

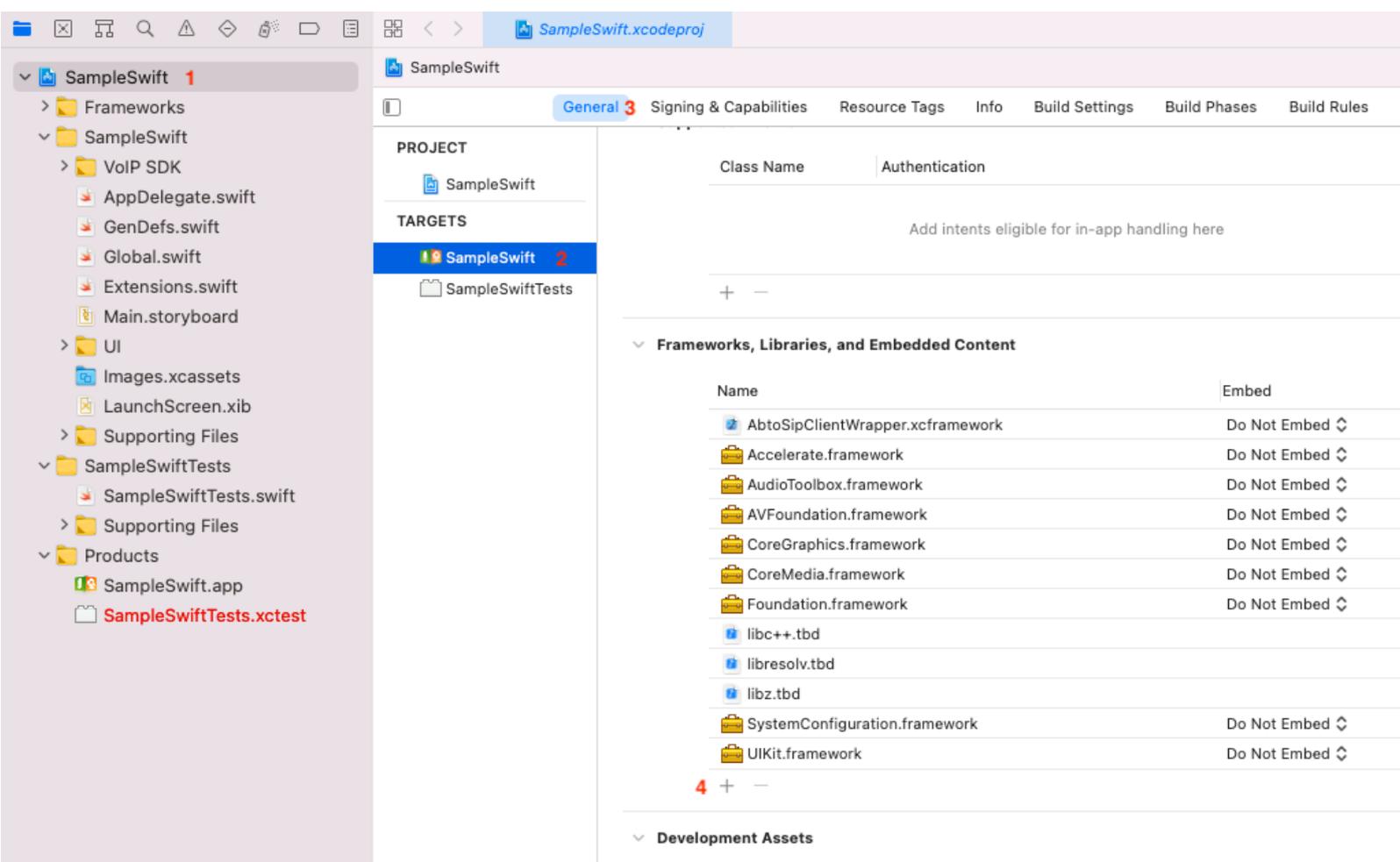
How to add ABTO VoIP SDK to existing project

Include few extra Frameworks.

