

Native App Setup for iOS

Last Modified on 02/26/2024 7:19 am CST

Developer Account Setup - Creating an iOS Developer Account

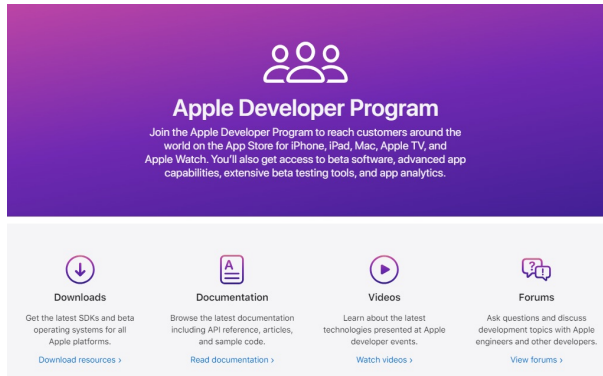
- A valid email to be used for the Developer account must be provided.
- Developer accounts allowing submission of apps to the App Store have a fee of \$99/year.
- To complete the application for the developer account, the following information is required:
 - **AD-U-N-S Number**
 - A Legal Entity status
 - Legal, binding authority to enroll the organization in the Apple Developer Program
 - Website for the organization that is publicly available, and the domain name is associated with the organization
- Apple's verification and approval process may take several days to complete.

Steps

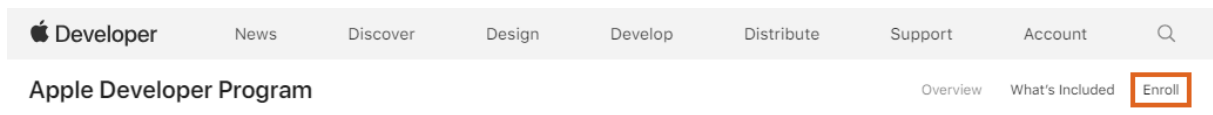
1. Go to <https://appleid.apple.com> to sign into the Apple Account. To set up an Apple ID, use the *Create Your Apple ID* option and complete the required information:
 - First name
 - Last name
 - Country/Region
 - Birthday
 - Email address for the account
 - Password
 - Confirm password
 - Phone number and verification method
 - Type the characters in the image
 - Select **Continue**. A verification code will be sent to the email address and phone number used to create the account. Enter the verification code provided.
2. Two-factor authentication is required. To set this up, a trusted device must have signed into the account. A trusted device is an iPhone, iPad, or iPod touch with iOS 9 and later.
 - Sign into the Apple Developer Account using an iPhone, iPad, or iPod touch.
 - Go to *Account Settings/Password & Security*.
 - Turn on *Two-Factor Authentication* and select **Continue**.
 - Enter and verify a trusted phone number.
 - Select **Next**. A verification code will be sent to the number provided. Enter this code to verify and turn

on two-factor authentication.

3. On the desktop, using a Windows browser, go to <https://developer.apple.com>, scroll to the bottom of the window and select the **Apple Developer Program** header.

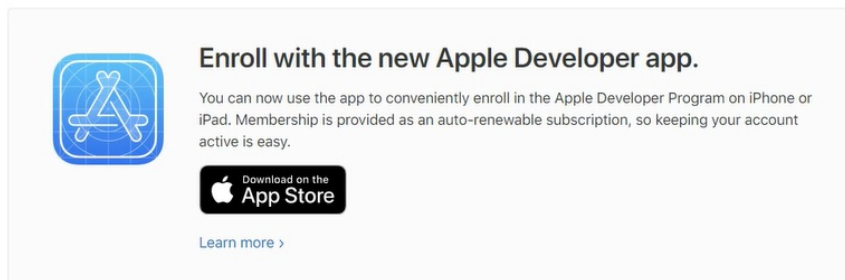


4. Select **Enroll**. Review the required information and ensure it is available before proceeding.



5. Choose **Start Your Enrollment**.

6. Select the option to *Continue enrollment on the web*.



[Continue enrollment on the web >](#)

7. Complete the form and select **Continue**. Use *+1* as the *Country* code for US accounts.

8. Choose *Company / Organization* as the *Entity Type* and select **Continue**.

9. Enter the organization's *Legal Entity Name* and *D-U-N-S Number* then choose **Continue**.

Tell us about your organization.

Legal Entity Name

Include the entity type, such as Inc., LLC, GmbH, etc.

D-U-N-S® Number

Enter the characters in the image below.



[Switch to audio](#)

[Try another](#)

Letters are not case-sensitive.

In order for your company name to be listed on your App Store product page, your company must be recognized as a legal entity in your region. Sole proprietors and single person companies located in regions where they are not recognized as legal entities will be enrolled and be listed for download under the enrollee's personal legal name, if selected for distribution by Apple.

