

# How To Get The Team ID, Bundle ID, and Code Requirement

<https://support.addigy.com/hc/en-us/articles/4403542583187-How-To-Get-The-Team-ID-Bundle-ID-and-Code-Requirement>

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**Updated:** 3 months ago

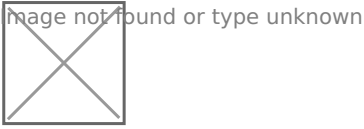
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## Why do I need it?

The Team ID, Bundle ID, and/or Code Requirement are important pieces of information for creating PPC, System Extension, or KEXT payloads. This allows you to whitelist certain applications (Bundle ID) or application developers (Team ID). Using this information you will find how to acquire this information to implement as you wish.

# Finding the Team ID or Bundle ID

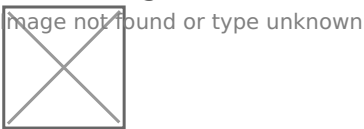
1. Open the **Terminal** app on the Mac (Applications/Utilities/Terminal.app)
2. In a new Terminal window, type **codesign -dv [PATH OF APPLICATION]** (In the example below we're using the Skitch app). Press Enter.
3. For the Team ID, find the text starting with "**TeamIdentifier=**" (see image below)
4. For the Bundle ID, find the text starting with "**Identifier=**" (see image below)



Be sure to only copy the text after the = sign. In this case, it would be **com.google.Chrome** and **EQHXZ8M8AV**

# Finding the Code Requirement

1. Open the **Terminal** app on the Mac (Applications/Utilities/Terminal.app)
2. In a new window, type **codesign -dr - [PATH OF APPLICATION]** (the example below uses the Skitch app). Press Enter.
3. Find the text starting with "**designated =>**" (this is the **Code Requirement**, highlighted in the image below)



# Alternative Method (Requires macOS Ventura)

Use the following command:

```
sudo sfltool dumpbtm
```

It will output many items, so it would be best to implement a grep or perform a CMD + F search for the item you are looking for.

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