VoIP SDK needs some other frameworks inside your project:

- Accelerate.framework
- AudioToolbox.framework
- AVFoundation.framework
- CoreGraphics.framework
- CoreMedia.framework
- Foundation.framework
- libc++.tbd
- libz.tbd
- SystemConfiguration.framework
- UIKit.framework

Select projects root (1), Choose required Target (2), switch to “General” page (3), navigate to “Frameworks, Libraries, and Embedded Content” section, expand it and add prerequisites from list (4):

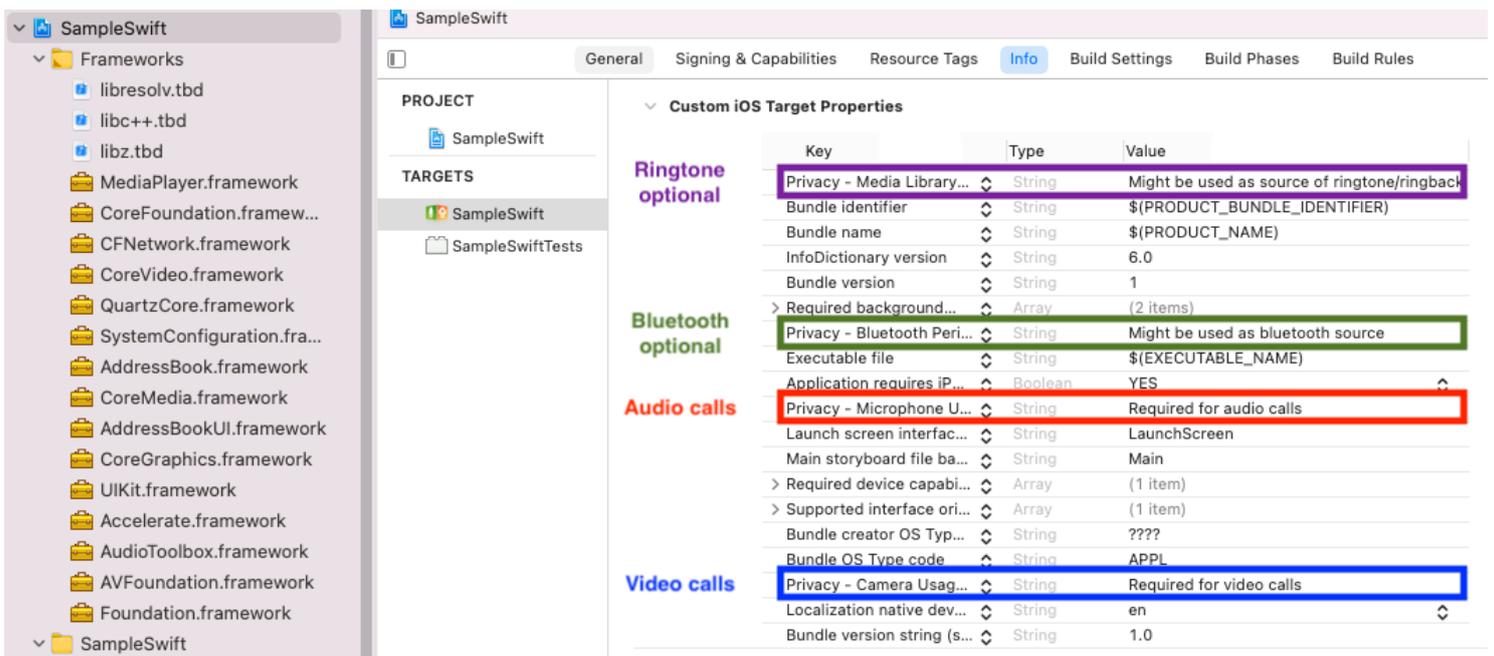


Drag & Drop SDK into project, modify settings

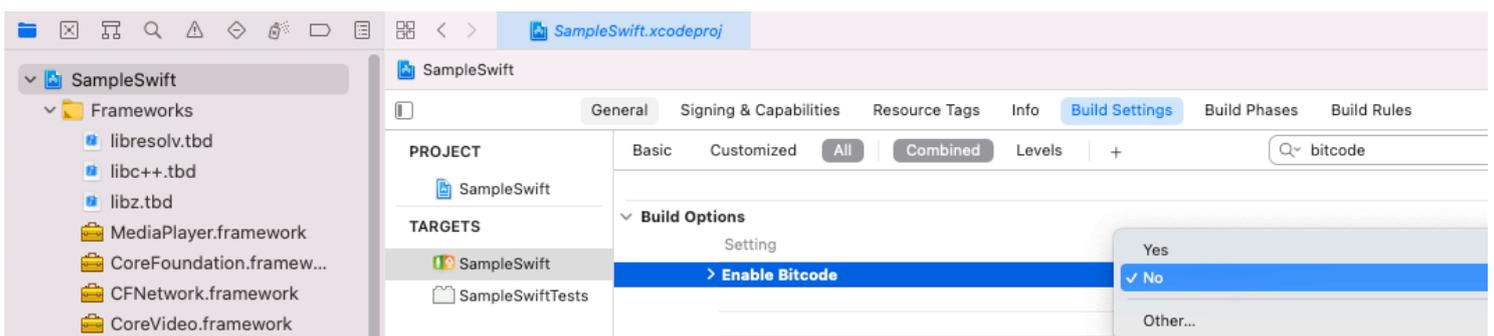
Drag & Drop `AbtoSipClientWrapper.xcframework` into your project within Xcode.



