



To join the Aphid: Clone Yourself beta, open the link on your iPhone, iPad, or Mac after you install TestFlight.



## Testing Apps with TestFlight

Help developers test beta versions of their apps and App Clips using the TestFlight app. Download TestFlight on the App Store for iPhone, iPad, Mac, Apple TV, Apple Vision Pro, Watch, and iMessage.

### Getting started

To test beta versions of apps and App Clips using TestFlight, you'll need to accept an email or public link invitation from the developer and have a device that you can use to test. You'll be able to access the builds that the developer makes available to you.

Note: Developers can choose to set criteria for their beta, such as a preferred device or OS. You must have the preferred device and OS in order to accept the invitation. You can tap or click Learn More in the invite to view the specific device and OS requirements the developer is looking for.

If you're a member of the developer's team, the developer can give you access to all builds or certain builds.

## Required OS by platform

- iOS or iPadOS apps: iPhone or iPad running iOS 16 or iPadOS 16 or later. App Clips require iOS 16 or iPadOS 16, or later.
- macOS apps: Mac running macOS 13 or later.
- tvOS apps: Apple TV running tvOS 18 or later.
- visionOS apps: Apple Vision Pro running visionOS 1 or later.
- watchOS apps: Apple Watch running watchOS 9 or later.

## Available languages

### iOS, iPadOS, macOS, tvOS, and watchOS

Arabic, Catalan, Chinese (simplified), Chinese (traditional), Croatian, Czech, Danish, Dutch, English (Australia), English (U.K.), English (U.S.), Finnish, French, French (Canada), German, Greek, Hebrew, Hindi, Hungarian, Indonesian, Italian, Japanese, Korean, Malaysian, Norwegian, Polish, Portuguese (Brazil), Portuguese (Portugal), Romanian, Russian, Slovak, Spanish, Spanish (Latin America), Swedish, Thai, Turkish, Ukrainian, and Vietnamese.

### visionOS

Arabic, Chinese (Simplified), Chinese (Traditional), English (Australia), English (U.K.), English (U.S.), French, French (Canada), German, Italian, Japanese, Korean, Spanish, and Spanish (Latin America)

## Installing and testing beta apps

Each build is available to test for up to 90 days, starting from the day the developer uploads their build. You can see how many days you have left for testing under the app name in TestFlight. TestFlight will notify you each time a new build is available and will include instructions on what you need to test. Alternatively, with TestFlight 3 or later, you can turn on automatic updates to have the latest beta builds install automatically.

When the testing period is over, you'll no longer be able to open the beta build. To install the App Store version of the app, download or purchase the app from the App Store. In-app purchases are free only during beta testing, and any in-app purchases made during testing will not carry over to App Store versions.

Note: To automatically download additional in-app content and assets, such as Apple-Hosted Background Assets and Managed Background Assets after a beta app is installed, ensure the In-App Content or Automatically download in-app content option is enabled in your App Store settings for [iPhone](#), [iPad](#), [Mac](#), [Apple TV](#), and [Apple Vision Pro](#)

Apple-Hosted Background Assets: Devices must be running iOS/iPadOS 26 or later, and macOS 26 or later.

Managed Background Assets: Devices must be running iOS/iPadOS 16 or later, macOS 13 or later, tvOS 18.5 or later, and visionOS 2.4 or later.

## Installation

To get started, install TestFlight on the device you'll use for testing. Then, accept your email invitation or follow the public link invitation to install the beta app. The public link invitation will include a description of the beta app and may also include screenshots, the app category, and criteria you must meet to join the beta. You can install the beta app on up to 30 devices.

If you do not meet the tester criteria, the beta invitation will inform you that the developer requires you to test with a specific device and OS when you tap or click Learn More on the beta invitation. If you have a device that meets the criteria, you can install TestFlight on the device and then accept the beta invitation.

Keep in mind that you can accept an invitation on a non-preferred device as long as you have a device associated with TestFlight that meets the criteria set by the developer.

If you do not wish to accept an invitation, you can easily [give feedback](#) to help the developer by letting them know why.

*Note:* When testing your app's subscriptions in TestFlight, the renewal rate is accelerated. Each subscription is renewed daily, up to 6 times within a one-week period, regardless of the subscription's duration.

