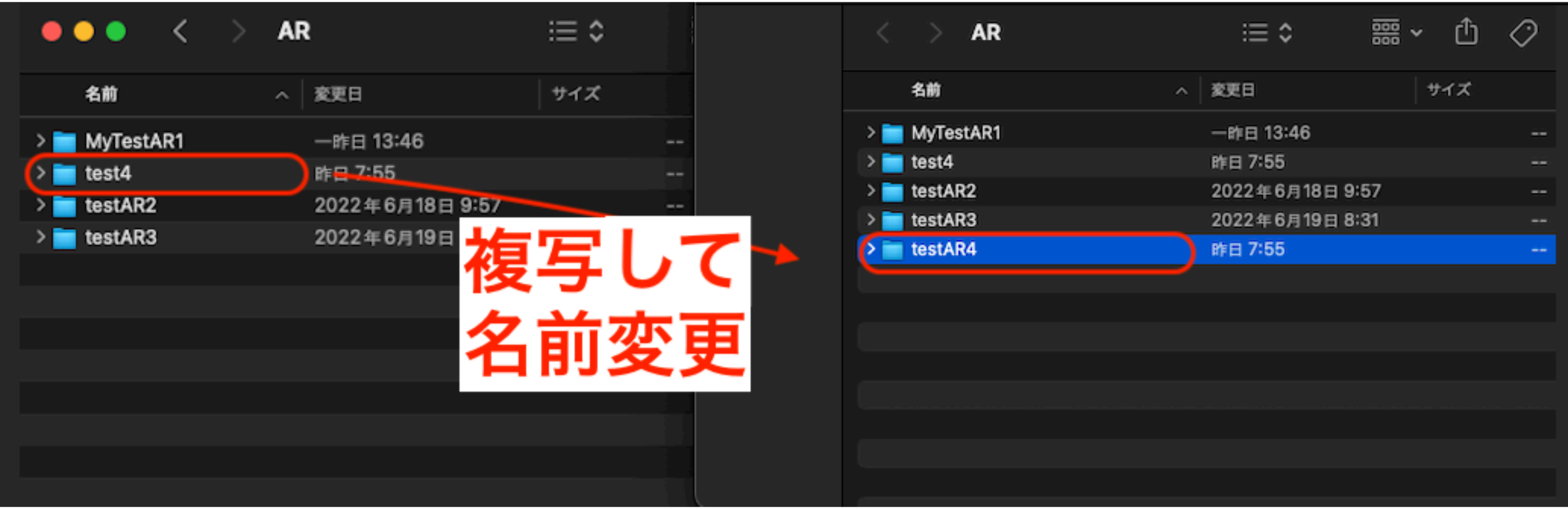
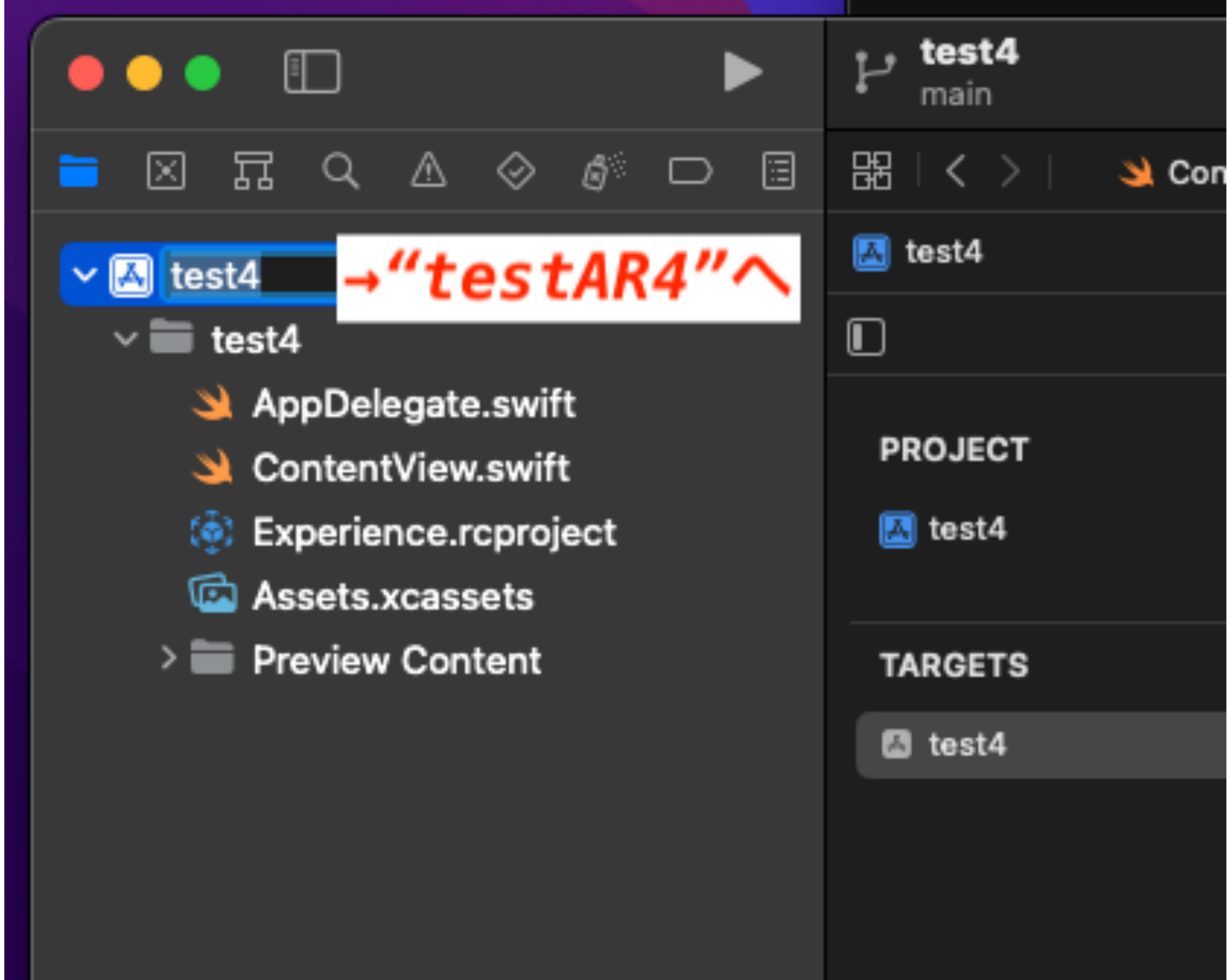