- Provide company information.
- Confirm signing authority. If using the *My organization has given me the authority* option, a reference to verify signature authority must be provided.

Tax ID / National ID
optional

This is a number assigned by local government agencies to identify a business within the local market. Examples include the VAT Number in Europe, the Siret Number in France, the Company Number in Australia, and the State Registry Number in Brazil.

Confirm your signing authority.

I am the owner/founder and have the authority to bind my organization to legal agreements.
 My organization has given me the authority to bind it to legal agreements.

Confirm that you have the authority to sign legal agreements on behalf of your organization.

Your Work Email

Provide a reference who can verify your signature authority.

First Name

Last Name

Job Title

Work Email

Phone Number

+ext

Country Code Phone Number Extension

- Select **Submit** to send the form to Apple and receive an Enrollment ID. Apple will reach out to verify enrollment and will contact the reference provided for signing authority.

Apple Developer Program Enrollment

[Progress Bar] Sign Out

Your enrollment is being processed.

Enrollment ID: [XXXXXXXXXX]

Once we verify your authority to sign legal agreements, we'll email you with instructions on how to complete your enrollment.

- When the enrollment application has been approved, Apple will send an email. Select *Review Now* to review and accept the Program License Agreement.

From: Apple Developer <developer@email.apple.com>
Sent: Wednesday, May 13, 2020 11:13 AM
To: [Redacted]
Subject: Continue your Apple Developer Program enrollment.

Apple Developer

Dear [Redacted],

Your enrollment request has been accepted. You may now review the Program License Agreement to continue your organization's enrollment in the Apple Developer Program.

[Review now >](#)

Best regards,
 Apple Developer Relations

The and © 2020 Apple Inc.
 One Apple Park Way, MS 303-1TEV, Cupertino, CA 95014.
 All Rights Reserved / Privacy Policy / Account

- Review the agreement, check the box to confirm/accept, and select **Continue**.

Review and Accept

This is a legal agreement between your organization and Apple.

[Download PDF](#)

PLEASE READ THE FOLLOWING APPLE DEVELOPER PROGRAM LICENSE AGREEMENT TERMS AND CONDITIONS CAREFULLY BEFORE DOWNLOADING OR USING THE APPLE SOFTWARE OR APPLE SERVICES. THESE TERMS AND CONDITIONS CONSTITUTE A LEGAL AGREEMENT BETWEEN YOU AND APPLE.

Apple Developer Program License Agreement

Purpose

You would like to use the Apple Software (as defined below) to develop one or more Applications (as defined below) for Apple-branded products. Apple is willing to grant You a limited license to use the Apple Software and Services provided to You under this Program to develop and test Your Applications on the terms and conditions set forth in this Agreement.

Applications developed under this Agreement for iOS, iPadOS, macOS, tvOS, visionOS, and watchOS can be distributed: (1) through the App Store, if selected by Apple, (2) on a limited basis for use on Registered Devices (as defined below), and (3) for beta testing through TestFlight. Applications developed for iOS, iPadOS, macOS, and tvOS can additionally be distributed through Custom App Distribution, if selected by Apple. Applications developed for macOS can additionally be separately distributed as described in this Agreement.

By checking this box and clicking the Continue button, I confirm that I have read and agree to be bound by the Apple Developer Program License Agreement. I also confirm that I am of the legal age of majority in the jurisdiction in which I reside (at least 18 years of age in many regions).

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

15. Complete the Purchase of the Apple Developer Account. Optionally select the checkbox to automatically renew membership annually.
16. Select *Purchase* and sign into the Apple Developer account. Enter payment information and select *Place Your Order*. Once the payment is approved, an email will be sent. It may take up to 48 hours for payment processing.

From: App Store Connect <no_reply@email.apple.com>
Sent: Tuesday, May 26, 2020 1:30 PM
To: [\[redacted\]](#)
Subject: Welcome to App Store Connect.

External E-mail

App Store Connect

Dear [\[redacted\]](#),

You now have access to App Store Connect, a suite of tools for managing apps sold on the App Store. Use the Apple ID associated with your Apple developer account to [sign in](#).

For information about using App Store Connect, see [App Store Connect Help](#).

If you have any questions, [contact us](#).

Best regards,
The App Store Team

[Contact Us](#) | [App Store Connect](#) | One Apple Park Way, Cupertino, CA 95014

[Privacy Policy](#) | [Terms of Service](#)

17. A series of emails from Apple will be sent to the Developer Account. It is important to read these emails and follow any additional steps.

Note: Providing Bank and Tax information is not a requirement for the Grower360 Native App.

From: Apple Developer <developer@email.apple.com>
Sent: Tuesday, May 26, 2020 1:30 PM
To: [\[redacted\]](#)
Subject: Welcome to the Apple Developer Program.