## Installing a beta iOS or iPadOS app via email or public link invitation

1. [Install TestFlight](#) on the iOS or iPadOS device that you'll use for testing.
2. Open your email invitation and tap "View in TestFlight" or tap the public link on your device.
3. If you're a new tester for the app, tap Accept, then tap Install to download the app to your device.

Note: If a compatible build is available for your device, an Install button will appear, allowing you to accept the invitation and install the compatible build.

If you're a returning tester, tap Update or Open.

## Installing a beta macOS app via email or public link invitation

1. [Install TestFlight](#) on the Mac that you'll use for testing.
2. Open your email invitation and click "View in TestFlight" or click the public link on your Mac.
3. If you're a new tester for the app, click Accept, then click Install to download the app to your device.

Note: If a compatible build is available for your device, an Install button will appear, allowing you to accept the invitation and install the compatible build.

If you're a returning tester, click Update or Open.

## Installing a beta tvOS app via email invitation

1. [Install TestFlight](#) on Apple TV.
2. Open your email invitation on a mobile device or computer.
3. Tap or click "View in TestFlight". You'll be taken to a web page with a redemption code.
4. Open TestFlight on Apple TV.
5. Go to Redeem and enter the redemption code.

## Installing a beta tvOS app via public link invitation

1. [Install TestFlight](#) on an iOS or iPadOS device and Apple TV where you can sign in to the same App Store account.
2. Tap the public link on your device.
3. Tap Accept for the app you want to test.
4. Open TestFlight on Apple TV. You must be signed in to the same App Store account you used on your device.
5. Install the app you want to test.

## Installing a beta visionOS app via email or public link invitation

1. Open your email invitation and touch "View in TestFlight" or touch the public link on your device.
2. If you're a new tester for the app, touch Accept, then touch Install to download the app to your device

Note: If a compatible build is available for your device, an Install button will appear, allowing you to accept the invitation and install the compatible build

If you're a returning tester, touch Update or Open.

## Installing a beta watchOS app via email or public link invitation

1. [Install TestFlight](#) on the iOS device paired with the Apple Watch that you'll use for testing.
2. Open your email invitation and tap "View in TestFlight" or tap on the public link on your iOS device.
3. If you're a new tester for the app, tap Accept.
4. If you're testing an app that's for Apple Watch only, tap "Install" from the Apps list.
5. If the app is an iOS app that includes an Apple Watch app, install the iOS app first, then go to the App Details page in the Information section. If the Apple Watch app is available and compatible with your watch, there will be a button to install, update, or open it.

## Testing

### Testing iMessage apps (iOS or iPadOS 10, or later)

1. [Install TestFlight](#) on the iOS or iPadOS device that you'll use for testing.
2. Open your email invitation and tap "View in TestFlight" or tap the public link on your iOS device.
3. If you're a new tester for the app, tap Accept.
4. Tap Install to install the app on your device.
5. If you're a returning tester, tap Update or Open.

If you're testing an iOS app that includes an iMessage app, launch the beta app from the Home Screen.

If you're testing an app that's for iMessage only or a sticker pack, launch it from within Messages.

## Testing beta App Clips (iOS or iPadOS 14 or later)

After accepting your email or public link invitation to test the app, you'll see the option to test the App Clip in TestFlight. You can install either the app or the App Clip on your device (but not both at once), and can replace one with the other at any time. If the app is installed on your device, testing the App Clip will replace the app and some app data may be lost. You can reinstall the app by tapping Install on the app's page in TestFlight.

1. [Install TestFlight](#) on the iOS or iPadOS device that you'll use for testing.
2. Open your email invitation and tap "View in TestFlight" or tap the public link on your iOS device.
3. If you're a new tester for the app, tap Accept, then tap Install to download the app to your device.

Note: If a compatible build is available for your device, an Install button will appear, allowing you to accept the invitation and install the compatible build.

If you're a returning tester, tap Update or Open.

4. Go to the app's page in TestFlight.
5. In the App Clips section, tap Install, Open, or Update next to the beta App Clip you want to test.

## Managing automatic updates

After installing TestFlight 3 or later for iOS, iPadOS, or tvOS, TestFlight for visionOS, or TestFlight for macOS, you'll be prompted to turn on automatic updates. This allows the latest available beta builds to install automatically. TestFlight will notify you each time a new build is installed on your device. Automatic updates can be turned off at any time.