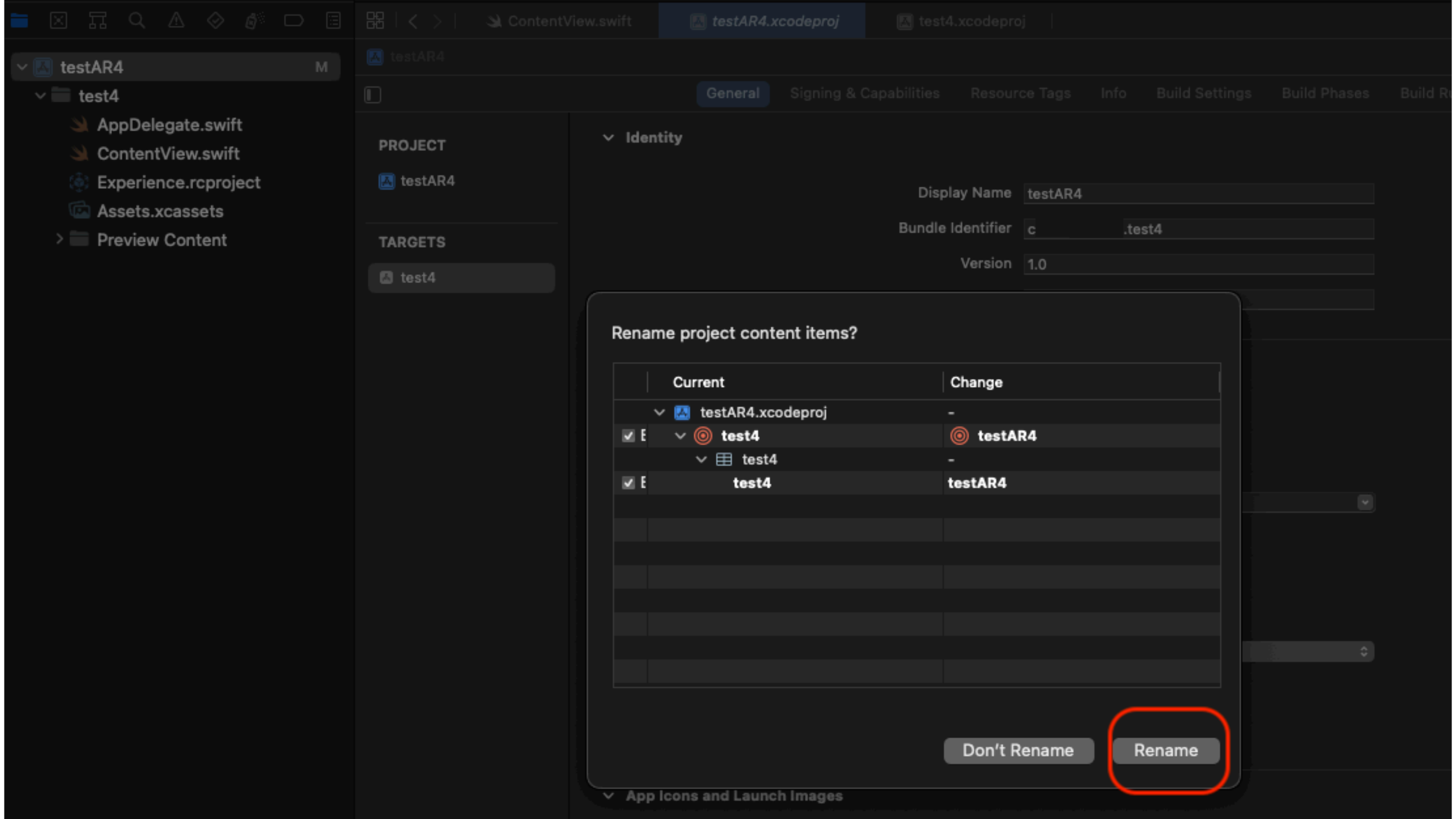
