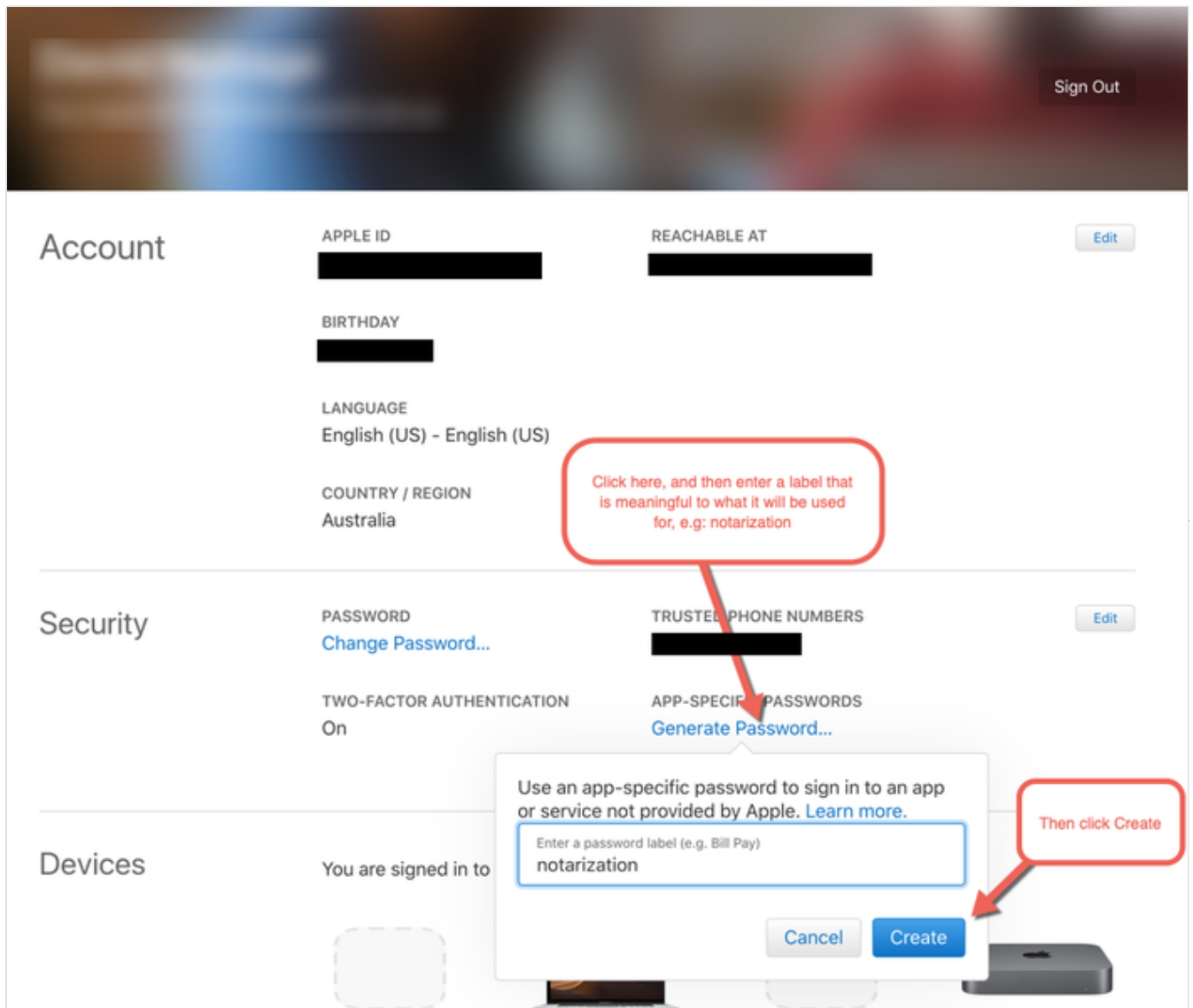
