

## 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.

	멾 < > 📓 Sample	Swift.xcodeproj			
✓ SampleSwift	SampleSwift				
V Frameworks	G	eneral Signing &	Capabilities	Resource Tags	Info Build Settings
libresolv.tbd	PROJECT	<ul> <li>Supported</li> </ul>	Intents		
libc++.tbd	Cample Swift		Class Name	Authenticat	ion
libz.tbd	SampleSwift	_	UIDSS INDITIE	Authenticat	ion
🚔 MediaPlayer.framework	TARGETS				
🚔 CoreFoundation.framew	SampleSwift			Add inte	ants eligible for in-app ha
CFNetwork.framework	SampleSwiftTests	-			

### Set privacy settings

🗸 🙆 SampleSwift	👌 SampleSwift					
Frameworks		General Signing & (	Capabilities Resource Tags	Info	Build Settings Build Phases Build Rules	
libresolv.tbd	PROJECT	Custom iO	S Target Properties			
libc++.tbd		· Custom io.	5 Target Properties			
libz.tbd	SampleSwift		Key	Type	Value	
🚔 MediaPlayer.framework	TARGETS	Ringtone	Privacy - Media Library 💲	String	Might be used as source of ringtone/ringbac	1
🚔 CoreFoundation.framew	SampleSwift	optional	Bundle identifier 🗘	String	<pre>\$(PRODUCT_BUNDLE_IDENTIFIER)</pre>	
GENetwork.framework	SampleSwiftTests		Bundle name 🗘	String	\$(PRODUCT_NAME)	
CoreVideo framework			InfoDictionary version 🗘	String	6.0	
			Bundle version	String	1	
QuartzCore.tramework		Bluetooth	> Required background	Array	(2 items)	•
🚔 SystemConfiguration.fra		optional	Privacy - Bluetooth Peri 🗘	String	Might be used as bluetooth source	1
🚔 AddressBook.framework			Executable file	String	\$(EXECUTABLE_NAME)	
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AddressBookl II framework		Audio calls	Privacy - Microphone U 🗧	String	Required for audio calls	1
			Launch screen interfac 💲	String	LaunchScreen	
CoreGraphics.framework			Main storyboard file ba 💲	String	Main	
🚔 UIKit.framework			> Required device capabi 🗘	Array	(1 item)	
Accelerate.framework			> Supported interface ori 🛟	Array	(1 item)	
			Bundle creator OS Typ 💲	String	????	
AudioToolbox.framework			Bundle OS Type code 🏠	String	APPL	
AVFoundation.framework		Video calls	Privacy - Camera Usag 💲	String	Required for video calls	1
🚔 Foundation.framework			Localization native dev 💲	String	en 🗘	
∽ 📒 SampleSwift			Bundle version string (s 🛟	String	1.0	

## Disable Bitcode

	멾 < > 🖪 Sample	Swift.xcodeproj	
🗸 🔄 SampleSwift	🛓 SampleSwift		
V 💟 Frameworks	G	eneral Signing & Capabilities Resource Tags Info Build Setting	s Build Phases Build Rules
ibresolv.tbd	PROJECT	Basic Customized All Combined Levels +	Q~ bitcode
ibc++.tbd	🛓 SampleSwift		
🚔 MediaPlayer.framework	TARGETS	V Build Options	
🚔 CoreFoundation.framew	🕼 SampleSwift	> Enable Bitcode	5
🚔 CFNetwork.framework	SampleSwiftTests		
CoreVideo.framework		Oth	ner

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### Add SDK resources

1/ Create new group



#### 3/ Drag & Drop files from SDK folder resources



2/ Rename to Resources

#### 4/ Choose options for adding these files

amework	TARGETS		
on.framew.	🕕 SampleSwift		
mework nework	Choose options for adding these files:		
amework uration.fr	Destination: Added folders:	Copy items if needed	
mework		Create folder references	Embed C
JI.framev	Add to targets:	V 🕼 SampleSwift	Embed 🗘
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ift	Cancel	Finish	

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## **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:

```
L0LvQsvDgatXvf+6pzKG4JDIgXtwGPwYzChQ==}"
```

....