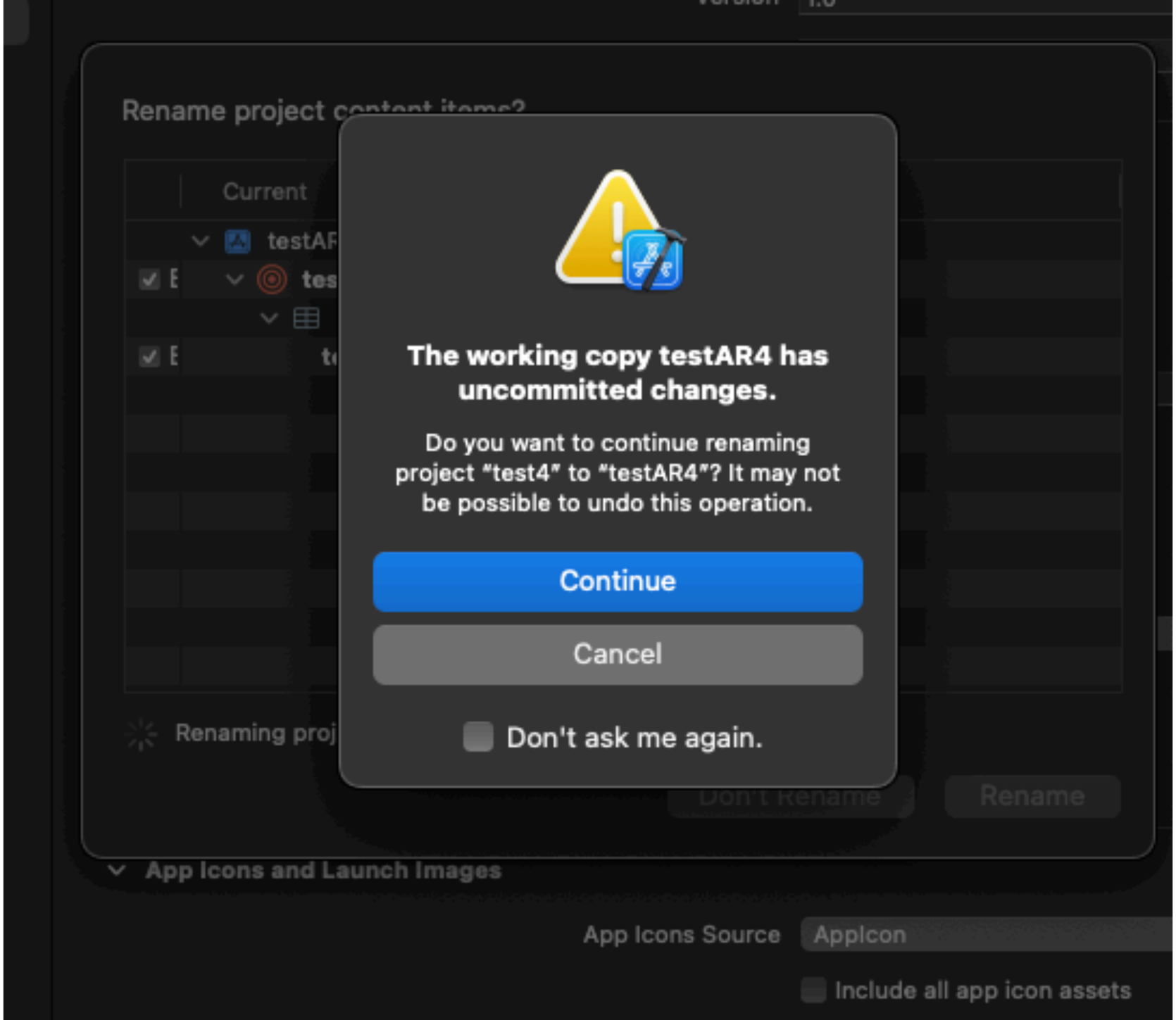
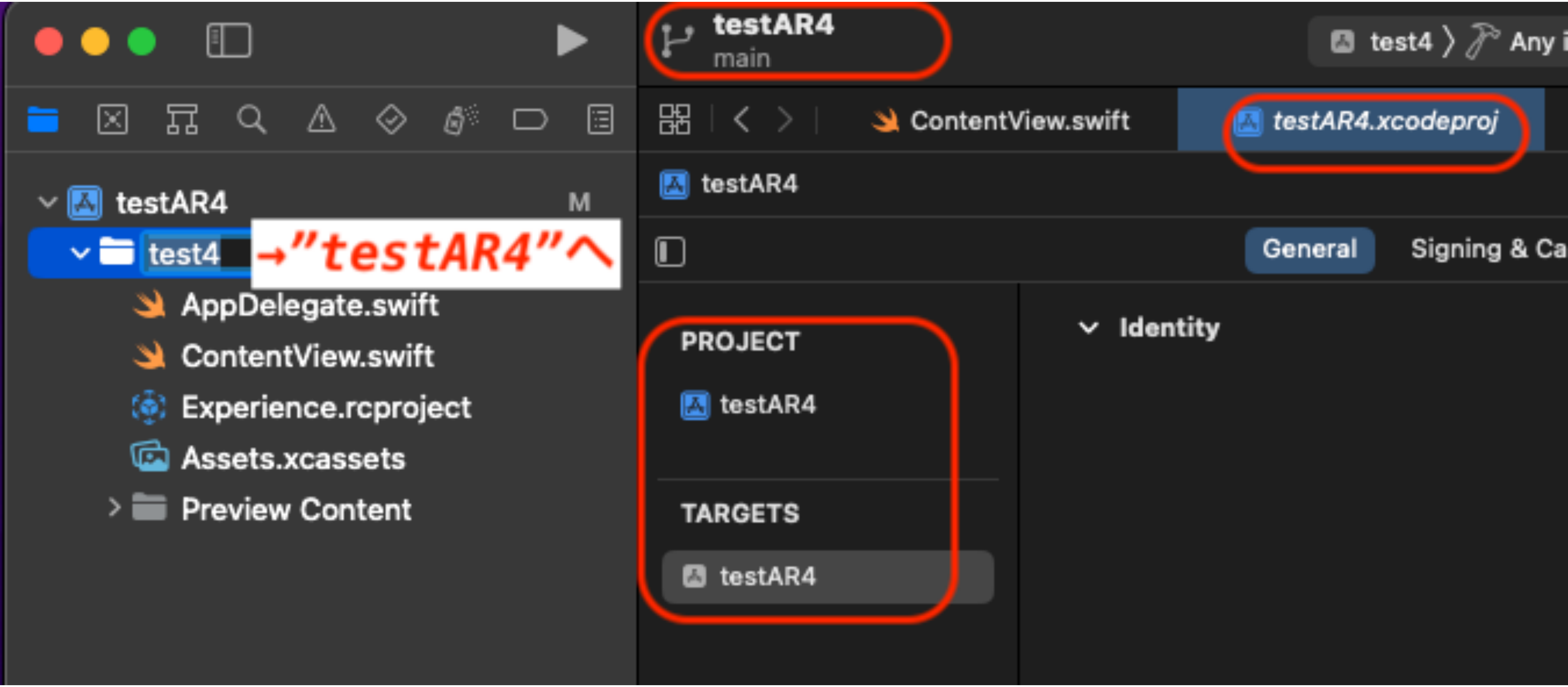
