

Bug 24005 - wrong simulator addressed on iOS

Status: CONFIRMED

Reported: 2022-11-09 13:32 EST by Klaus Major

Version: 9.6.9 RC 2

Modified: 2022-11-10 07:55 EST

CC List: 1 user ([show](#))

Depends on:

See Also:

Blocks:

Engine: Mobile Simulator

Show dependency [tree](#) / [graph](#)

Mobile OS: iOS

iOS Version: 15.0

Attachments

[Add an attachment](#) (proposed patch, testcase, etc.)

Klaus Major 2022-11-09 13:32:07 EST

[Description](#)

macOS 12.6.1, LC 9.6.9 rc2 on INTEL Mac.

We can open as many simulators as we like.

So I opened an iPhone and an iPad simulator, selected "iPad Simulator" as the "Test Target" but LC opened my stack on the iPhone sim!?

So we need to close all but our target sim to let LC work correctly.

BTW: I would be awesome if LC could list all currently open simulators so we can select a specific one from the list! :-)

Klaus Major 2022-11-10 06:28:55 EST

[Comment 1](#)

Further observations...

I opened an iPhone sim and an iPad sim, activated the iPad sim, switched to LC, selected "iPhone simulator" as Test Target, clicked TEST and my stack opened in the iPad sim.

Looks like LC will address the last active simulator, no matter what we had set as "Test Target".

Klaus Major 2022-11-10 07:24:54 EST

[Comment 2](#)

Further observations:

You CAN select another "Test Target" in LC, but the simulator does not respect this, LC will always address the first addressed simulator.

To address a specific sim, you need to close all sims and only open the desired simulator. Not very practical.

Panos Merakos 2022-11-10 07:55:21 EST

[Comment 3](#)

Hello Klaus,

Thank you for the report. I confirm what you describe, and this looks like a bug.

We will update you when the status of this report changes.

Kind regards,

Panos

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Note

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