Developer

Dear [\[redacted\]](#),

Thank you for joining the Apple Developer Program. You can now take advantage of membership benefits to create and distribute innovative apps. [Learn how to get started](#).

To manage your account, [sign in](#).

Best regards,
Apple Developer Relations

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All Rights Reserved | [Privacy Policy](#) | [Account](#)

From: Apple Developer <developer@apple.com>
Sent: Tuesday, May 26, 2020 1:30 PM
To: [\[REDACTED\]](#)
Subject: You've enabled automatic renewal for your developer program membership.



Dear [\[REDACTED\]](#),

You've turned on automatic renewal for your Apple Developer Program membership. Your membership will be renewed annually and the charge will appear on your default credit/debit card associated with your Apple ID.

For your records, here are the terms to which you've agreed.

I give permission to Apple to automatically charge the default credit/debit card associated with my Apple ID to renew my membership, subject to the following:

I will be billed on an annual basis for US\$ 99. Taxes may apply.

I can cancel automatic renewal at any time up to 24 hours before my renewal date by unchecking the Auto-Renew Membership checkbox in the Membership section of my account.

Apple will notify me of the upcoming charge before processing my automatic renewal.

If Apple changes the membership price, I will be notified of the new price before I am charged and can opt-out by unchecking the Auto-Renew Membership checkbox in the Membership section of my account.

If the payment for my membership cannot be transacted for any reason, Apple will not process my automatic renewal and will notify me with instructions on how to manually renew my membership.

If you have any questions, [contact us](#).

Best regards,
Apple Developer Relations

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From: iTunes Store <do_not_reply@apple.com>
Sent: Thursday, June 11, 2020 4:39 PM
To: [\[REDACTED\]](#)
Subject: iTunes Paid Applications Agreement

App Store Connect

Dear [\[REDACTED\]](#),

The Paid Applications contract that you agreed to is available on App Store Connect to [view](#) or [download](#).

Please use the App Store Connect [Agreements, Tax, and Banking](#) module to provide your contact, banking and tax information. All required information must be provided in order to receive payment.

If you have any questions, please [Contact Us](#).

Best Regards,
The App Store team

[Contact Us](#) | [App Store Connect](#) | One Apple Park Way, Cupertino, CA 95014

[Privacy Policy](#) | [Terms of Service](#)

iOS Invitation to Build Grower360 App

Email the following information to SSI at support@agvance.net:

1. Icon sized 1024 x 1024 pixels in a .JPG format.
2. Name of the App as it will appear in the Apple Store. It is recommended to keep the name less than 30 characters long. Special characters cannot be used in the App Name (@, &, *, ', ", -, ,).

After providing this information, complete the following steps in the Apple Developer Account:

1. In a web browser, navigate to <https://appstoreconnect.apple.com/login>.
2. Sign in with a paid developer account and navigate to *Users and Access*. To set up a developer account, go to <https://developer.apple.com/programs/enroll/> and use an existing Apple ID or create a new Apple ID to create a developer account.
3. Select **Plus** to add a user with the following information:

New User

First Name: Last Name:

Email:

Roles

Admin
 Sales
 App Manager
 Marketing

Finance
 Developer
 Customer Support

[See Permissions](#)

Additional Resources

Access to Reports
 Access to Certificates, Identifiers & Profiles.
 Access to Cloud Managed Distribution Certificate
 Access to Cloud Managed Developer ID Certificate
 Create Apps

Apps Choose apps this user has access to (optional)

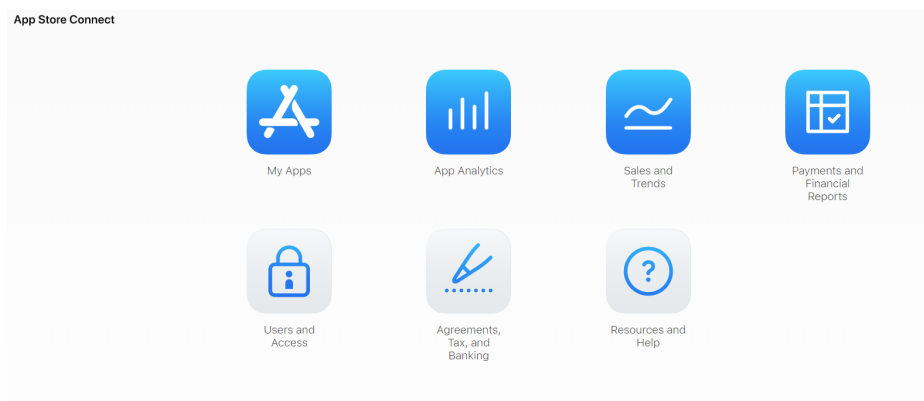
- **First Name:** Jenkins
 - **Last Name:** Build Host
 - **Email address:** jenkinsbuildhost@agvance.net
 - **Role:** App Manager
4. Select the *Access to Certificates, Identifiers & Profiles* and *Access to Cloud Managed Distribution Certificate* options.
 5. Choose **Invite**.
 6. Notify SSI when all steps are completed by emailing support@agvance.net. In the email, confirm the invitation process has been completed for the Grower360 Native App setup, specify the app name, and include the icon associated with the app.