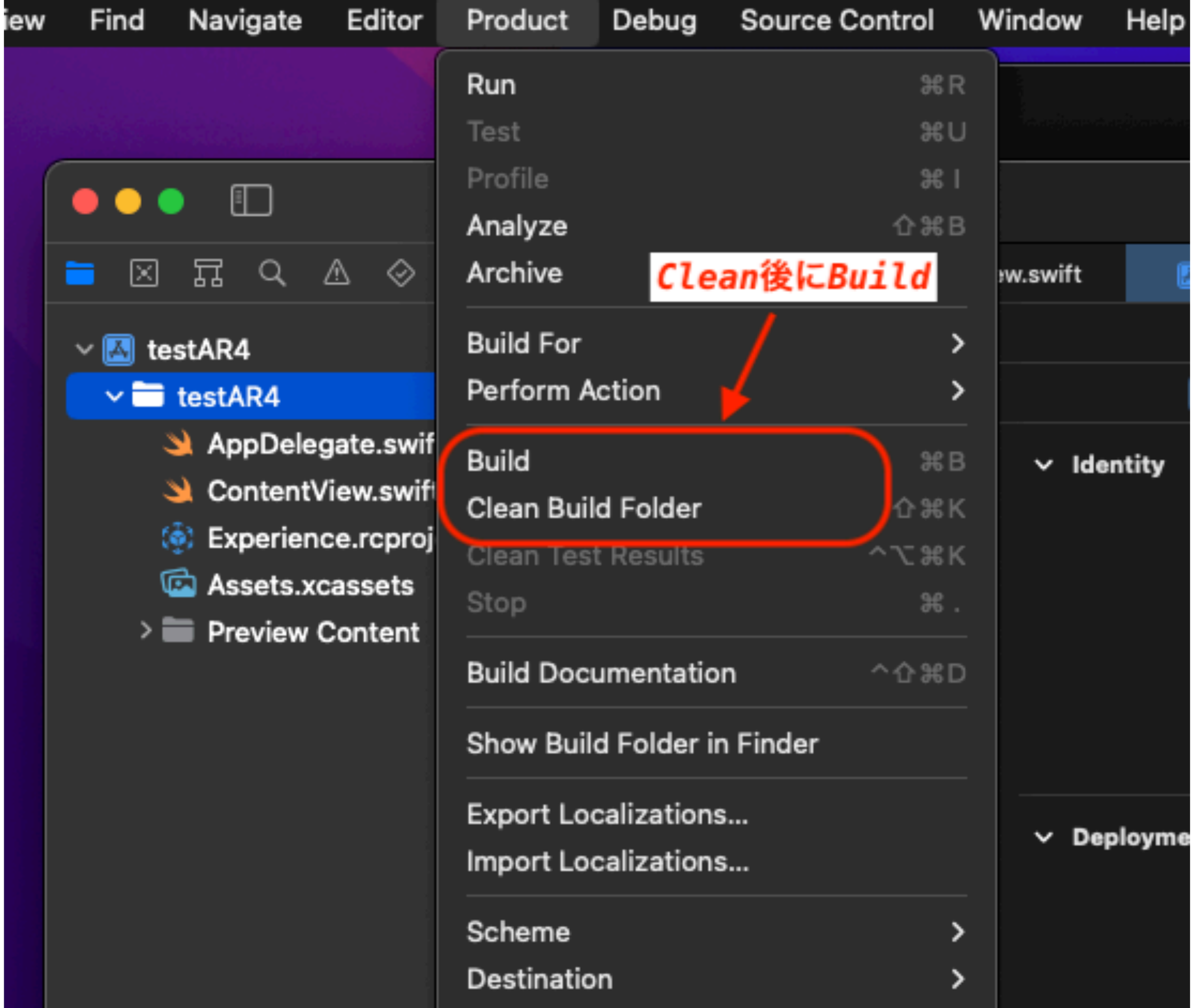