Set privacy settings



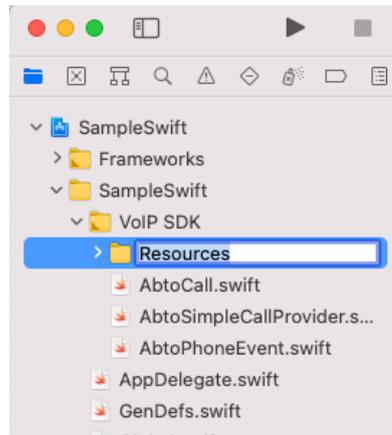
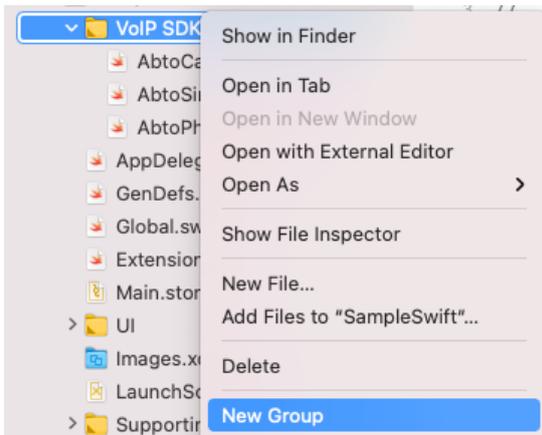
Disable Bitcode



