Provisioning Portal : Astea Solutions AD

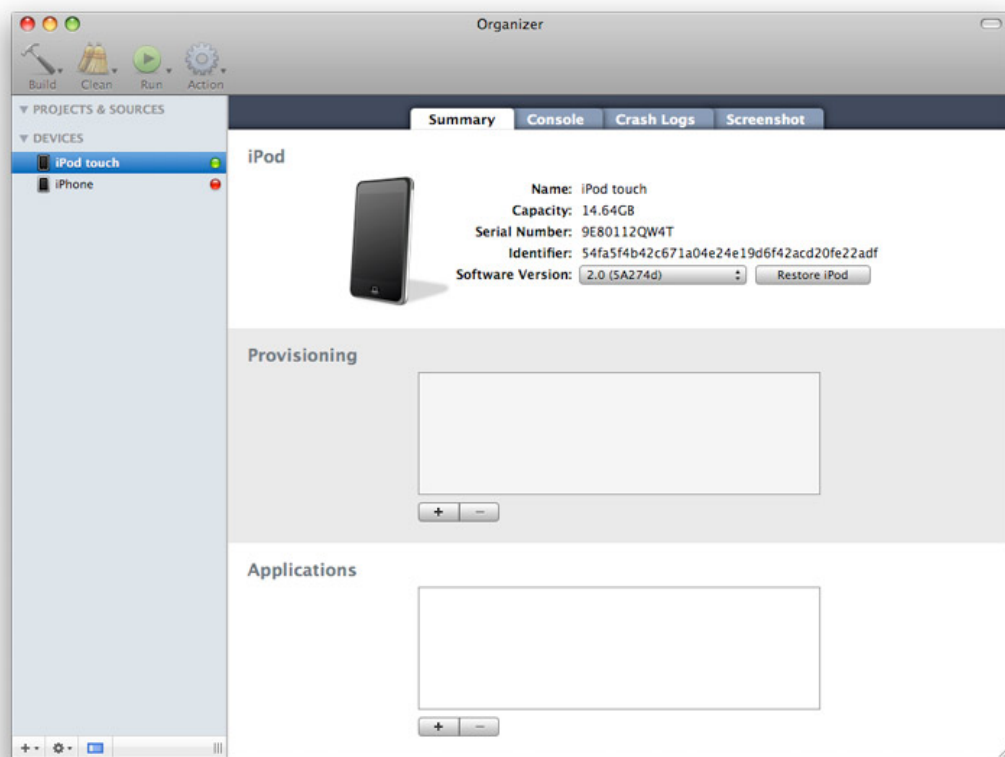**Manage**   **History**   **How To**

Assigning Apple Devices to your Team

The Devices section of the iOS Provisioning Portal allows you to enter the Apple devices that you will be using for your iOS development. In order to debug your iOS application on an Apple device, a Team Agent or Team Admin must first enter the Unique Device Identifier (UDID) for each iPhone and iPod touch into the Provisioning Portal. The UDID is a 40 character string that is tied to a single device, similar to a serial number. These UDIDs are included in the provisioning profiles created later. You can input up to 100 devices for your development team.