AR
名前
変更日
サイズ
MyTestAR1
一昨日 13:46
test4
昨日 7:55
testAR2
2022年6月18日 9:57
testAR3
2022年6月19日
複写して
名前変更
AR
名前
変更日
サイズ
MyTestAR1
一昨日 13:46
test4
昨日 7:55
testAR2
2022年6月18日 9:57
testAR3
2022年6月19日 8:31
testAR4
昨日 7:55

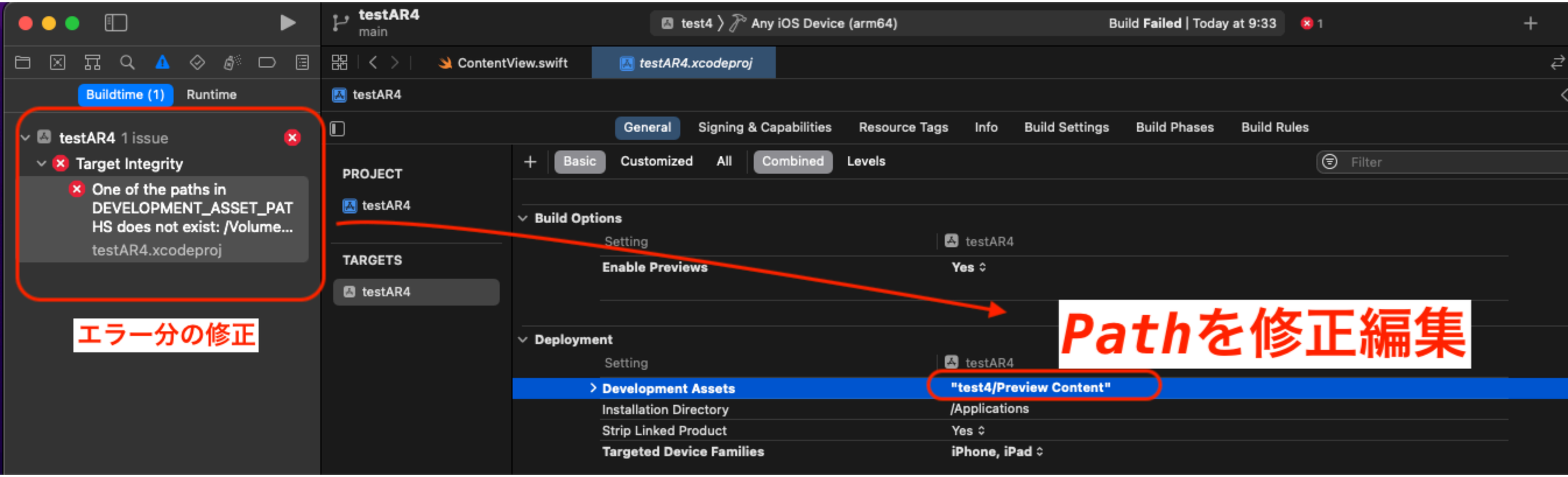

test4
main
test4
→“testAR4”へ
test4
AppDelegate.swift
ContentView.swift
Experience.rcproject
Assets.xcassets
Preview Content
test4
PROJECT
test4
TARGETS
test4

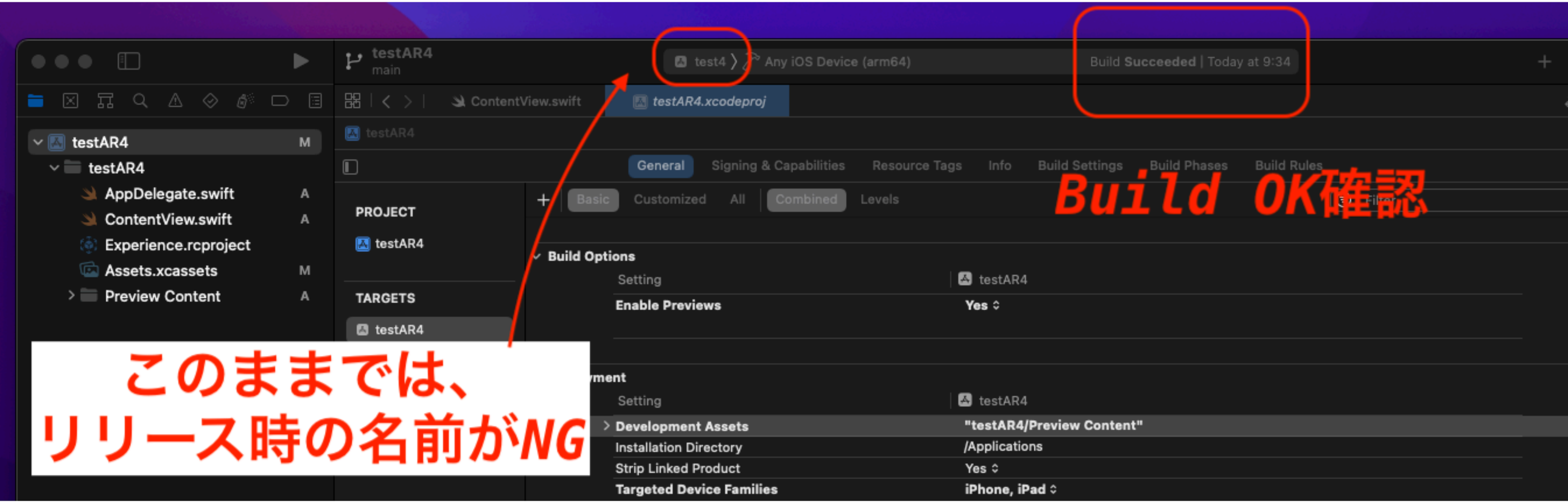

ContentView.swift
testAR4.xcodeproj
test4.xcodeproj
testAR4
M
test4
AppDelegate.swift
ContentView.swift
Experience.rcproject
Assets.xcassets
Preview Content
General
Signing & Capabilities
Resource Tags
Info
Build Settings
Build Phases
PROJECT
testAR4
TARGETS
test4
Identity
Display Name
testAR4
Bundle Identifier
c
.test4
Version
1.0
Rename project content items?
Current
Change
testAR4.xcodeproj
-
test4
testAR4
test4
-
test4
testAR4
Don't Rename
Rename
App Icons and Launch Images