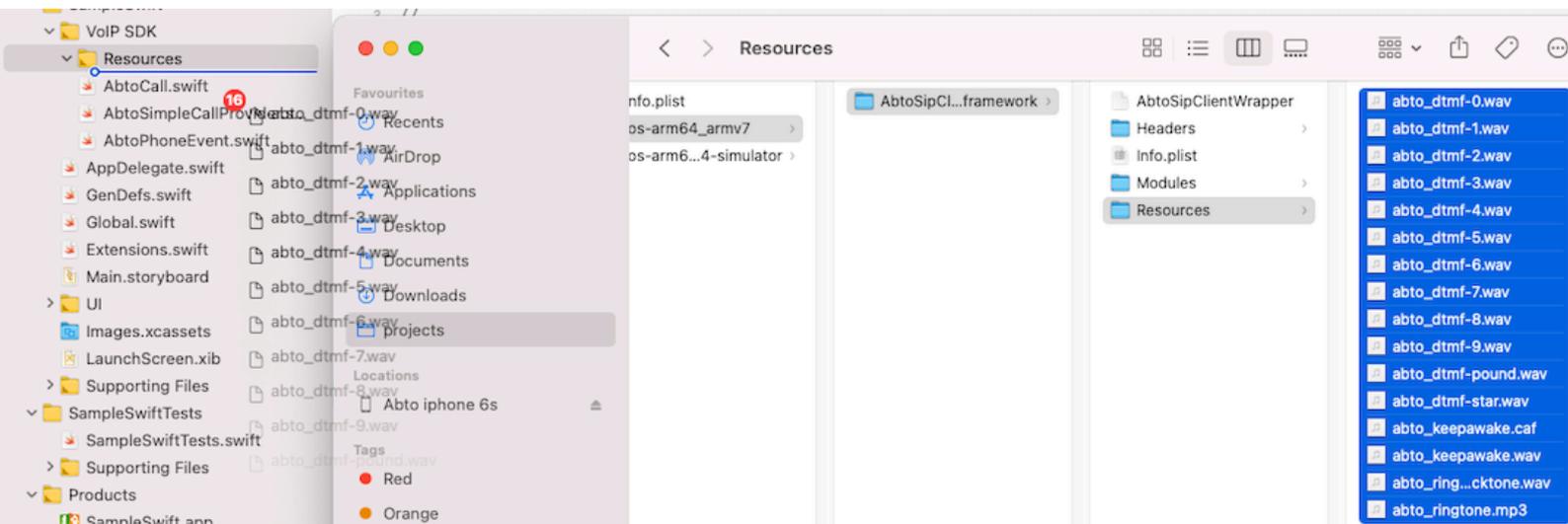
Add SDK resources

1/ Create new group

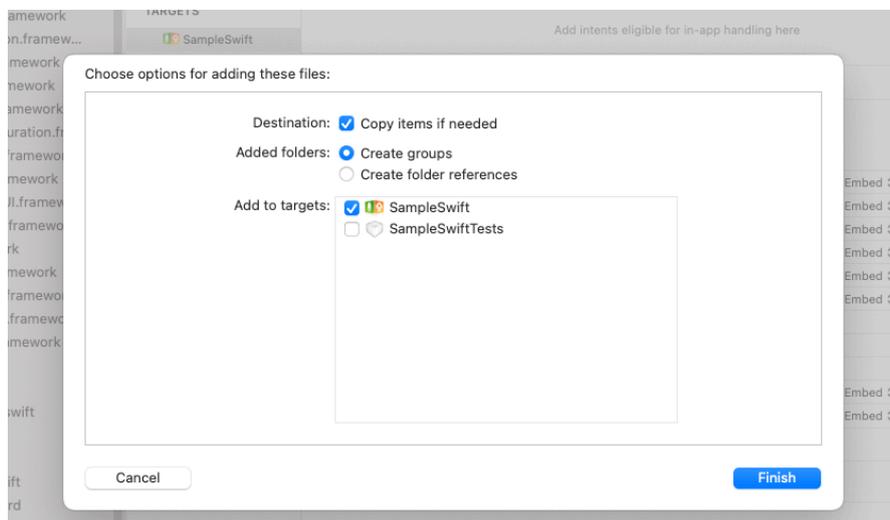
2/ Rename to Resources



3/ Drag & Drop files from SDK folder resources



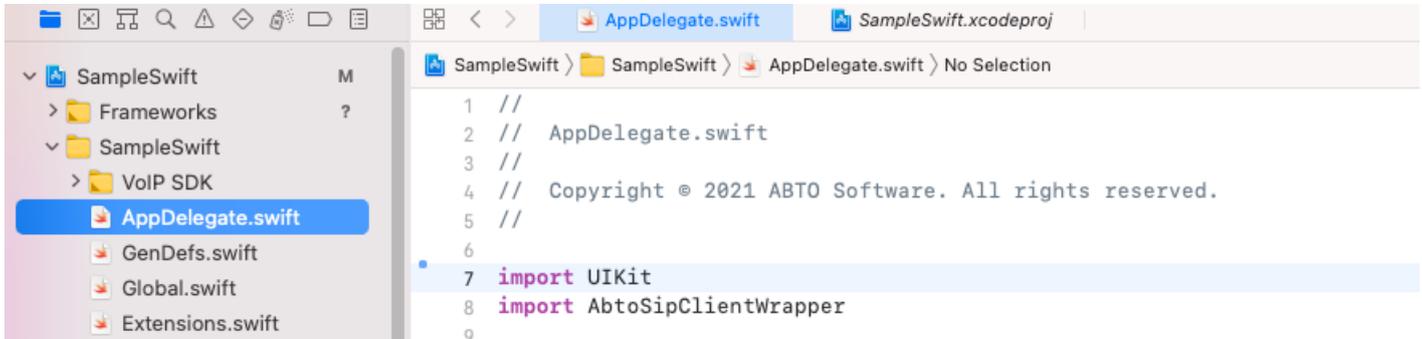
4/ Choose options for adding these files



Steps specific for Swift projects

Current SDK versions do not require bridging header to operate and work out of the box in Swift projects. Just import SDK module where required to start using SDK:

```
import AbtoSipClientWrapper
```



Next step is to setup license information required by SDK to operate. This information must be provided before initialize method is called. There are 2 static properties in AbtoPhoneConfig class to set it up:

- 1) licenseUserId property to set UserId in form of “{Trial...}” or “{Licensed...}”, etc
- 2) licenseKey property to set Key in form of “{V0exUTjAafwV...}”, etc