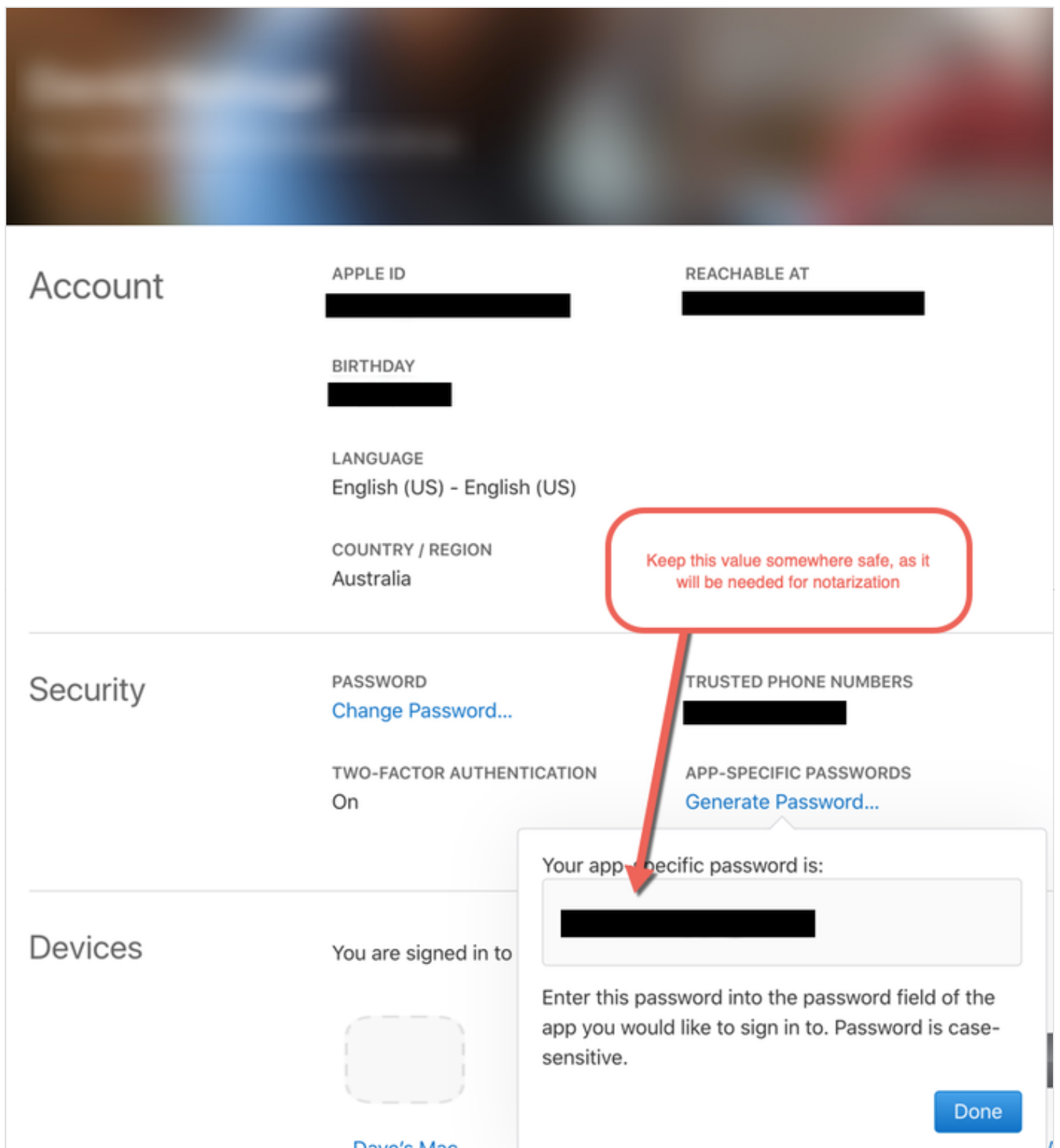