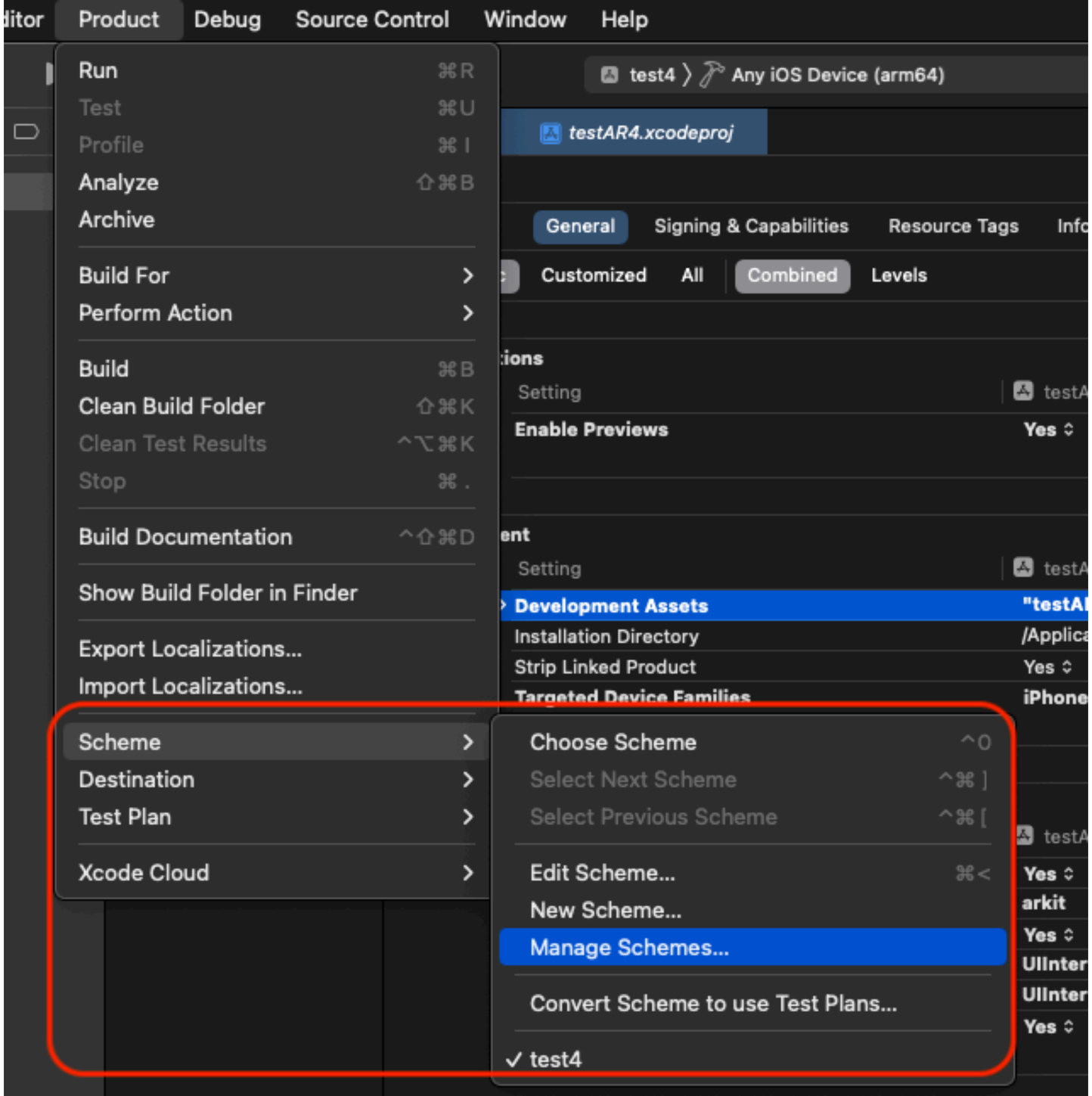

Rename project content items?
Current
testAR
tes
Renaming proj
Don't Rename
Rename
The working copy testAR4 has uncommitted changes.
Do you want to continue renaming project "test4" to "testAR4"? It may not be possible to undo this operation.
Continue
Cancel
Don't ask me again.
App Icons and Launch Images
App Icons Source
AppIcon
Include all app icon assets