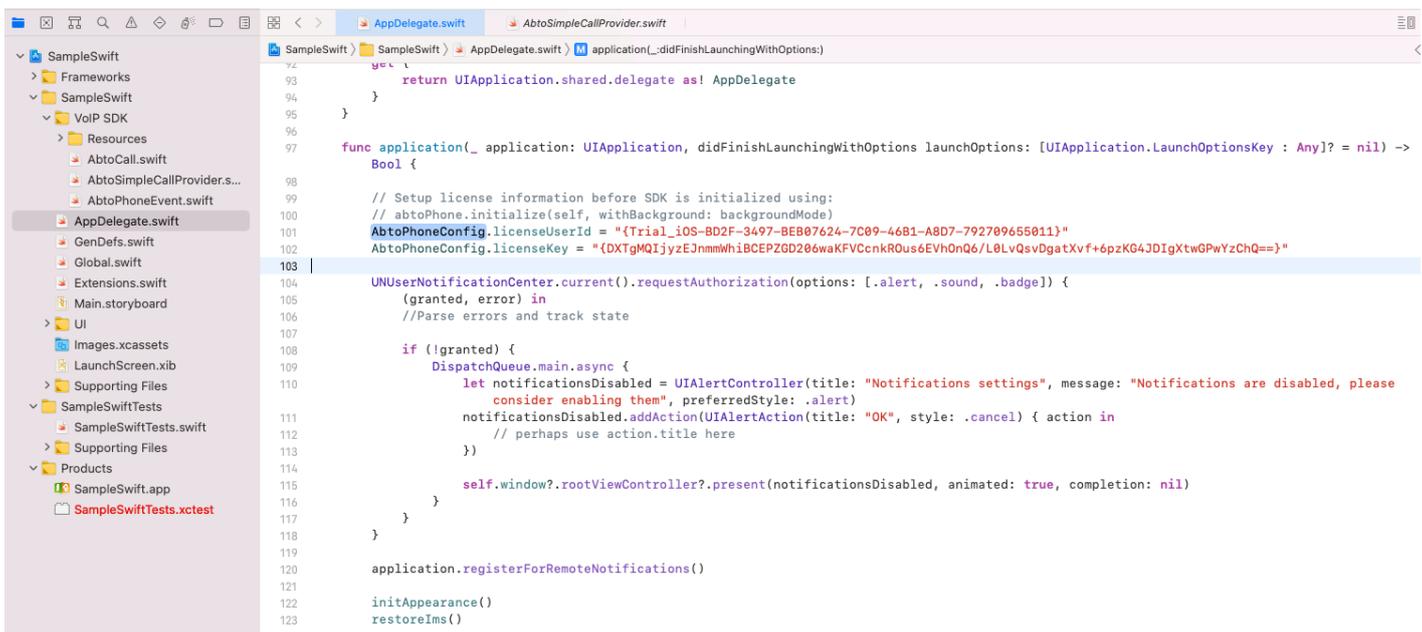
In many scenarios SDK is used and initialized after didFinishLaunchingWithOptions method is executed, so adding license setup here might be a right choice.

Refer example:

```

func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions:
    [UIApplication.LaunchOptionsKey : Any]? = nil) -> Bool {
    // Setup license information
    AbtoPhoneConfig.licenseUserId = "{Trial_iOS-BD2F-3497-BEB07624-7C09-46B1-A8D7-792709655011}"
    AbtoPhoneConfig.licenseKey = "{DXTgMQIjyzEJnmWhiBCEPZGD206waKFVCcnkROus6EVhOnQ6/
    L0LvQsvDgatXvf+6pzKG4JDIgXtwGPwYzChQ==}"

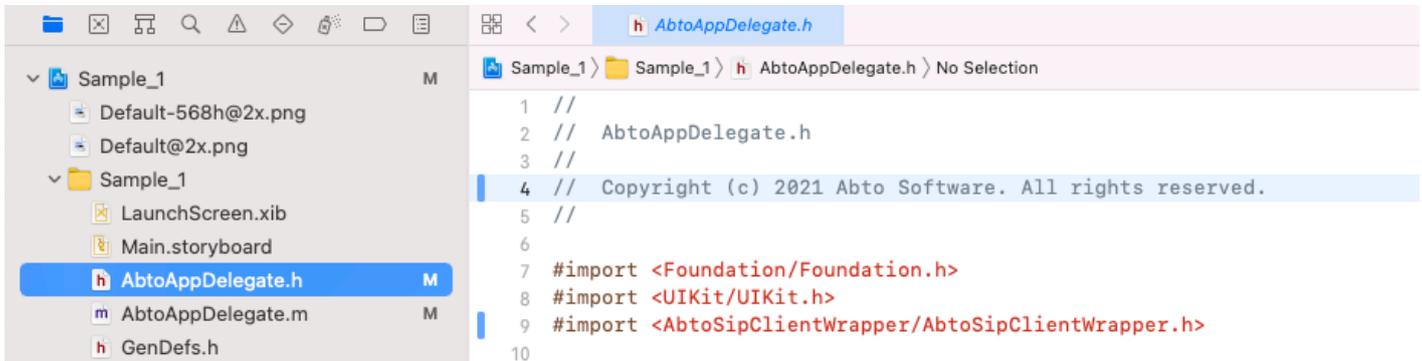
```