Submitting the App for Review

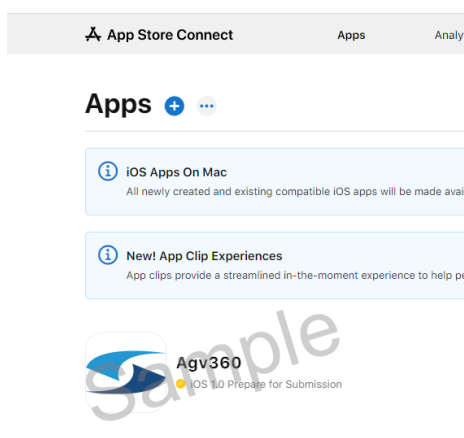
SSI will send a notification when the build for the app has been published. Once notified, additional app information must be completed in the developer accounts before Apple can review the app submission.

To begin the app submission process, go to appstoreconnect.apple.com/login and log into the developer account.

1. Select **My Apps**.



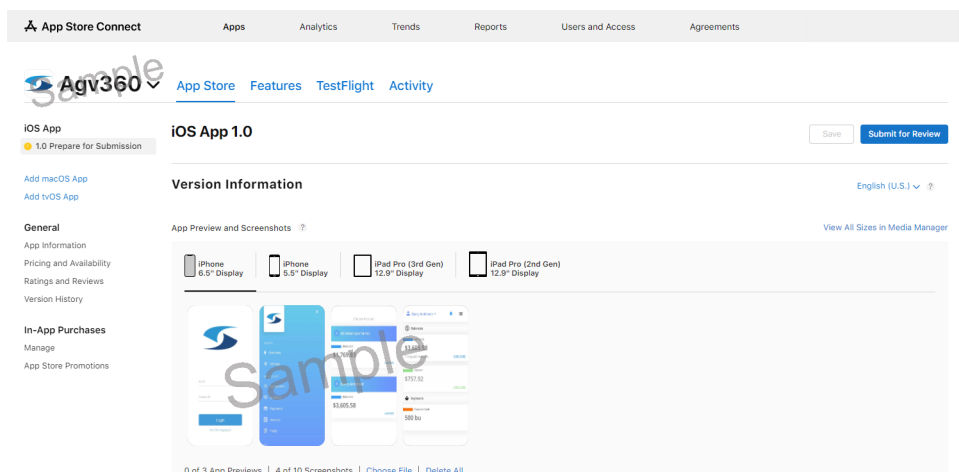
2. Select the app from the list provided.



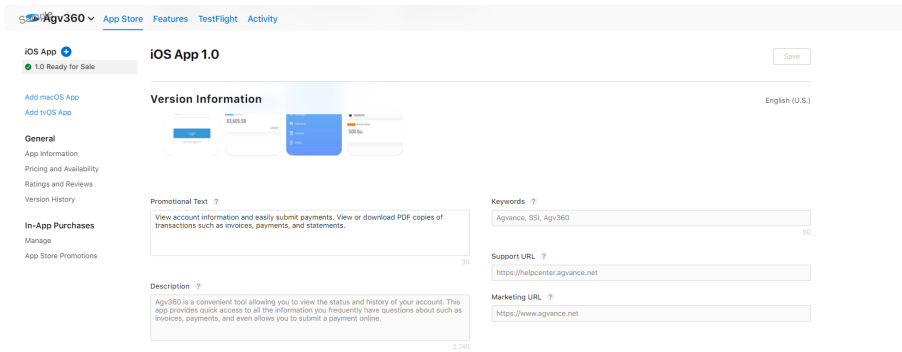
3. Complete the *Version Information* for the App Store.

o **Version Information**

- **Screenshots** – Provide up to three app previews and 10 screenshots for both the iPhone 6.5 and 5.5 displays. Both iPad Pro (3rd Gen) and iPad Pro (2nd Gen) screenshots are also required, but the same images can be used in both areas. All screenshots must be in JPG or PNG format.