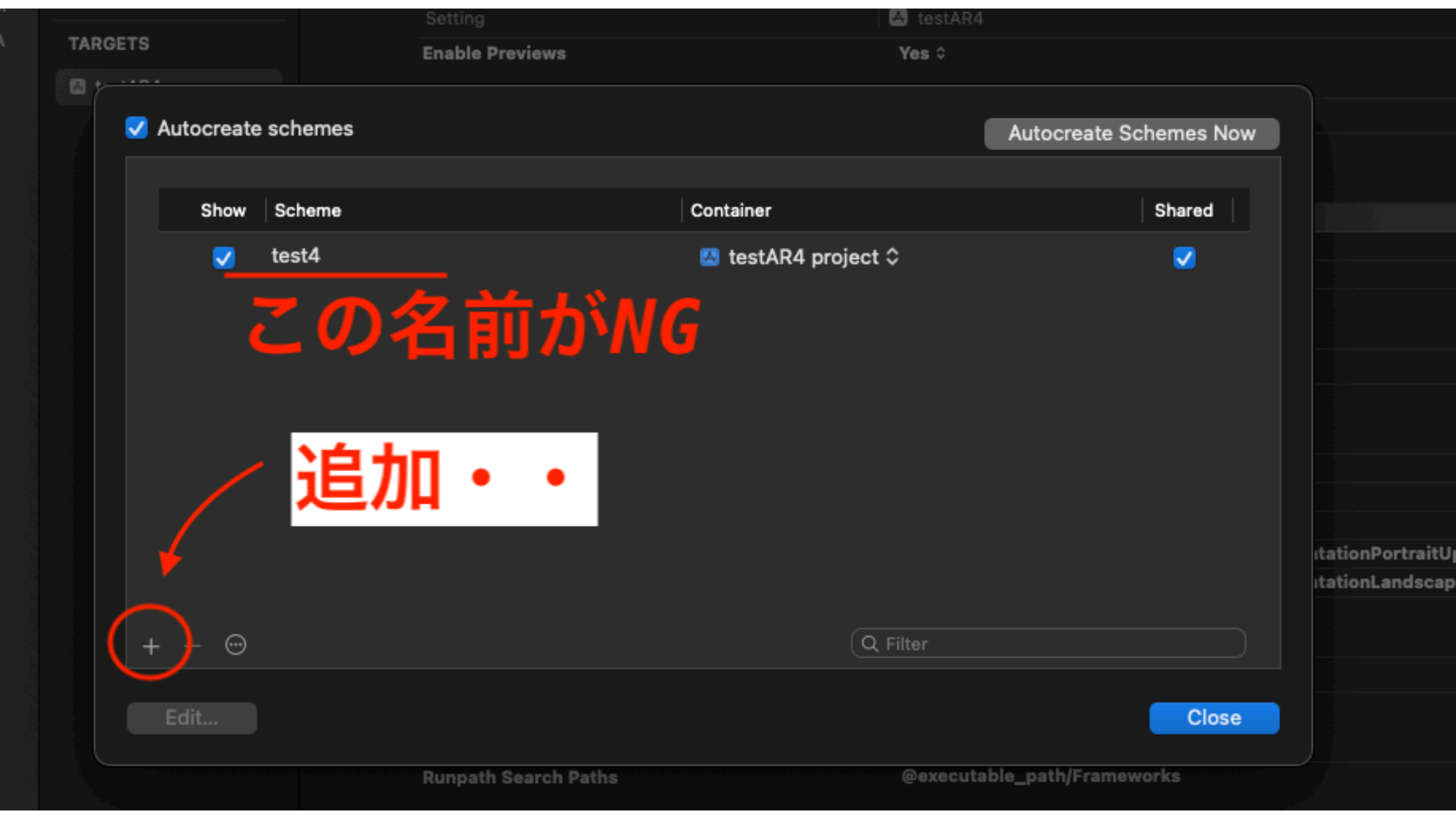

testAR4
main
test4
Any i
ContentView.swift
testAR4.xcodeproj
testAR4
M
test4
→"testAR4"へ
AppDelegate.swift
ContentView.swift
Experience.rcproject
Assets.xcassets
Preview Content
testAR4
General
Signing & Ca
PROJECT
testAR4
TARGETS
testAR4
Identity


Find
Navigate
Editor
Product
Debug
Source Control
Window
Help
Run ⌘R
Test ⌘U
Profile ⌘I
Analyze ⇧⌘B
Archive
Clean後にBuild
Build For
Perform Action
Build ⌘B
Clean Build Folder ⇧⌘K
Clean Test Results ^⌥⌘K
Stop ⌘.
Build Documentation ^⇧⌘D
Show Build Folder in Finder
Export Localizations...
Import Localizations...
Scheme
Destination
testAR4
testAR4
AppDelegate.swif
ContentView.swif
Experience.rcproj
Assets.xcassets
Preview Content
Identity
Deployme


testAR4
main
test4 〉 Any iOS Device (arm64)
Build Failed | Today at 9:33
1
ContentView.swift
testAR4.xcodeproj
Buildtime (1)
Runtime
testAR4 1 issue
Target Integrity
One of the paths in DEVELOPMENT_ASSET_PATHS does not exist: /Volume...
testAR4.xcodeproj
エラー分の修正
testAR4
General
Signing & Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
PROJECT
testAR4
TARGETS
testAR4
Basic
Customized
All
Combined
Levels
Filter
Build Options
Setting
testAR4
Enable Previews
Yes
Deployment
Setting
testAR4
Development Assets
"test4/Preview Content"
Installation Directory
/Applications
Strip Linked Product
Yes
Targeted Device Families
iPhone, iPad
Pathを修正編集


testAR4
main
test4
Any iOS Device (arm64)
Build Succeeded | Today at 9:34
ContentView.swift
testAR4.xcodeproj
testAR4
M
testAR4
AppDelegate.swift
A
ContentView.swift
A
Experience.rcproject
Assets.xcassets
M
Preview Content
A
General
Signing & Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
Build OK確認
PROJECT
testAR4
TARGETS
testAR4
Basic
Customized
All
Combined
Levels
Build Options
Setting
testAR4
Enable Previews
Yes
Setting
testAR4
Development Assets
"testAR4/Preview Content"
Installation Directory
/Applications
Strip Linked Product
Yes
Targeted Device Families
iPhone, iPad
このままでは、
リリース時の名前がNG