Step specific for Objective-C projects

Use #import directive in each *.h (m or mm) file where SDK classes will be used:

```
#import <AbtoSipClientWrapper/AbtoSipClientWrapper.h>
```



```

1 //
2 //  AbtoAppDelegate.h
3 //
4 //  Copyright (c) 2021 Abto Software. All rights reserved.
5 //
6
7 #import <Foundation/Foundation.h>
8 #import <UIKit/UIKit.h>
9 #import <AbtoSipClientWrapper/AbtoSipClientWrapper.h>
10

```

Next step is to setup license information required by SDK to operate. This information must be provided before initialize method is called. There are 2 static properties in AbtoPhoneConfig class to set it up:

- 1) licenseUserId property to set UserId in form of “{Trial...}” or “{Licensed...}”, etc
- 2) licenseKey property to set Key in form of “{V0exUTjAafwV...}”, etc

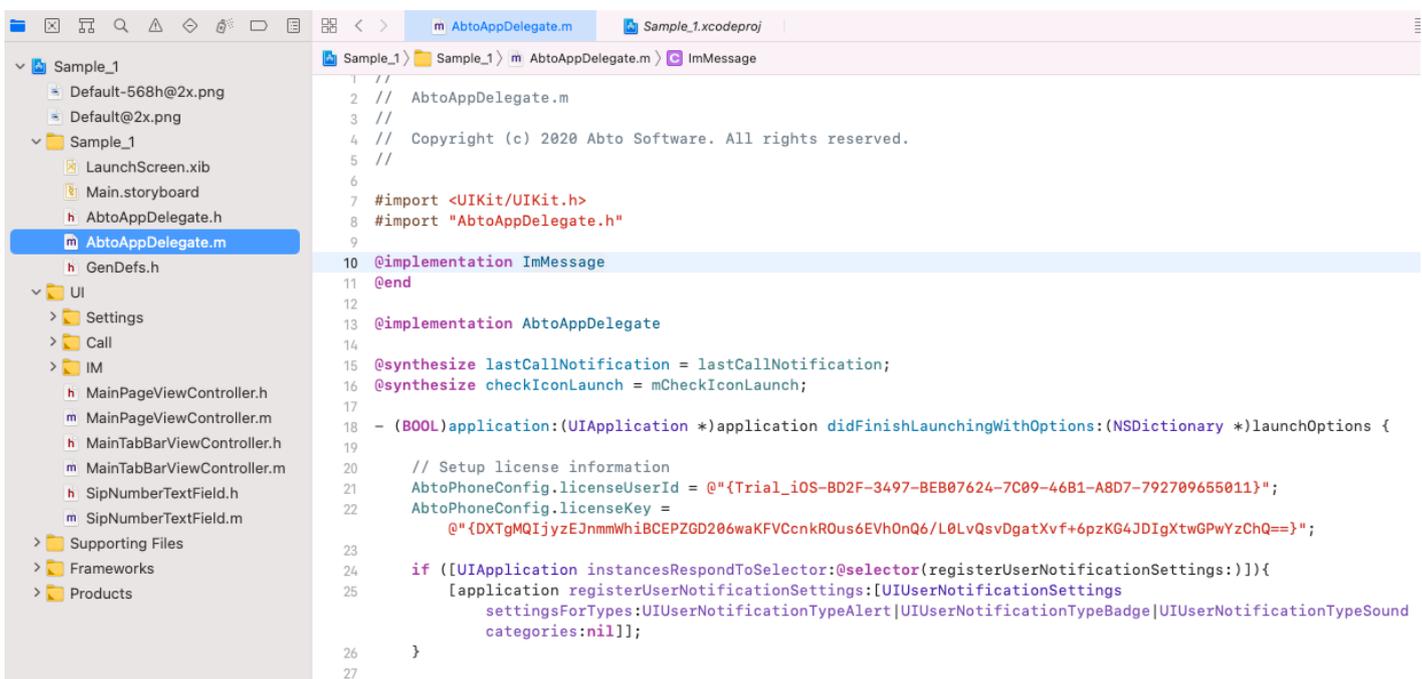
In many scenarios SDK is used and initialized after didFinishLaunchingWithOptions method is executed, so adding license setup here might be a right choice.