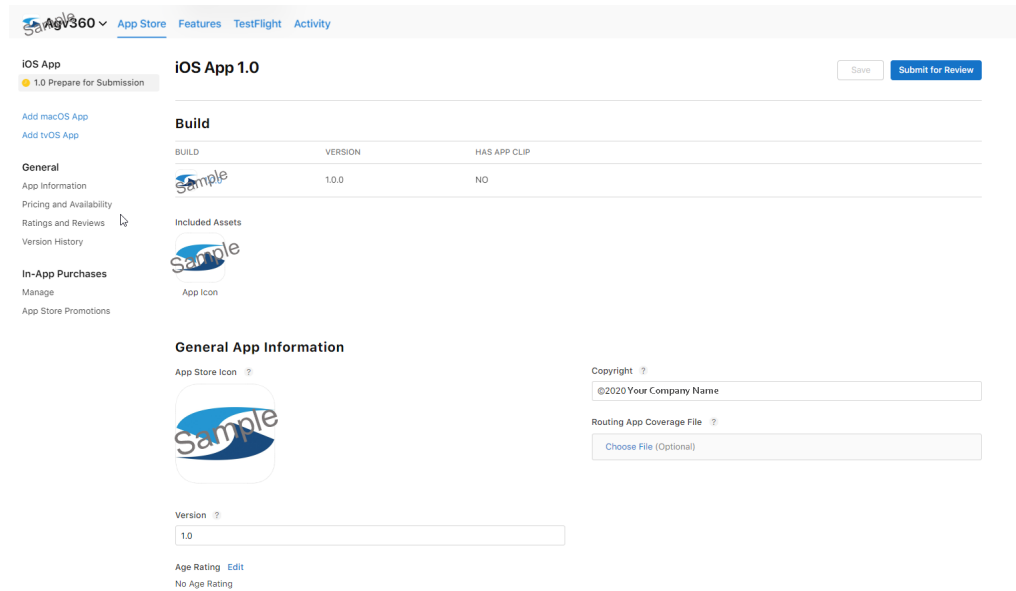
- **Promotional Text** – The text provided informs App Store visitors of any current features without requiring an updated submission. This text will appear above the description on the App Store with devices running iOS11 or later.



- **Description** – Enter text detailing features and functionality.
- **Keywords** – Include one or more keywords that describe the app which will make search results more accurate.
- **Support URL** – This is not required but <https://help.grower360.info/home> can be entered as the URL for support.
- **Marketing URL** – Provide the address for the company website.

Build

The current build will be listed.



General App Information

- **App Icon** – This icon will be used on the App Store.
- **Copyright** – Use the copyright symbol with the year and company name. **Example:** ©2020 Company Name.
- **Version** – This is the same as listed on the Build.
- **Age Rating** – Select **Edit** to complete a questionnaire regarding the content of the app. Once this is completed, Apple will automatically assign an age rating.

Edit Age Rating

For each content description, select the level of frequency that best describes your app. The app's age rating that will appear on the App Store is the same across all of your platforms. It is based on the app's platform with the most mature rating.

Apps must not contain any obscene, pornographic, offensive, or defamatory materials of any kind (text, graphics, images, photographs, and so on), or other content or materials that in Apple's reasonable judgement may be found objectionable.

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

Cancel

Done

App Review Information

- **Sign-in Required** – A sign-in must be provided for review of the app. To do this, the user must be set up in the Admin area for the Grower360 account. See [Create Grower360 Users](#) for instructions on completing this step.
Note: Valid user information is required as Apple uses this information to verify app functionality.
- **Contact Information** – A First/Last name as well as phone number and email must be provided.
- **Notes** – Provide any additional notes about the sign-in process.

Version Release & Advertising Identifier

Select the option to *Automatically release this version*. This allows the app to be available once the review process has been completed.

The Advertising Identifier (IDFA) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting to their iOS device. Select *No, it doesn't*.

Agv360 ▾ App Store Features TestFlight Activity

iOS App
1.0 Prepare for Submission

Add macOS App
Add tvOS App

General
App Information
Pricing and Availability
Ratings and Reviews
Version History

In-App Purchases
Manage
App Store Promotions

iOS App 1.0

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.

Manually release this version
 Automatically release this version
 Automatically release this version after App Review, no earlier than

Your local date and time:
 September 1, 2020 1:00 PM Sep 1, 2020 6:00 PM (GMT)

Advertising Identifier

Does this app use the Advertising Identifier (IDFA)?

Yes, my app uses an IDFA
 No, it doesn't

The Advertising Identifier (IDFA) is a unique ID for each iOS device and is the only way to offer targeted ads. Users can choose to limit ad targeting on their iOS device.

Ensure that you select the correct answer for Advertising Identifier (IDFA) usage. If your app does contain the IDFA and you select No, the binary will be permanently rejected and you will have to submit a different binary.

App Information

Using the left-hand menu navigation, select **App Information** under the *General* heading.

Agv360 ▾ App Store

iOS App
1.0 Prepare for Submission

Add macOS App
Add tvOS App

General
App Information
Pricing and Availability
Ratings and Reviews
Version History

In-App Purchases
Manage
App Store Promotions

Complete the following information:

- **Localizable Information**

Agv360 ▾ App Store Features TestFlight Activity

iOS App
1.0 Prepare for Submission

Add macOS App
Add tvOS App

General
App Information
Pricing and Availability
Ratings and Reviews
Version History

In-App Purchases
Manage

App Information

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

Save

Localizable Information

English (U.S.) ▾ ?