Product
Debug
Source Control
Window
Help
Run ⌘R
Test ⌘U
Profile ⌘I
Analyze ⇧⌘B
Archive
Build For
Perform Action
Build ⌘B
Clean Build Folder ⇧⌘K
Clean Test Results ⌃⌥⌘K
Stop ⌘.
Build Documentation ⌃⇧⌘D
Show Build Folder in Finder
Export Localizations...
Import Localizations...
Scheme
Destination
Test Plan
Xcode Cloud
Choose Scheme ⌃0
Select Next Scheme ⌃⌘]
Select Previous Scheme ⌃⌘[
Edit Scheme... ⌘<
New Scheme...
Manage Schemes...
Convert Scheme to use Test Plans...
✓ test4
test4 〉 Any iOS Device (arm64)
testAR4.xcodeproj
General
Signing & Capabilities
Resource Tags
Customized
All
Combined
Levels
Setting
Enable Previews
Yes
Development Assets
Installation Directory
Strip Linked Product
Targeted Device Families
iPhone


TARGETS
Setting
testAR4
Enable Previews
Yes
Autocreate schemes
Autocreate Schemes Now
Show
Scheme
Container
Shared
test4
testAR4 project
この名前がNG
追加・・
Filter
Edit...
Close
Runpath Search Paths
@executable_path/Frameworks

Autocreate schemes

Autocreate Schemes Now

| Show | Scheme | Container | Shared |
| --- | --- | --- | --- |
| ✓ | test4 | testAR4 project | ✓ |

Target: testAR4

Name: testAR4

Cancel | OK

Filter

Edit...

Close

Runpath Search Paths

@executable_path/Frameworks

Autocreate schemes

Autocreate Schemes Now

| Show | Scheme | Container | Shared |
|---|---|---|---|
| ✓ | testAR4 | testAR4 project | ✓ |
| ✓ | test4 | testAR4 project | ✓ |

不要分
削除

期待の対応分

Filter

Edit...

Close

Runpath Search Paths

@executable_path/Frameworks

testAR4
main

testAR4 〉 Any iOS Device (arm64)

Build **Succeeded** | Today at 9:34

ContentView.swift | testAR4.xcodeproj

testAR4

General | Signing & Capabilities | Resource Tags | Info | Build Settings | Build Phases | Build Rules

PROJECT

testAR4

TARGETS

Basic | Customized | All | Combined | Levels

**Build Options**

| Setting | testAR4 |
| --- | --- |
| **Enable Previews** | **Yes** |

Autocreate schemes

Autocreate Schemes Now

| Show | Scheme | Container | Shared |
| --- | --- | --- | --- |
| ✓ | testAR4 | testAR4 project | ✓ |

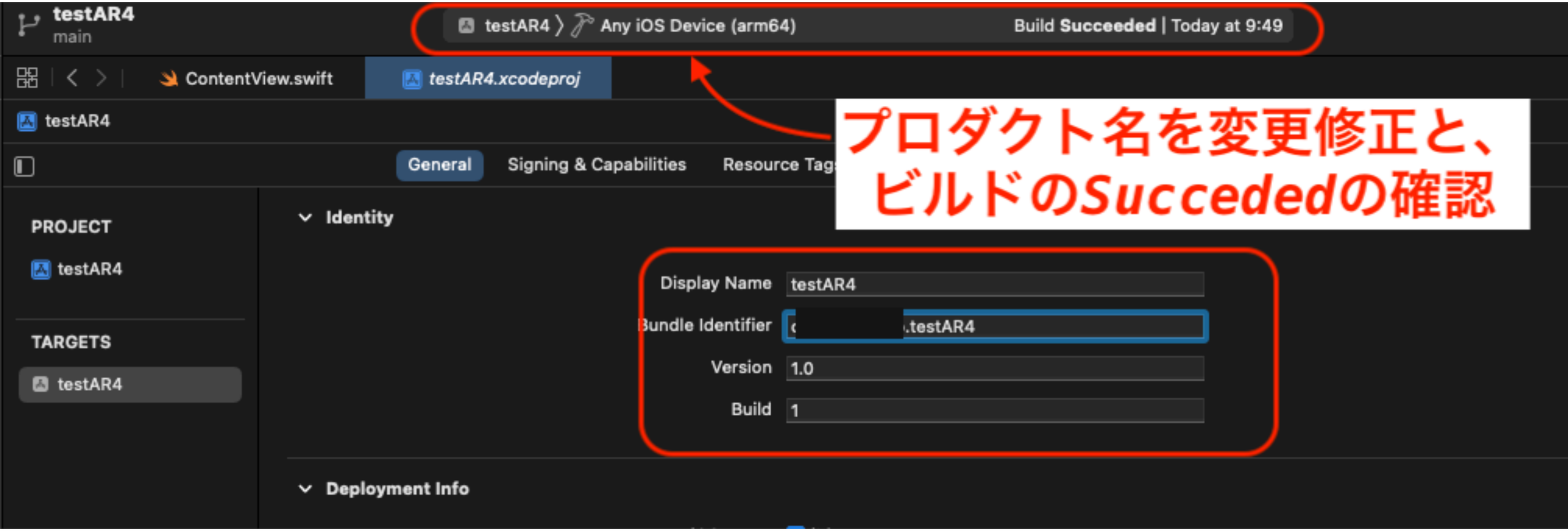
Filter

Edit...

Close

Runpath Search Paths

@executable_path/Frameworks


testAR4
main
testAR4 〉 Any iOS Device (arm64)
Build Succeeded | Today at 9:49
ContentView.swift
testAR4.xcodeproj
testAR4
General
Signing & Capabilities
Resource Tag
プロダクト名を変更修正と、
ビルドのSuccededの確認
PROJECT
testAR4
TARGETS
testAR4
Identity
Display Name
testAR4
Bundle Identifier
.testAR4
Version
1.0
Build
1
Deployment Info