Refer example:

```

-(BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    // Setup license information
    AbtoPhoneConfig.licenseUserId = @"{Trial_iOS-BD2F-3497-BEB07624-7C09-46B1-A8D7-792709655011}";
    AbtoPhoneConfig.licenseKey = @"{DXTgMQIjyzEJnmWhiBCEPZGD206waKFVCcnkR0us6EVhOnQ6/L0LvQsvDgatXvf+6pzKG4JDIgXtwGPwYzChQ==}";
}

```



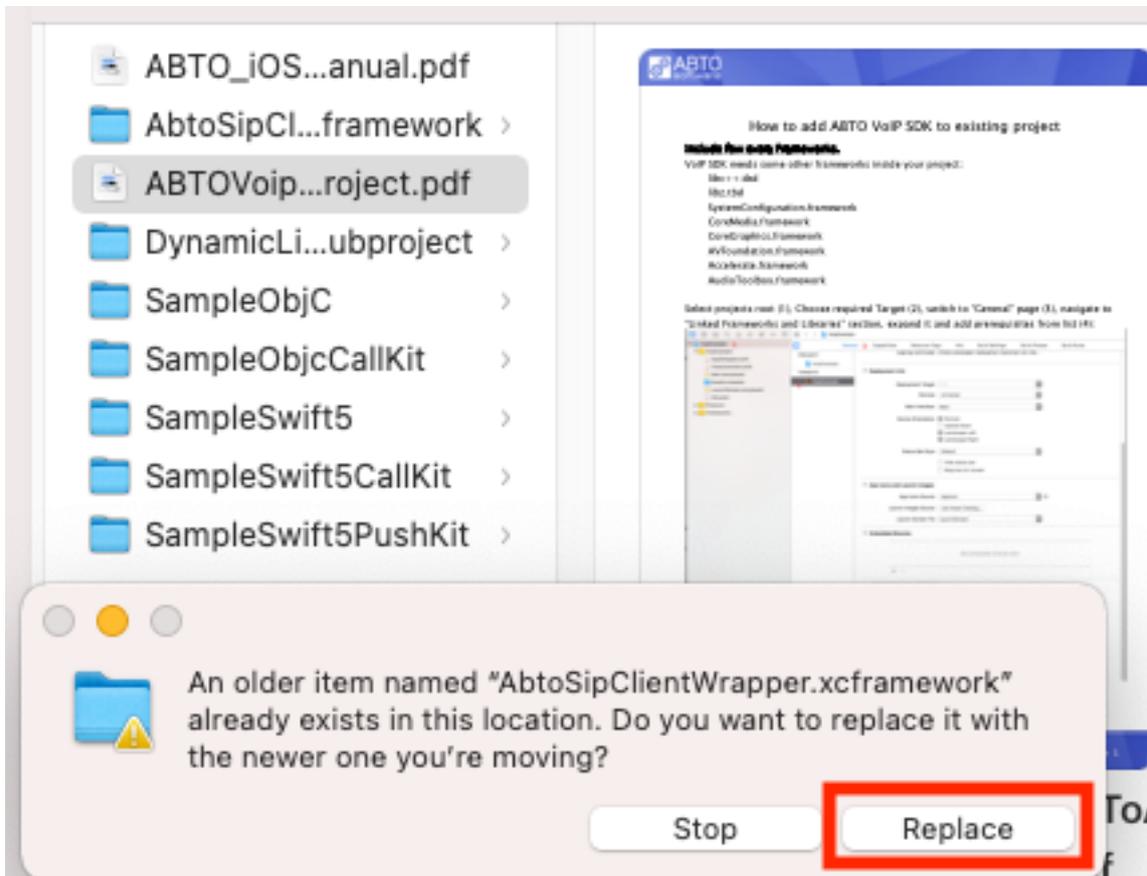
```

1 //
2 //  AbtoAppDelegate.m
3 //
4 //  Copyright (c) 2020 Abto Software. All rights reserved.
5 //
6
7 #import <UIKit/UIKit.h>
8 #import "AbtoAppDelegate.h"
9
10 @implementation ImMessage
11 @end
12
13 @implementation AbtoAppDelegate
14
15 @synthesize lastCallNotification = lastCallNotification;
16 @synthesize checkIconLaunch = mCheckIconLaunch;
17
18 - (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
19
20     // Setup license information
21     AbtoPhoneConfig.licenseUserId = @"{Trial_iOS-BD2F-3497-BEB07624-7C09-46B1-A8D7-792709655011}";
22     AbtoPhoneConfig.licenseKey =
23         @"{DXTgMQIjyzEJnmWhiBCEPZGD206waKFVCcnkR0us6EVhOnQ6/L0LvQsvDgatXvf+6pzKG4JDIgXtwGPwYzChQ==}";
24
25     if ([UIApplication instancesRespondToSelector:@selector(registerUserNotificationSettings:)]) {
26         [application registerUserNotificationSettings:[UIUserNotificationSettings
27             settingsForTypes:UIUserNotificationTypeAlert|UIUserNotificationTypeBadge|UIUserNotificationTypeSound
28             categories:nil]];
29     }
30 }