**Use TestFlight to change automatic update settings for all of the beta apps you're testing using TestFlight:**

*Note: This setting will apply to all new beta app builds. Beta apps that have automatic updates set at the individual app level won't be affected*

TestFlight for iOS or iPadOS

1. Open TestFlight and tap Settings in the top right.
2. Tap Automatic Updates for New Apps.
3. Tap On or Off.

## TestFlight for macOS

1. Open TestFlight and choose Preferences from the TestFlight menu.
2. Under General, select Automatic Updates for New Apps.

## TestFlight for tvOS

1. Open TestFlight and click the Settings tab at the top.
2. Select Automatic Updates
3. Turn Automatic Updates On or Off

## TestFlight for visionOS

1. Open TestFlight and from the bottom left, touch open your profile.
2. Under App Settings, touch Automatic Updates for New Apps to turn it on or off.

## **Use TestFlight to change automatic update settings for individual beta apps you're testing:**

### TestFlight for iOS or iPadOS

1. Open TestFlight and go to the app's page.
2. Under App Information, turn Automatic Updates On or Off.

### TestFlight for visionOS

1. Open TestFlight and go to the app's page.
2. Under App Settings, touch Automatic Updates to turn it on or off.

### TestFlight for macOS

1. Open TestFlight and go to the app's page.
2. Under App Settings, select Automatic Updates.

### TestFlight for tvOS

1. Open TestFlight and go to the app's page.
2. Under the app icon, click More.
3. Click Turn On Automatic Updates or Turn Off Automatic Updates.

## **Testing builds from previous versions and build groups**

When viewing an app in TestFlight, you'll see the latest available build by default. You can still test all other builds that are available to you.

If you already have the App Store version of the app installed on your device,

the beta version of the app will replace it. After you download the beta app, you'll see an orange dot next to its name that identifies it as a beta.

When you accept a TestFlight invitation through a public link, your name and email address aren't visible to the developer. However, they'll be able to see your number of sessions and crashes, the day you installed their app, and the latest installed version.

### **TestFlight for iOS and iPadOS**

1. Open TestFlight and go to the app's page.
2. Tap Previous Builds or, if you're using Xcode Cloud, tap Versions and Build Groups.
3. Tap either the Versions tab or Build Groups tab, then tap and install the build you want to test. The build you choose will replace what's currently installed.

### **TestFlight for macOS**

1. Open TestFlight and go to the app's page.
2. Next to Build Information, click View Previous Builds or, if you're using Xcode Cloud, click Versions and Build Groups.
3. Click either the Versions or Build Groups tab, then select and install the build you want to test. The build you choose will replace what's currently installed.

### **TestFlight for tvOS**

1. Open TestFlight and go to the app's page.
2. Select View Previous Builds or, if you're using Xcode Cloud, click Versions and Build Groups.
3. Click the Versions tab or the Build Groups tab, then select and install the build you want to test. The build you choose will replace what's currently installed.

### **TestFlight for visionOS**

1. Open TestFlight and go to the app's page.
2. Next to Build Information, touch View Previous Builds.
3. Touch either the Versions tab or Build Groups tab, then touch Install next to the build you want to test. The build you choose will replace what's currently installed.



# Giving feedback

While testing a beta version of an app or App Clip, you can send the developer feedback about issues you experience or make suggestions for improvements based on the “What to Test” content. Feedback you submit through TestFlight is also provided to Apple as part of the TestFlight service.

If you do not wish to accept a public link invitation, you can easily provide feedback to let the developer know why. After dismissing the beta invitation, you’ll see the Leave Feedback card at the top of the Apps page. Tap or click Leave Feedback, select your reason for declining from the list, and then tap or click Submit. Once you receive confirmation that your feedback has been sent, tap or click Done.

## iOS, iPadOS, macOS, or visionOS apps

You can send feedback through the TestFlight app or directly from the beta app or beta App Clip by taking a screenshot, and you can report a crash after it occurs. If you were invited to test an app with a public link, you can choose not to provide your email address or other personal information to the developer. Apple will also receive all feedback you submit and will be able to tie it to your Apple Account.

## Sending feedback through the TestFlight app

For iOS or iPadOS:

1. Open the TestFlight app on your device.
2. From the Apps list, tap the app you want to send feedback for.
3. Tap Send Beta Feedback.
4. In the share dialog, tap Include Screenshot to choose a screenshot. If you don’t want to send an attachment, tap Don't Include Screenshot.
5. Add your comments (up to 4,000 characters), and optionally enter your email address if you were invited with a public link.
6. Tap Submit.

