

Apple forces upcoming iOS applications to support 64-bit

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64-bit and iOS 8 Requirements for App Updates

December 17, 2014

As we announced in October, beginning on February 1, 2015 new iOS apps submitted to the App Store must include 64-bit support and be built with the iOS 8 SDK. Beginning June 1, 2015 app updates will also need to follow the same requirements. To enable 64-bit in your project, we recommend using the default Xcode build setting of "Standard architectures" to build a single binary with both 32-bit and 64-bit code.

On December 17, Apple posted a notice to remind developers to start from February 1, 2015, new applications posted to the App Store will have to support 64-bit and be built build from the iOS 8 SDK toolkit. From June 1, 2015, current applications that want to update to the new version must also meet the above requirements of Apple. The company shared with developers that, by using X code set up by "*standard knowledge*", they could build a single binary for both 32-bit and 64-bit systems.

Apple's new rule will not affect older iPhones because applications can download 32-bit runtime for backward compatibility with these devices.

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