: 4 → 6 (6.2.1) → 7 → 8

3.2 Build & Review — in under 2 business days you will receive a link to a build of your app or review notes in case your additional input is required. (You need a Mac and Application Loader to upload it to AppStore). 1 Build & Review = 1 Build Credit.

If you choose this option next steps are: 4 → 6 (6.2.1) → 7 → 8

3.3 Build & Publish under my account — in under 2 business days your app will be published under your developer account or you will receive review notes in case additional input is required. Review and Submission to App Store is done by one of ours build engineers. 1 Build & Publish = 1 Build Credit.

    3.3.1 Please specify your primary iTunesConnect account credentials. We will use your credentials to login to iTunesConnect and upload your application binaries.

NOTE: You need to enter your primary iTunes account here. We will use your account credentials to login to developer.apple.com, generate a certificate and a provisioning profile for this app. You need to provide an account with full access to developer.apple.com.

If you choose this option next steps are: 5 → 6 → 7 → 8

3.4 Publish Under Appsmoment' Account — in under 2 business days your app will be published under our developer account or you will receive review notes in case additional input is required. 1Publish Under Appsmoment' Account = 1 Build Credit.

NOTE: Please make sure your app corresponds to the following requirements before proceeding:

- provides high usability to the end user
- is rich in content, informative and instructive
- contains offline multimedia content such as audio or video
- contains interactive native pages
- has a professional look and feel and an original design
- is not designed to promote a brand name we don't own
- contains no copyrighted material without the express permission of the copyright holder
- can not be classified as posing a potential copyright issue
- is published for FREE distribution

If any of these requirements are not met, Appsment will NOT submit the app under its company account and will

require you to enroll in Apple's iOS program at http://developer.apple.com/programs/ios

IMPORTANT: If your application promotes a brand name or a registered trademark you are required to have your own development account with Apple.

If you choose this option next steps are: 5 → 6 → 7 → 8

3.5 Instant Ad Hoc — in under 1 hour 24 / 7 you will receive an email with a link to a build of your app for you to test. Instant Ad Hoc builds are FREE and UNLIMITED for all our customers. (You need to upload the received app binary using the iTunes app on your MAC or Windows PC)

If you choose this option next steps are: 4 → 6 (6.2.1) → 7 → 8

3.6 Manual Ad Hoc - in under 2 business days you will receive a link to your Ad Hoc build and instructions on how to install it. 1 Manual Ad Hoc = 1 Ad Hoc Build Credit

If you choose this option next steps are: 6 → 7 → 8

Step 4. Upload the Code Sign Files.

4.1 Upload your Distribution Certificate - Create a Certificate and upload it here.

4.2 Upload the .mobileprovision file for this app - Create a Profile and upload it here.

4.3 OPTIONAL Private Key in .p12 format - You must upload your private key ONLY if you generated your own CSR when requesting a distribution certificate. If you followed our instructions for creating a distribution certificate and used our CSR file in the process you don't have to upload the private key.

- **Missing certificate**

- **Certificate successfully uploaded**

Step 5. App Store Properties - Fill in all the information regarding App Name, Keywords, Description, Category and the app icon for the App Store.

App Store Properties

1 App Store App Name (max 50 characters):
Lorem ipsum dolor sit amet

2 App Store Description:
Mauris massa. Vestibulum lacinia arcu eget nulla. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos. Curabitur sodales ligula in libero. Sed dignissim lacinia nunc. Curabitur tortor. Pellentesque nibh. Aenean quam. In scelerisque sem at dolor. Maecenas mattis. Sed convallis tristique sem. Proin ut ligula vel nunc egestas porttitor. Morbi lectus risus, iaculis vel, suscipit quis, luctus non, massa. Fusce ac turpis quis ligula lacinia aliquet. Mauris ipsum. Nulla metus metus, ullamcorper vel, tincidunt sed, euismod in, nibh. Quisque volutpat condimentum velit. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos. Nam nec ante.

3 App Store Keywords - comma separated words:
Quisque, volutpat, condimentum, velit, Class, aptent, taciti, sociosqu, ad, litora

- (max 100 characters)

4 Primary Category:
Book

5 Secondary Category :
Lifestyle

App Store Multimedia

Choose File | No file chosen

Upload

6 App icon for the App Store
1024x1024 (PNG only)
Must be same image as Application icon, with a higher resolution.

5.1 App Store App Name - The App name as it will appear on the App Store. Maximum 50 characters.

5.2 Description - A detailed description of the app version itself, no longer than 4000 characters and no less than 10 characters.

5.3 Keywords - One or more keywords that describe your app. Keywords are used to help customers search the App Store effectively. Your application will be searchable by application name, company name, and keywords.

5.4 Primary Category - a category that describes your application best, and is the category under which your application will be listed.

5.5 Secondary Category (optional) - The Secondary Category provides an additional search term which may help users find your application, though your app won't be listed under the secondary category. Choose from the same list as the primary category. **You cannot choose the same category for both your Primary and Secondary categories.**

5.6 App icon for the App Store - Must be same image as Application icon, with a higher

resolution. **1024x1024 (PNG only)**

Step 6. Push Notification.

Specify if you want **Push Notifications** enabled/disabled for your application.