MacOS Notarization

Follow the steps below to notarize a macOS 64-bit app:

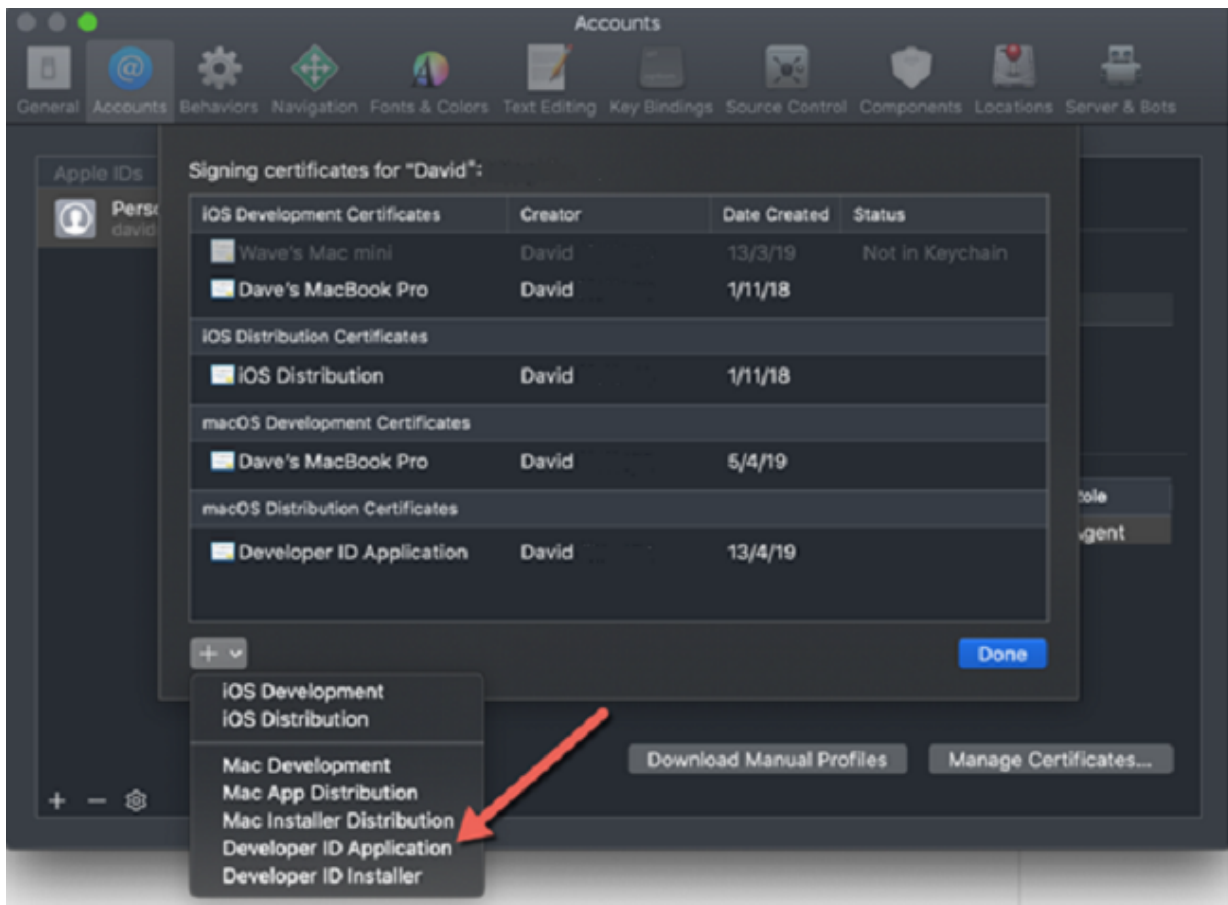
1. Create an application-specific password to use with Notarization at the Apple ID site.





Assuming the password is 'myPassword', and the Apple ID is 'myAppleID'.

2. Create Developer ID certificate using Xcode or Apple Developer site.



Assuming the certificate is myDeveloperIDCertificate.

3. Create an application in the IDE.

- Create an application (assuming this application name is myApp).
- Create a connection profile to the Mac machine (assuming this connection profile is called myMac).
- Set target platform to **macOS 64-bit**.
- Set target platform configuration to **Developer ID**.
- Set connection profile to myMac.

4. Go to **Project > Options > Deployment > Provisioning** and do the following:

- Set build type to **macOS 64-bit - Developer ID**.
- Set Apple ID.
- Set App-specific password.
- Set Developer ID Application Certificate.
- Select **Attach a ticket to the notarized application** to allow it to run offline if needed.

5. Click **Run** or **Run Without Debugging**, or go to **Project > Build** and **Project > Deploy**.

Attention: To prevent the app from crashing after being notarized, macOS notarization requires the *Allow unsigned executable memory entitlement* enabled.

See Also

- [10.3 Rio - Release 2](#)
- [macOS Application Development](#)
- [Debugging macOS Applications](#)

- macOS Notarization (https://developer.apple.com/documentation/security/notarizing_your_app_before_distribution)

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