Locating a Unique Device ID

To find out your device's UDID, simply connect your device to your Mac and open Xcode. In Xcode, navigate to the 'Window' drop down menu and select 'Organizer'. The 40 hex character string in the Identifier field is your device's UDID. Team Members should send this string to their Team Admins for input into the Provisioning Portal.
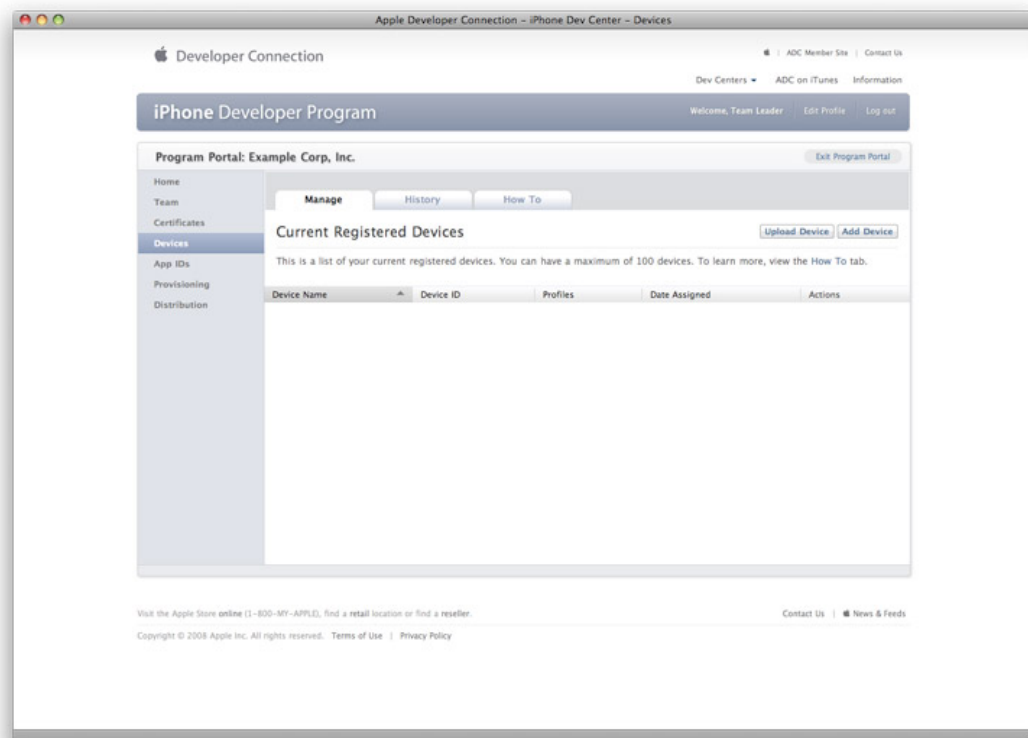

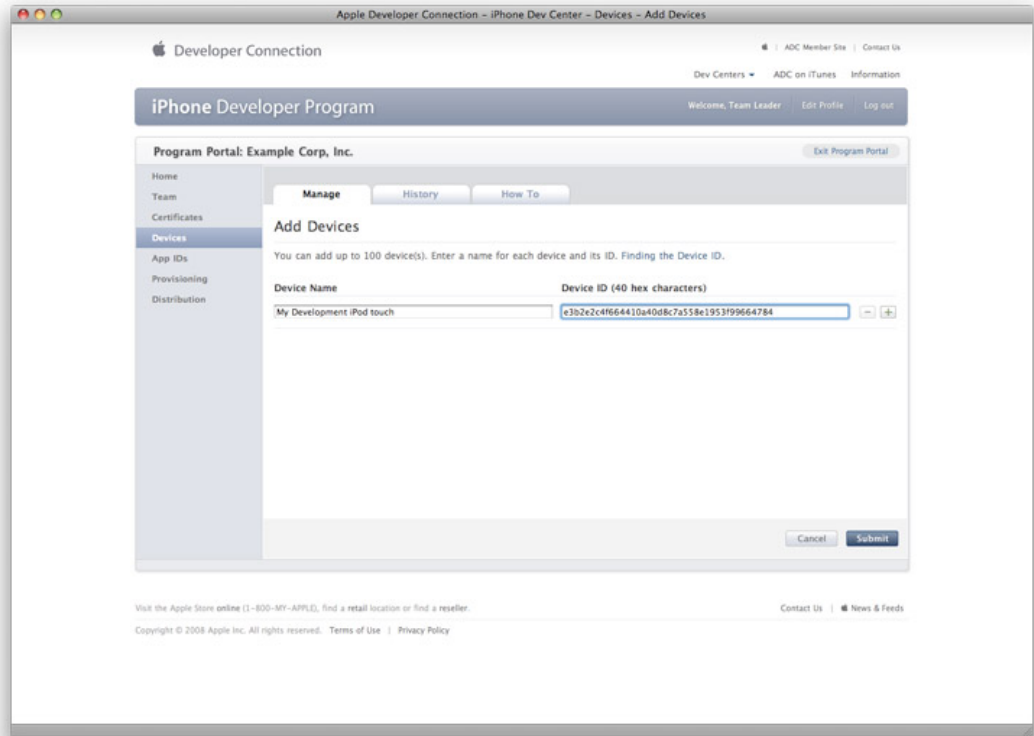**Locating a Unique Device ID with iTunes 7.7 or later**
Alternatively, you can also find out your device's UDID using iTunes 7.7. or later. To do this, connect your device to your Mac and launch iTunes. In iTunes, select your device in the 'Devices' section and navigate to the Summary tab. Click on the Serial Number label to reveal the Identifier field and the 40 character UDID. Press Command+C to copy the UDID to your clipboard.