6.1 I want Push Notifications disabled

6.2 I want Push Notifications enabled

*6.2.1 Upload the push certificate for this app - Your application should be enabled for Push Notifications before your Provisioning Profile (.MOBILEPROVISION file) is issued. If you issued a Distribution Provisioning Profile before and are planning on enabling PN now, please renew or re-issue your Distribution Provisioning Profile (.MOBILEPROVISION file) and re-upload it in previous step.

The Push Certificate MUST be created using OUR .csr file. More informations you can find in the step-by-step instruction on [how to generate an APN Certificate (.CER) file on Apple provisioning portal.](#)

Step 7. App Multimedia - Upload App Graphics. Application icons and Splash Screen images.

App Multimedia

Note: application icons must be the same or very alike images.
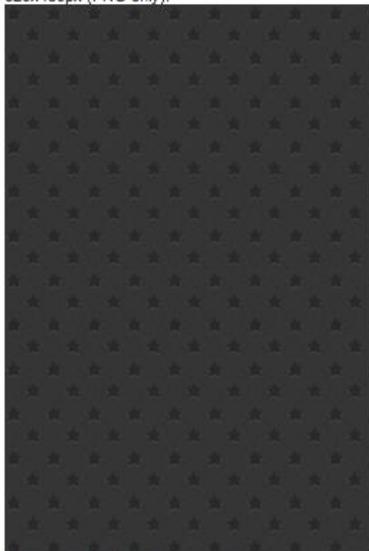
Application icon
57x57px (PNG only):

Choose File   No file chosen
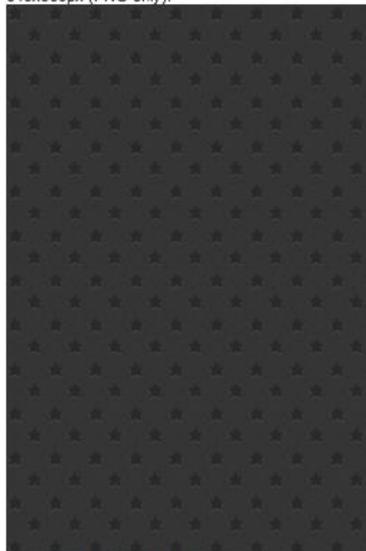
Upload

Application icon for Retina display
114x114px (PNG only):

Choose File   No file chosen

Upload

Splash Screen
320x480px (PNG only):
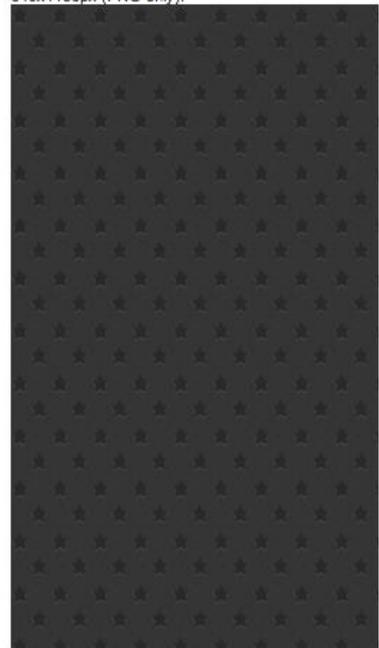

Choose File   No file chosen

Upload

Splash Screen for Retina display
640x960px (PNG only):

Choose File   No file chosen

Upload

Splash Screen for Retina 4" display
640x1136px (PNG only):

Choose File   No file chosen

Upload

Application icon is the image used for the app's icon, as displayed on the iPhone's home screen. All icons should be **.png** files without any transparency. Apple recommend that you create images without rounded corners, as Apple will round off the corners themselves.

The **Splash Screen** image (launch image) is the image displayed while your app is loading.
All launch images should be in the png format, without transparency.

Please provide icon and splash screen files with the following sizes:

iPhone & iPod Touch apps

Application icon: 57x57, 114x114 px.
Splash Screen images: 320x480, 640x960, 640x1136 px.

iPad & iPad Mini apps

Application icon: 72x72, 144x144 px.
Splash Screen images: 768x1024, 1536x2048 px.

Step 8. Build Version, Application Name, Resource Synchronization, App Rotation, Background Mode.

     8.1 Build Version (a.k.a. Bundle Version) - The version of your app.
It is a number in the format X.Y or X.Y.Z, for example 1.0 OR 1.0.0. When you first publish your app, you should generally use the default value, 1.0 .
If you are building a **new version of an app** that is already on the app store **Build Version MUST change**. e.g. 1.0 -> 1.1 -> 1.2 ...

     8.2 Application name is displayed under application icon on the device. Must be a short name to fit icon width.

     8.3 Resource Synchronization - Once your application is Ready For Sale in the App Store you will have possibility to synchronize resources (images, sounds, html files, etc.) with app without releasing a new app version. **More informations you can find in the step-by-step instruction on how to enable and use resource synchronization.**

     8.4 Sync Button allows manual synchronization of app resources.

     8.5 Info Button shows app information such as author name.

     8.6 App Rotation - Enable/ Disable App's Rotation. (Portrait > Landscape > Portrait)

     8.7 Background Mode - The application plays audible content in the background. Your application may only use background mode for their intended purposes: audio playback, etc.
If your app uses a background mode but does not include functionality that requires that mode to run persistently - your application will be rejected by Apple reviewers.

     8.8 Shine effect - iOS will add standard gloss effect to your application icon

Done. Submission Complete!