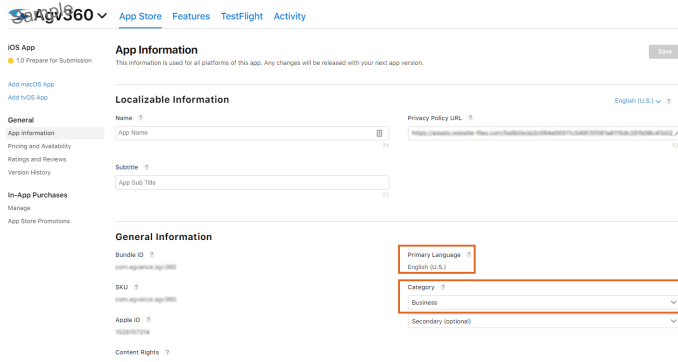
Name ?
App Name 24

Privacy Policy URL ?
 100

Subtitle ?
App Sub Title 20

- Name of App
- Subtitle for App
- Privacy Policy URL link

- **General Information**



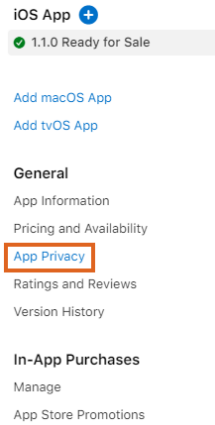
- Primary Language
- Category (Business)

Pricing and Availability

- **Price** – USD Free. Start date will default to current date. No End Date.
- **Availability** – Select the countries this app will be available.
- **iOS Apps on Mac** – Do not select Make available on Mac.
- **Distribution for Business and Education** – Accept the default.

App Privacy

1. Choose *App Privacy* from the *General* section.




2. Select **Get Started**.

App Privacy

Publish

Privacy Policy

English (U.S.)

 To make changes to the privacy policy, create a new app version. All other changes will be immediately available on the App Store.

Privacy Policy URL ?

<https://www.apple.com/privacy-policy/>

User Privacy Choices URL (Optional) ?

The App Store is designed to be a safe and trusted place for people to discover apps from talented developers just like you. Your app can influence culture and change lives, so that's why we're counting on you to help us protect users' privacy.

After clicking Get Started, you'll be asked to provide some information about your app's data collection practices. This information will appear on your app's product page, where users can see what data your app collects and how it's used.

Get Started

3. Select the *Yes, we collect data from this app* option, then choose **Next**.

4. Under *Usage Data*, select the *Product Interaction* option. No other options should be selected here. Choose **Save**.

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

5. Under *Data Types*, select **Set Up Product Interaction**.

6. Select the *Analytics* and *App Functionality* options, then choose **Next**.

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

Used 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

7. Choose the *No, product interaction data collected from this app is not linked to the user's identity* radio option, then select **Next**.

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

8. Continue to select **Next** until the following *Product Interaction* screen displays. Select the *No, we do not use product interaction data for tracking purposes* radio option, then choose **Save**.

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](#)

9. Choose **Publish** to complete and publish the App Privacy requirements.

App Info

Under *Content Rights*, select the option stating *No, it does not contain or access third-party content*.

Content Rights

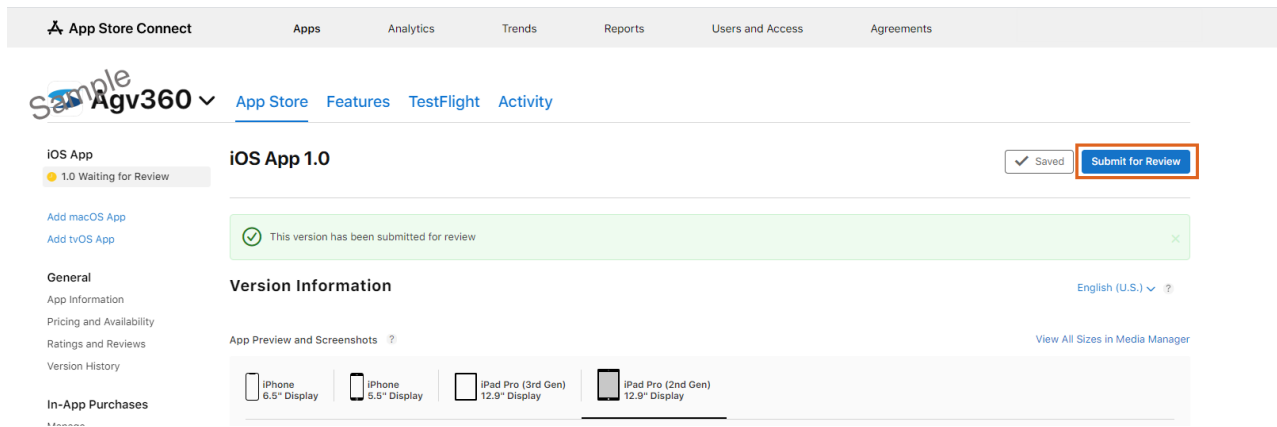
Apps that contain, show, or access third-party content must have all the necessary rights to that content or be otherwise permitted to use it under the laws of each App Store country or region in which they're available. [Learn more about the App Store guidelines](#).

