

TestFlight FAQ



2014-7-17
Apple Inc.

© 2014 Apple Inc.

All rights reserved.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form or by any means, mechanical, electronic, photocopying, recording, or otherwise, without prior written permission of Apple Inc., with the following exceptions: Any person is hereby authorized to store documentation on a single computer for personal use only and to print copies of documentation for personal use provided that the documentation contains Apple's copyright notice.

The Apple logo is a trademark of Apple Inc.

Use of the "keyboard" Apple logo (Option-Shift-K) for commercial purposes without the prior written consent of Apple may constitute trademark infringement and unfair competition in violation of federal and state laws.

No licenses, express or implied, are granted with respect to any of the technology described in this document. Apple retains all intellectual property rights associated with the technology described in this document. This document is intended to assist iTunes Content Developers to manage and deliver content for the iTunes Store.

Every effort has been made to ensure that the information in this document is accurate. Apple is not responsible for typographical errors.

Apple Inc.
1 Infinite Loop
Cupertino, CA 95014
408-996-1010

Even though Apple has reviewed this document, APPLE MAKES NO WARRANTY OR REPRESENTATION, EITHER EXPRESS OR IMPLIED, WITH RESPECT TO THIS DOCUMENT, ITS QUALITY, ACCURACY, MERCHANTABILITY, OR FITNESS FOR A PARTICULAR PURPOSE. AS A RESULT, THIS DOCUMENT IS PROVIDED "AS IS," AND YOU, THE READER, ARE ASSUMING THE ENTIRE RISK AS TO ITS QUALITY AND ACCURACY. IN NO EVENT WILL APPLE BE LIABLE FOR DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM ANY DEFECT OR INACCURACY IN THIS DOCUMENT, even if advised of the possibility of such damages THE WARRANTY AND REMEDIES SET FORTH ABOVE ARE EXCLUSIVE AND IN LIEU OF ALL OTHERS, ORAL OR WRITTEN, EXPRESS OR IMPLIED. No Apple dealer, agent, or employee is authorized to make any modification, extension, or addition to this warranty.

Some states do not allow the exclusion or limitation of implied warranties or liability for incidental or consequential damages, so the above limitation or exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Table of Contents

Revision History.....	4
Joining a Beta with the TestFlight app on iOS.....	5
On what devices will TestFlight be accessible?.....	6
Can I beta test Mac apps?	6
How many devices can I use for testing beta apps?	6
Can I be a beta tester for multiple developers?	6
Is there a limit to how many apps I can be beta testing at one time?	6
How long is the beta period for an app?	6
What happens if I receive an invitation to beta test an app and do not get a chance to test it within the 30 day period?	6
How will I know which apps on my device are beta apps?	6
What happens if I already have the live app installed on my device when a developer sends me a invitation to beta test a new version?	6
What happens when a new beta version is available for an app that I am already beta testing?	7
What happens if the app will not load on my device?	7
How do I provide feedback to the developer?	7
If an app has In-App Purchases, do I have to purchase them with my own iTunes payment method?	7
What happens when the beta period is over?.....	7
How do I remove a beta app from my device?.....	7
Can I decline to beta test an app?	7

Revision History

July 17, 2014—v1. Created.

Joining a Beta with the TestFlight app on iOS

The TestFlight app makes the installation of beta apps simple—free of burdening testers and developers from having to worry about UDIDs or provisioning profiles.

Once a beta app is installed, TestFlight will notify you each time a new build is available for testing, install updates, provide testers with instructions on where to focus, and give testers an easy way to provide feedback.

On what devices will TestFlight be accessible?

The TestFlight app will be available for iPhone, iPad, and iPod touch running iOS 8 or later.

Can I beta test Mac apps?

No. TestFlight Beta Testing is designed to work with iOS.

How many devices can I use for testing beta apps?

You can use up to 10 devices.

Can I be a beta tester for multiple developers?

Yes. You can beta test multiple different apps from multiple different developers.

Is there a limit to how many apps I can be beta testing at one time?

No there is no limit to how many apps you can test at one time.

How long is the beta period for an app?

The beta period lasts for 30 days from the day it is released to testers. You will see a countdown of the number of days remaining for each app below the Open button for the app within the TestFlight app.

What happens if I receive an invitation to beta test an app and do not get a chance to test it within the 30 day period?

If you accept an invitation to beta test an app, but do not install it within the 30 day period, it will move to your expired apps list until an update is made available by the developer.

How will I know which apps on my device are beta apps?

Beta apps will be indicated with an orange dot next to the app name on your device.

What happens if I already have the live app installed on my device when a developer sends me an invitation to beta test a new version?

If you are invited to beta test an app that is already on your device as a live app, the beta version of the app will replace the live version of the app.

What happens when a new beta version is available for an app that I am already beta testing?

You will receive an update notification for the app within the TestFlight app.

What happens if the app will not load on my device?

If you are invited to beta test an app and it will not load on your device, you should contact the developer that invited you.

How do I provide feedback to the developer?

When you tap Provide Feedback button in the App Details view within the TestFlight app, an email will automatically be opened with all the pertinent app and device details. You can then also add additional details and screenshots.

If an app has In-App Purchases, do I have to purchase them with my own iTunes payment method?

No. In-App Purchases made with beta builds are free within the context of the beta version.

What happens when the beta period is over?

When the beta period has ended, the beta app will no longer work and you will be required to purchase or download the app from the App Store if you wish to do so. Note that any In-App Purchases made with beta builds are only free within the context of the beta version. Once you update to the final version from the App Store, you will be required to purchase the In-App Purchases using your own iTunes payment method.

How do I remove a beta app from my device?

You can delete a beta app from your device as you would normally delete a live app by tapping on the icon until it wiggles and an X appears that you can tap to delete the app.

Can I decline to beta test an app?

If you do not click to accept from the invite email then the beta will not be installed and you will not be beta testing for that app. Additionally, you can select unsubscribe from within the invitation email and that will notify the developer to remove you from their list. Last, if you accepted and no longer wish to beta the app you can delete yourself from the beta program from within the App Details page in the TestFlight app.