Adding Individual Devices

Upon receiving a UDID, Team Admins should navigate to the 'Devices' section of the Provisioning Portal and click 'Add Device'. Admins will enter a Device Name as well as the UDID and click 'Submit'.
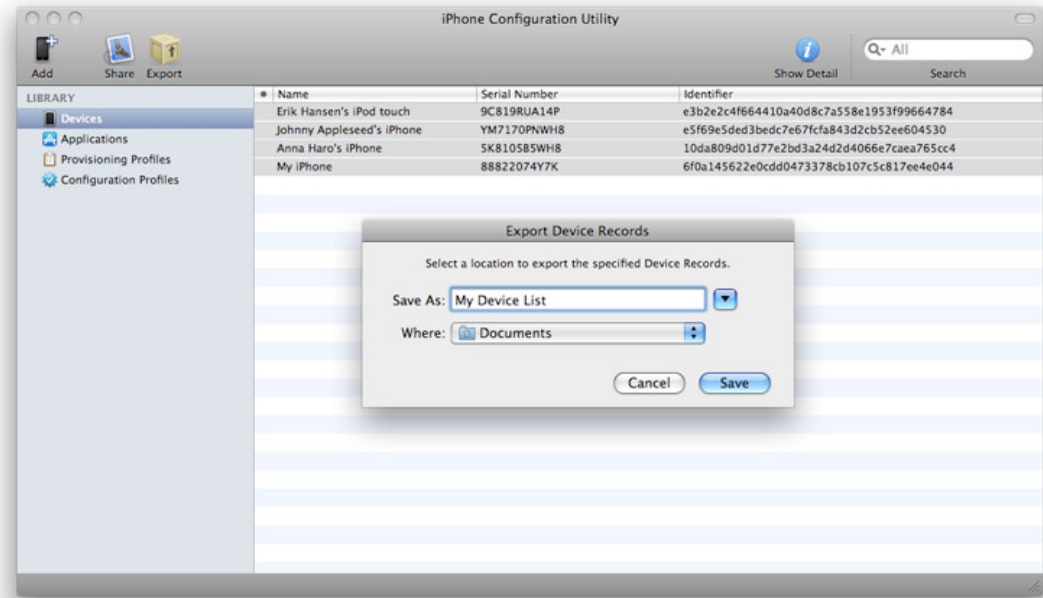