Does your app contain, show, or access third-party content?

- Yes, it contains, shows, or accesses third-party content, and I have the necessary rights
- No, it does not contain, show, or access third-party content

[Cancel](#) [Done](#)

When all information has been completed, select **Submit for Review**.

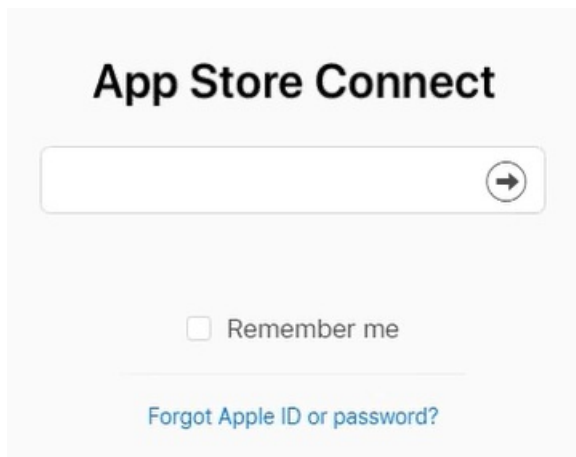


Apple will review the information provided and send notifications if any area needs to be addressed. Once the app has been approved, an email notification is sent.

Adding a New Build

When a new iOS build is released, the build will need to be added in the App Store for the Grower360 Native App. The latest build number will be communicated via email when a new build is available.

1. Go to appstoreconnect.apple.com/login
2. Sign in using the Apple ID used to create the paid developer account and select the Grower360 developer account previously set up.



3. Upon opening the app, select the blue+ beside *iOS App* in the left navigation menu. In the new version dialog, enter an incremental App Store version number.

Note: These App Store versions are subject to change and may vary from the screenshots. The latest build number will be communicated via email when a new build is available.

iOS App 

2.0 Ready for Sale

iOS App 2.0

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

General

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

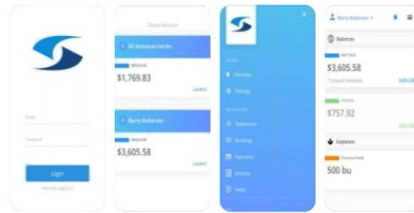
In-App Purchases

[Manage](#)
[App Store Promotions](#)

Version Information

App Preview and Screenshots 

 iPhone 6.5\" data-bbox="305 208 325 222"/> iPhone 5.5\" data-bbox="378 208 398 222"/> iPad Pro (3rd Gen) 12.9\" data-bbox="455 208 475 222"/> iPad Pro (2nd Gen) 12.9\" data-bbox="558 208 578 222"/>



4. An Agreement Update may be available. If so, it will need agreed upon before continuing with the version update.

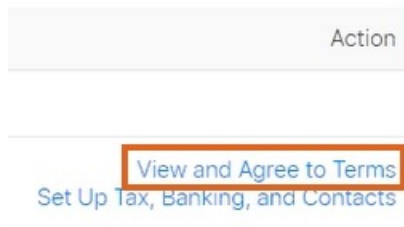
a. If an *Agreement Update* window displays, select **OK** to proceed to the agreement terms and conditions.

Agreement Update

Your paid application agreement is outdated. For more information, go to [Agreements, Tax, and Banking](#).

OK

b. Choose **View and Agree to Terms** in the *Agreements* grid.



c. Check *I have read and agreed to the terms presented above* checkbox on the *Paid Applications Agreement* window and choose **Agree**.

Paid Applications Agreement

Software Solutions Integrated, LLC
140 E South 1ST St
Shelbyville, Illinois 62565-2214
United States

and discovery of content on Apple-branded hardware.

2.2 All Licensed Applications will be delivered by You to Apple using software tools, a secure FTP site address and/or such other delivery methods as prescribed by Apple.