```

How to update SDK version in project

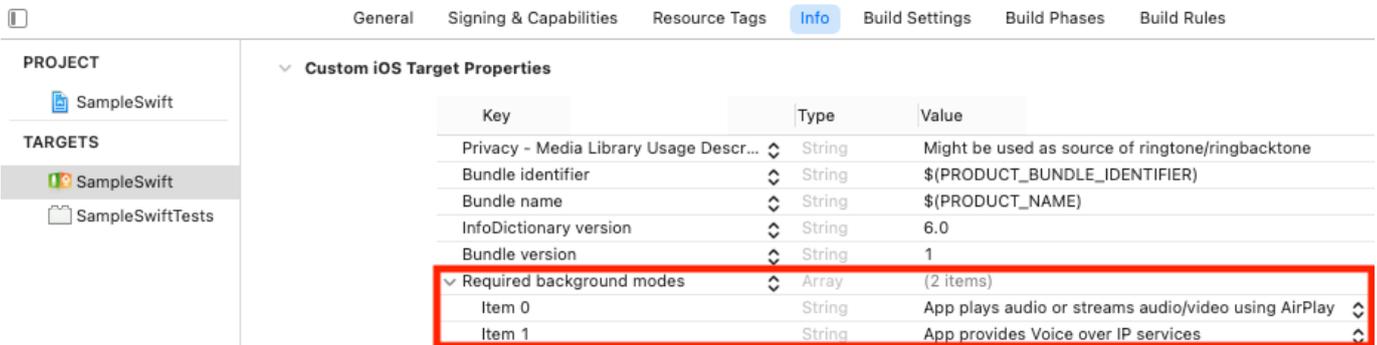
Drag & Drop new version of `AbtoSipClientWrapper.xcframework` on top of previous one in your project within Finder and select “Replace”:



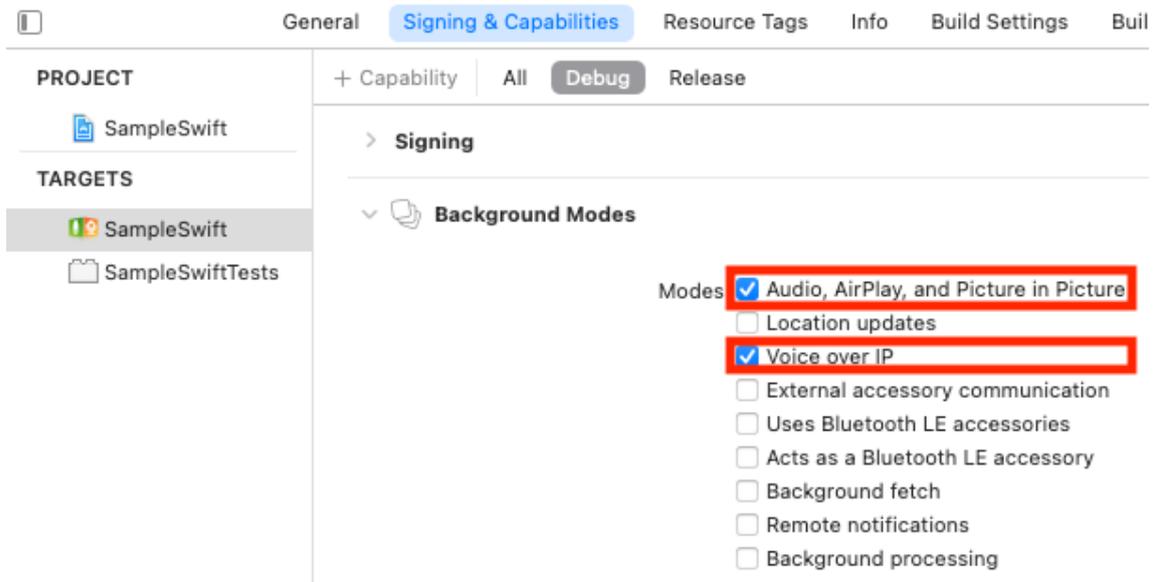
How to allow background mode

Enable background modes in project settings:

a) by modifying plist file



b) by modifying “Background Modes”



Verify, that resource file “abto_keepawake.caf” added to project and selected proper target.