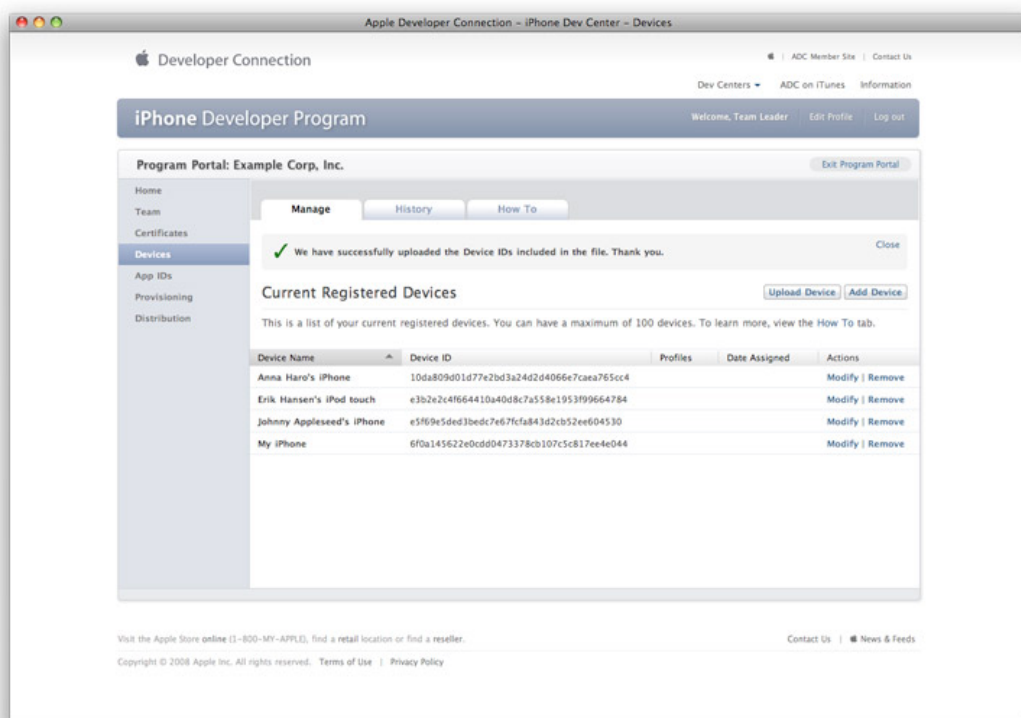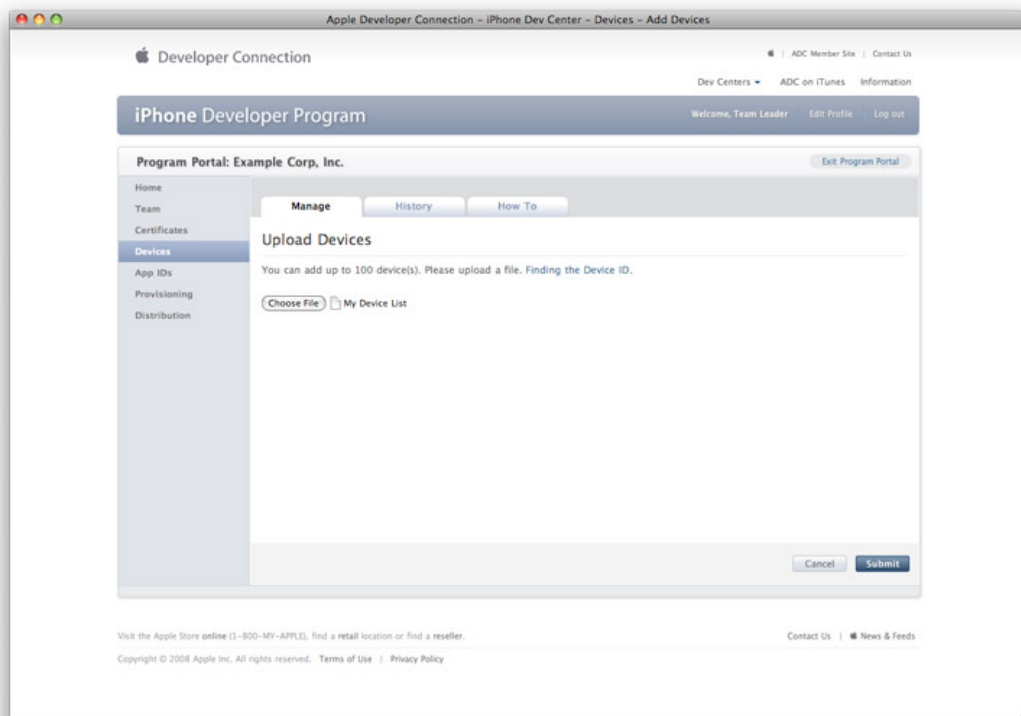
Bulk Upload of Devices

Alternatively, Team Admins can enter multiple UDIDs at once by uploading a .deviceids file generated by the iOS Configuration Utility or uploading a tab delimited, .txt file.