2.3 You hereby certify that all of the Licensed Applications You deliver to Apple under this Schedule 2 are authorized for export from the United States to each of the countries listed on Exhibit A hereto, in accordance with the requirements of all applicable laws, including but not limited to the United States Export Administration Regulations, 15 C.F.R. Parts 730-774 and the International Traffic In Arms Regulations 22 C.F.R. Parts 120-130. Without limiting the generality of this Section 2.3, You certify that (i) none of the Licensed Applications contains, uses or supports any data encryption or cryptographic functions; or (ii) in the event that any Licensed Application contains, uses or supports any such data encryption or cryptographic functionality, You certify that You have complied with the United States Export Administration Regulations, and are in possession of, and will upon request provide Apple with, a PDF copy of Your Encryption Registration Number (ERN), or export classification ruling (CCATS) issued by the United States Commerce Department, Bureau of Industry and Security and PDF copies of appropriate authorizations from other countries that mandate import authorizations for that Licensed Application, as required. You acknowledge that Apple is relying upon Your certification in this Section 2.3 to determine if it may export and download data from Apple devices under this Schedule 2.

All prices refer to the [App Store Pricing Matrix](#).

I have read and agreed to the terms presented above.

[Download Agreement Terms](#)

[Cancel](#) [Agree](#)

- d. Once terms have been agreed to, select *App Store Connect* at the top of the window. Then choose **My Apps** on the App Store connect page to navigate back to the app page.
 - e. Select the blue + next to *iOS App* in the left navigation menu again to proceed with adding a new build.
5. Review and enter metadata about the new version.
 - o When a new version is created, the metadata from the current version is automatically transferred to the new version.
 - o For a description of the version properties, visit [Platform version information](#). For the required and localizable properties, refer to [Required, localizable, and editable properties](#).
 6. Choose **Add Build**.

The screenshot shows the App Store Connect interface for an app named 'iOS App 2.0.0'. The top navigation bar includes 'Agv360', 'App Store', 'Services', 'TestFlight', and 'Xcode Cloud'. On the left, there are navigation links for 'iOS App', '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', and 'Subscriptions'. The main content area shows the 'iOS App 2.0.0' version information, including a 'Save' button and an 'Add for Review' button. Below this, there is a section for 'Version Information' and a section for 'Build' which is highlighted with a red box. The 'Build' section contains the text 'Upload your builds using one of several tools. See Upload Tools' and a blue 'Add Build' button, also highlighted with a red box.

7. Choose the 2.0.0 build and then choose **Done**.

Add Build

BUILD	VERSION
 2.0.0	2.0.0

[Cancel](#) [Done](#)

8. Fill in the *What's New in This Version* information.

Agv360 ▾ [App Store](#) [Services](#) [TestFlight](#) [Xcode Cloud](#)

iOS App
● 2.0.0 Prepare for Submission
● 1.1.0 Ready for Sale

[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

iOS App 2.0.0

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

Version Information English (U.S.) ▾ ?

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

Description ?

Agv360 is a convenient tool allowing you to view the status and history of your account. This app provides quick access to all the information you frequently have questions about such as invoices, payments, and even allows you to submit a payment online.

3,746

What's New in This Version ?

This version will update our resources area to allow larger files to be viewed from the app.

3,957

9. Choose **Save**.

Agv360 ▾ [App Store](#) [Services](#) [TestFlight](#) [Xcode Cloud](#)

iOS App
● 2.0.0 Prepare for Submission
● 1.1.0 Ready for Sale

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

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

iOS App 2.0.0


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

Version Information English (U.S.) ▾ ?

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

> **Apple Watch** ?

Build

BUILD	VERSION	HAS APP CLIP
 2.0.0	2.0.0	NO

10. After completing the app building process, add it to the **latest version** on the App Store by selecting **Add for Review** and it for review.

11. Choose **Submit to App Review**.


Agv360 ▾ [App Store](#) [Services](#) [TestFlight](#) [Xcode Cloud](#)

< [App Review](#)

Confirm Submission


[Submit to App Review](#)

● Ready for Review

 You can add multiple items for review. Only one submission can be submitted to App Review at a time.

Items Ready for Review (1)

App Store Version

 iOS App 2.0.0
2.0.0 (2.0.0)

12. A confirmation message will appear upon successful submission of the application.

The screenshot shows the Agv360 App Store submission confirmation page. At the top, there is a navigation bar with the Agv360 logo and links for App Store, Services, TestFlight, and Xcode Cloud. Below the navigation bar, the page displays the submission date and time: "Apr 27, 2023 at 2:03 PM". A status indicator shows "Waiting for Review". A green confirmation message is highlighted with a red border: "Your submission has been submitted to App Review." Below this message, a table provides submission details:

Date Submitted	Submitted By	Submission ID
Apr 27, 2023 at 2:03 PM	Sara Thoele	39bb24dc-d4cb-4698-a543-b01d1e245dda

Under the table, it indicates "Items Submitted (1)" and "App Store Version". A single item is listed: "iOS App 2.0.0 (2.0.0)". At the bottom, there is a "Cancel Submission" link.

Apple will reach out if there is a problem with the submission or when it has been accepted. Please contact [SSI Support](#) with any questions.