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There are two cases you want to distribute your applications outside the App Store: Purpose of testing: Before releasing your apps, you would like to test them as possible. Therefore, you would like to distribute your apps to users (testers) from various ways in addition to the App Store. Internal applications: Applications are made for internal uses (in the company or organization). The differences between Apple Developer and Apple Developer Enterprise Programs regarding Apps Distribution: Apple Developer Program Developer Developer Enterprise Program Beta OS communicated yes Sã~ ad hoc Distribution Yes Yes App Store Distribution Yes yes Distribution Sgotio Yes No In-House Distribution Yes No internal distribution No Yes TestFlight Beta Test Yes No Team Management Si App Analytics Yes No For more information on the differences between the two programs, refer to the choice of a subscription. There are two ways to distribute pre-released apps for the test: Using the App Store Connect: Required Developer IOS account required and takes time since it needs approval from Apple review before distribution. Use of ad hoc distribution: it can be performed with Enterprise Enterprise Developer and IOS IOS accounts. Furthermore, it does not require approval from Apple revision. Internal distribution is to securely distribute your IOS apps to your employees. In other words, you can distribute your app to any business device. However, if you want someone outside your company testing your app or limiting distribution to specific devices, you can use ad hoc distribution. The ad hoc distribution is to distribute the apps using the ad hoc provisioning profile to devices registered up to 100. Both types of distribution have the same ways to install the app. The difference is the provisioning profile. There are several ways where you can install applications outside the App Store as shown in the following sections. Install using Apple Configurator 2 (Mac only) Install Apple Configurator 2 on your Mac from the App Store. Connect your device to your PC. Open Apple Configurator 2, select the device. If the device does not appear here, make sure your device is properly connected to your Mac. Click the Add button and select the App option. Select Choose from my Mac button and browse the .ipa file. Then, the app will be installed on your device. Install using XCode You can install the IOS app via Xcode as follows: Connect the device to the PC. Open Xcode, go to the window A t à E devices. Therefore, the device screen will appear. Choose the device where you want to install the app. Drag and release the .ipa file in the installed apps as shown below: Install using iTunes iTunes 12.7 for Mac was released Tuesday with an important change in the app. Apple has redesigned iTunes so that it focuses on music sales, movies, TV programs, audiobooks and podcasts. It no longer has an App Store for the purchase of app for your iPhone or iPad. Therefore, it is not possible to install the IOS app for a long time (.ipa file) through iTunes longer. Build your application with debugging or ad-hoc build. For more details on the IOS construction process, refer to Building an IOS app. Download the .ipa file after the completion of the build. Open iTunes, go to the app library. Drag and release the .ipa file downloaded to the app library. Connect your device to iTunes and go to the devices apps. Click the Install app button and click the Synchronize button. See the following example: The OTA (OVER-THE-AIR) distribution allows you to install the apps integrated through HTTPS. Build your application with debugging, ad-hoc or in-house build. For further On the construction process IOS, refer to building an IOS app. Download the .ipa file after the completion of the build. Upload the .ipa file to the desired site. Create a .plist file for this application built. The .plist file should look like this: activity type software-package url https : //www.any site.com/application/Your_app.ipa metadata bundle-identifier com.example.helloworld bundle version 1.0.0 type software title Hello When creating .plist files, please pay attention to these points: You need to access the file. Through the HTTPS protocol. Update bundle identifier with the app ID. Specify the correct path to the .ipa file. Upload the .plist file to the desired site. Make sure this file is accessible via the HTTPS protocol. Create a built-in web page Connecting to the .plist file loaded using Special ITSM products: // Protocol. See Flow Example:

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