If you wish to upload a tab-delimited .txt file containing your devices, follow the below steps but choose your .txt file instead of a .deviceid file. Your file should contain one Device ID and the Device Name in each row. (Note: The first row in your .txt file will be ignored as it should contain headers only).

Within the iOS Configuration Utility, select the devices you wish to upload and click the Export button. This will create a .deviceids file.

Upon generating a deviceid file, Team Admins should navigate to the 'Devices' section of the Provisioning Portal and click 'Choose File'. Select your deviceid file and click 'Submit'.

Removing Devices from your Development Team

To remove a device from your development team, navigate to the 'Devices' area of the Provisioning Portal and click the 'Remove' link to the right of the desired device. Removing a device from your development team will invalidate all provisioning profiles containing that device. Affected provisioning profiles will need to be modified in order to be downloaded again.

Editing Devices on your Development Team

To edit a device on your development team, navigate to the 'Devices' area of the Provisioning Portal and click the 'Modify' link to the right of the desired device. You may change the device name without affecting any existing provisioning profile(s) associated with the device. However, if you change the device ID, you will invalidate any existing provisioning profile(s) associated with the device. Affected provisioning profiles will need to be modified in order be downloaded again.
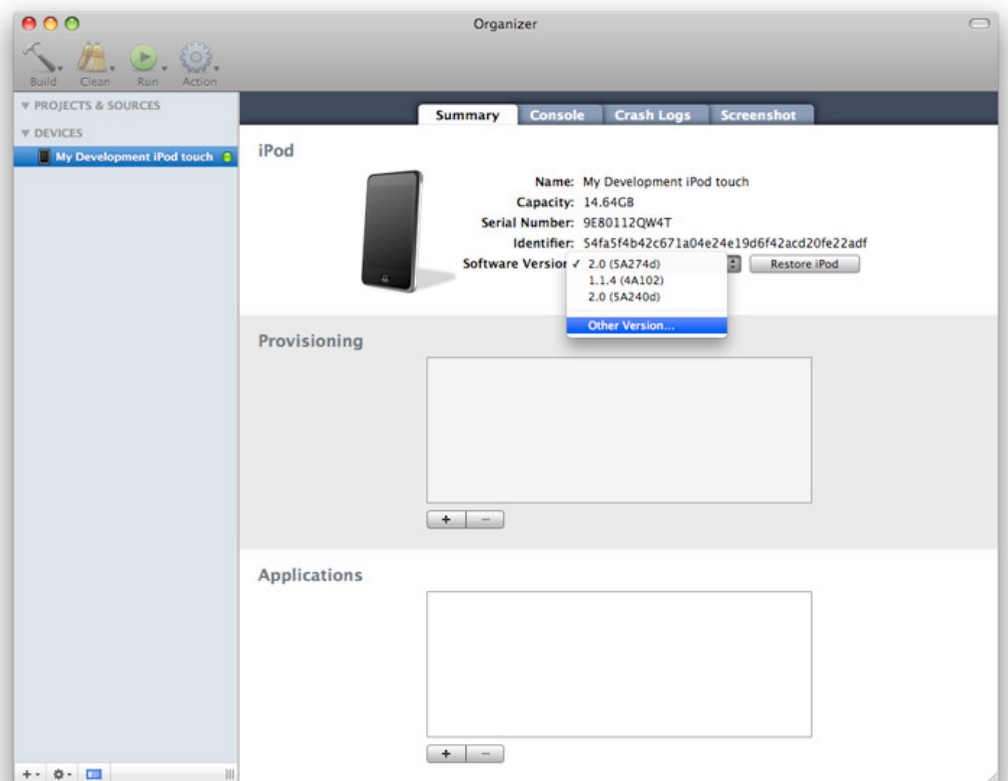
Installing iOS

To run your code on an Apple device, you will need to install iOS onto each development device and "restore" each device to a development state. Note: Once a pre-release version of iOS is installed on the device you cannot restore the device to an earlier version of iOS. The device may only be used for development and testing purposes until that version of iOS is publicly released. Please DO NOT install the iOS before registering device UDIDs, as installation on non-registered devices will render them inoperable. The public release version of iOS should be installed using iTunes.

