



FAQs on App Sandboxing

My app is already on the Mac App Store, but it's not sandboxed. Will it be removed once the sandboxing requirement goes into effect?

No. Apps on the Mac App Store prior to June 1 will remain on the Mac App Store. The sandboxing requirement applies to new apps submitted starting June 1. Please refer to the [App Sandbox Design Guide](#) for more information on sandboxing your app.

After June 1, can I issue an update to my app that has not been sandboxed?

Yes. We will allow bug fix updates to non-sandboxed apps that were offered on the Mac App Store prior to June 1.

Some of the features of my app require entitlements that are not available. How can I submit my app to the Mac App Store?

[Contact us](#) or file a [bug report](#) to send us the details. If you are unable to sandbox your entire app in a single release, you can request temporary exception entitlements. We will consider such entitlements on a case-by-case basis. You will need to include clear and concise justification for using those entitlements in the Reviewer Notes section in iTunes Connect as part of your submission.

If my app isn't on the Mac App Store, will it need to be sandboxed now?

No. While we recommend sandboxing for increased stability and security, apps distributed outside the Mac App Store do not need to be sandboxed.

My app is a plug-in host. Will sandboxing affect how 3rd party plug-ins work in my app?

Any loaded plug-in must abide by the host app's sandbox.

What do I need to do to send AppleScript and Apple events in my sandboxed app?

Currently, when you adopt sandboxing, your app retains the ability to:

- Receive Apple events
- Send Apple events to itself
- Respond to Apple events it receives

However, you cannot send Apple events to other apps unless you configure the Apple events temporary exception entitlement. Please refer to the [Entitlement Key Reference](#) document for more information.