If your device is running an OS earlier than iOS 13 or iPadOS 13, tap Send Beta Feedback to compose an email to the developer. The feedback email contains detailed information about the beta app and about your iOS device.

You can also provide additional information, such as necessary screenshots and steps required to reproduce any issues. Your email address will be visible to the developer when you send email feedback through the TestFlight app even if you were invited through a public link.

For visionOS:

1. Open the TestFlight app on your device.
2. From the Apps list in the sidebar, touch the app you want to send feedback for.
3. Touch Send Feedback.
4. In the feedback dialog that appears, add your comments (up to 4,000 characters) by touching the Feedback text field.
5. Optionally, attach a screenshot by touching Attach Screenshot.
6. Pinch Submit.

For macOS:

1. Open the TestFlight app on your Mac.
2. From the Apps list in the sidebar, select the app you want to send feedback for.
3. Click Send Beta Feedback.
4. In the feedback dialog that appears, add your comments (up to 4,000 characters), and optionally enter your email address if you were invited with a public link.
5. Optionally, attach a screenshot by clicking Attach Screenshot.
6. Click Submit.

Note: You can drag and drop screenshots into the feedback text field.  
`testflight.template.public.link.content.feedbackText.ios.with.beta.joecolor`

For iOS or iPadOS:

1. Take a screenshot on your device. For details on how to take screenshots, see [Take a screenshot on your iPhone](#), [Take a screenshot on your iPad](#), and [Take a screenshot on your iPod touch](#).
2. A thumbnail of your screenshot appears in the lower-left corner of your device. Tap the thumbnail and, if needed, add drawings and text with [Markup](#). Then tap Done.
3. Tap Share Beta Feedback.
4. Optionally, you can add comments (up to 4,000 characters), and your email address if you were invited with a public link.
5. Tap Submit.

For macOS:

1. Take a screenshot on your Mac. For details on how to take screenshots, visit [Take a screenshot on your Mac](#).
2. A thumbnail of your screenshot appears in the lower-right corner of your Mac. Click the thumbnail to open the [Quick Look](#) window and, if needed, add drawings and text with [Markup](#).
3. From the Share menu in the Quick Look window, click Send Beta Feedback.
4. Optionally, you can add comments (up to 4,000 characters), and your email address if you were invited with a public link.
5. Click Submit

## **Sending crash information**

If you experience a crash while testing a beta app or beta App Clip, you'll receive an alert asking if you want to send crash details to the developer through TestFlight. Developers can opt out of receiving this type of feedback, so this option is only available if the developer has it enabled.

When a crash alert displays for TestFlight for iOS or iPadOS, tap Share, add any additional comments, then tap Submit.

When a crash alert displays for TestFlight for macOS, click Report, add any additional comments, then click OK, Send, or Reopen.

When a crash alert displays for TestFlight for visionOS, touch Share, add any additional comments, then pinch Submit.

## **tvOS apps**

To provide feedback on a tvOS app, open TestFlight, go to app's page, go to the Information section to view the developer's email address, and send them an email. Provide as much information as you can, including screenshots and steps required to reproduce any issues you encountered. Please note that your email address will be visible to the developer when you send email feedback through TestFlight.

## **Contacting the developer**

If you need to contact the developer while you're testing their beta app for reasons other than feedback, you can view their email address. In TestFlight, go to the app's page, go to the Information section, and tap App Details to view the developer's email address.

## Opting out from testing

If you don't accept your email invitation, the beta app won't be installed, you won't be listed as a tester, and Apple won't take any action with respect to your email address. Additionally, you can unsubscribe using the link at the bottom of the invitation email to notify the developer that you'd like to be removed from their list. If you accepted the invitation and no longer wish to test the app, you can delete yourself as a tester by visiting the app's Information page in TestFlight and tapping Stop Testing.

## Your Privacy and Data

When you test beta apps or beta App Clips with TestFlight, Apple will collect and send crash logs, your personal information such as name and email address, usage information, and any feedback you submit to the developer. Information that is emailed to the developer directly is not shared with Apple. The developer is permitted to use this information only to improve their App and is not permitted to share it with a third party. Apple may use this information to improve the TestFlight app and detect and prevent fraud. For more information, visit [TestFlight & Privacy](#).