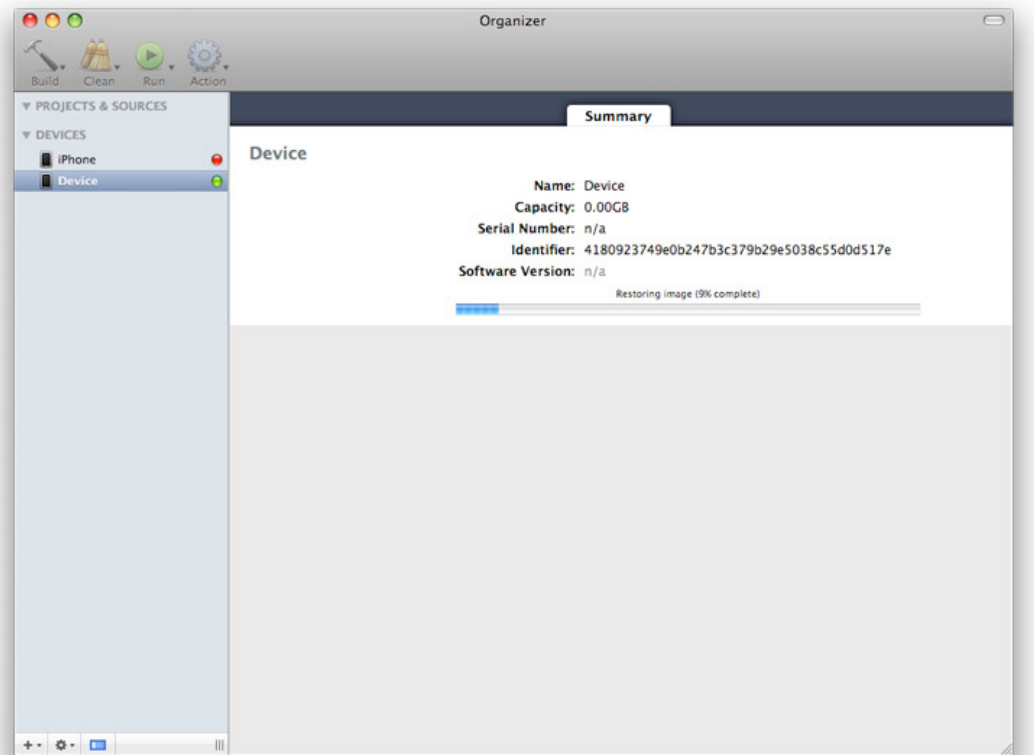To download pre-release versions of iOS (if available):

1. Download the iOS Disk Image (.dmg) from the iOS Dev Center for the Apple device you are using.

2. Connect your device to your Mac, close iTunes and launch Xcode.

3. Once the device is detected by Xcode, select 'Use for Development' when prompted.

4. In Xcode, Navigate to 'Window' > 'Organizer'. There you should see your device and current software version.

5. In the 'Software Version' drop-down menu, select 'Other Version' and navigate in Finder to the iOS .ipsw file downloaded from the iOS Dev Center. Click 'Restore iPod'.

6. In Xcode, the restore proceeds. This process should NOT be interrupted; it will take approximately 5 minutes. Close any prompts that iTunes may present during the restore process.

7. After the device reboots, Xcode again displays the 'New Device Detected' dialog. Click 'Use for Development'.

8. To complete the iOS installation, launch iTunes and set up the device.