

Building Wikitude in iOS Notes – 19th April, 2017. XCode 8.3.1

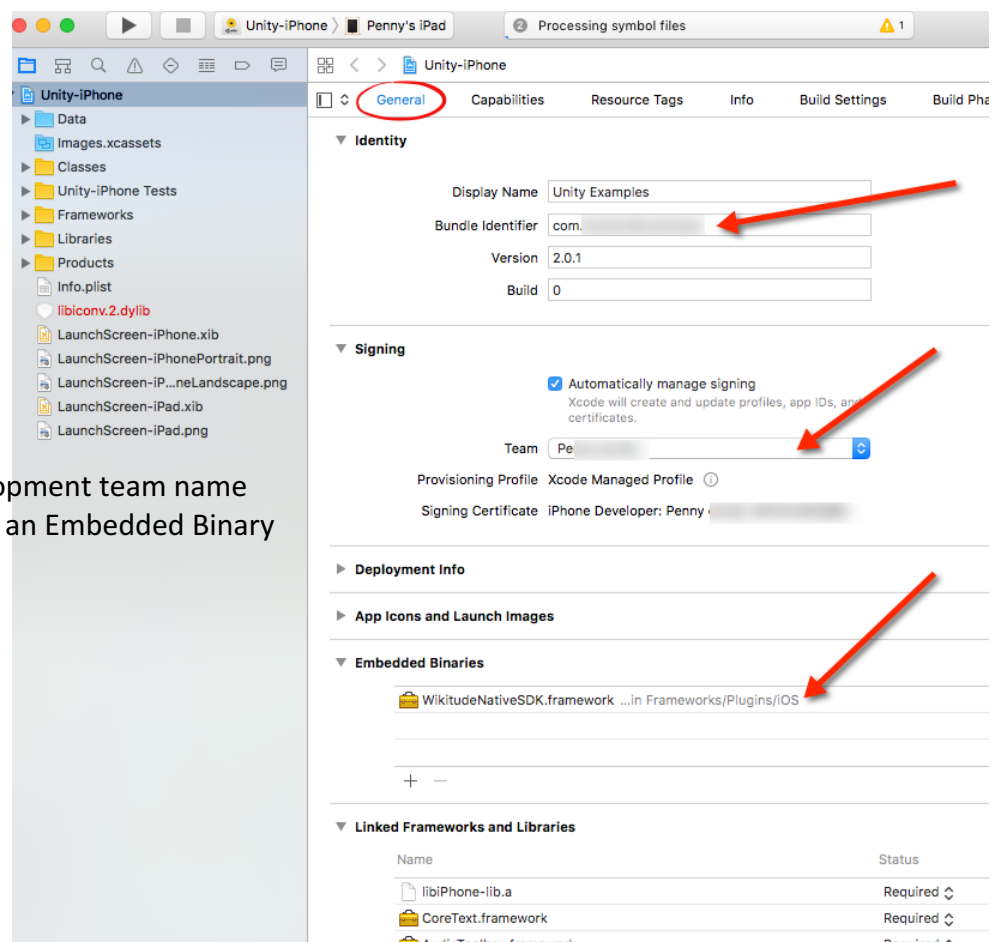
I had issues getting the iOS build to work and after searching high and low found all the bits you need to change in XCode to get the program to build.

After selecting Build and Run from Unity, Unity will go through the process and say it's built and deployed to your device. But it won't have.

Switch to XCode and note it will still be building. It will then give you an error about adding a development team. There are also a number of other settings you will need to change before trying to PLAY to the connected device and these are them:

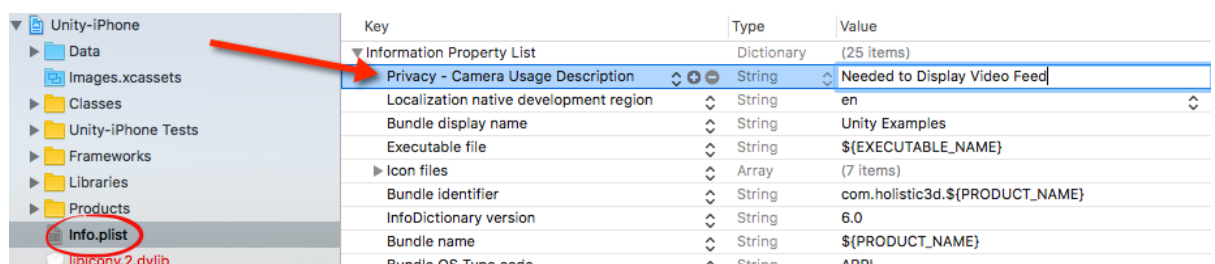
General Settings

1. Add your development team name
2. Add Wikitude as an Embedded Binary



.plist

1. Add Camera Privileges and a string to the Info.plist file.



Build Settings

1. Set Enable Bitcode to NO