	器 < >	🔺 AppDelegate.swift	AbtoSimpleCallProvider.swift	=0
✓ Massing SampleSwift	SampleS	vift 👌 🚞 SampleSwift 👌 🛓 Appl	Delegate.swift ) 🔝 application(_:didFinishLaunchingWithOptions:)	<
> Frameworks	92	yer i return IITAnn	lication shared delegate as LAnnDelegate	
SampleSwift	94	}	ication shared delegate as appoint and the second	
	95	}		
	96			
AbtoCall swift	97	<pre>func application(_ a</pre>	pplication: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey : Any]? = n:	il) ->
AbtoSimpleCallProvider s	0.0	Bool {		
AbtoPhoneEvent swift	99	// Setup license	information before SDK is initialized using:	
AppDalagata swift	100	// abtoPhone.ini	tialize(self, withBackground: backgroundMode)	
ConDefe quift	101	AbtoPhoneConfig.	licenseUserId = "{Trial_iOS-BD2F-3497-BE807624-7C09-46B1-A8D7-792709655011}"	
Olehel swift	102	AbtoPhoneConfig.	licenseKey = "{DXTgMQIjyzEJnmmWhiBCEPZGD206waKFVCcnkROus6EVhOnQ6/L0LvQsvDgatXvf+6pzKG4JDIgXtwGPwYzChQ==}"	
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S Extensions.swift	104	(granted, er	oncenter.current().requestation(options, [.arert, .sound, .badge)/ ( ror) in	
Main.storyboard	106	//Parse erro	rs and track state	
> <u> </u>	107			
Images.xcassets	108	if (!granted	) {	
LaunchScreen.xib	109	Dispatch	Queue.main.async {	
Supporting Files	110	Tet	notificationsUisabled = UIAlertController(title: "Notifications settings", message: "Notifications are disabled, pi consider enabling them" preferredtvile: alert)	ease
SampleSwiftTests	111	noti	ficationsDisabled.addAction(UIAlertAction(title: "OK", style: .cancel) { action in	
SampleSwiftTests.swift	112		// perhaps use action.title here	
> 💟 Supporting Files	113	})		
🗸 💟 Products	114			
SampleSwift.app	115	self	.window?.rootViewController?.present(notificationsDisabled, animated: true, completion: nil)	
SampleSwiftTests.xctest	110	}		
	118	}		
	119			
	120	application.regi	sterForRemoteNotifications()	
	121	initAnnonnon()		
	122	restoreIms()		
	107.	1000010103()		

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## 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>

	:=	器 < > h AbtoAppDelegate.h
✓ ▲ Sample_1	М	Sample_1 > Cample_1 > h AbtoAppDelegate.h > No Selection
<ul> <li>Default-568h@2x.png</li> <li>Default@2x.png</li> </ul>		1 // 2 // AbtoAppDelegate.h 3 //
✓ Sample_1		4 // Copyright (c) 2021 Abto Software. All rights reserved.
LaunchScreen.xib		5 //
Main.storyboard		6
h AbtoAppDelegate.h	М	7 #import <foundation foundation.h=""></foundation>
AbtoAppDelegate.m	М	<pre>% #import <orkit orkit.n=""> % #import <abtosipclientwrapper abtosipclientwrapper.h=""></abtosipclientwrapper></orkit></pre>
h GenDefs.h		10

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- 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 = @"{DXTgMQIjyzEJnmmWhiBCEPZGD206waKFVCcnkROus6EVh0nQ6/
```

L0LvQsvDgatXvf+6pzKG4JDIgXtwGPwYzChQ==}";



# How to update SDK version in project

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

<ul> <li>AbtoSipCiframework</li> <li>ABTOVoiproject.pdf</li> <li>DynamicLiubproject</li> <li>SampleObjC</li> <li>SampleObjcCallKit</li> <li>SampleSwift5</li> <li>SampleSwift5CallKit</li> <li>SampleSwift5PushKit</li> </ul>	How to add ABTO VoiP SOR to existing project  How to add ABTO VoiP SOR to existing project  With Dr. end issues the instruments instate your project.  Bit II  Reveal of the instruments  Reveal of the instrument
An older item named " already exists in this lo the newer one you're n	AbtoSipClientWrapper.xcframework" cation. Do you want to replace it with noving? Stop Replace



# How to allow background mode

### Enable background modes in project settings:

#### a) by modifying plist file

	General	Signing & Capabilities	Resource Tags	Info	Build Settings	Build Phases	Build Rules	
PROJECT	✓ Custom iOS Tar	get Properties						
🛓 SampleSwift		Key		Туре	Value			
TARGETS		Privacy - Media Libra	ry Usage Descr 💲	String	Might be	e used as source (	of ringtone/ringbacktone	
SampleSwift		Bundle identifier	٥	String	\$(PROD	UCT_BUNDLE_ID	ENTIFIER)	
C Cample Swift Tests		Bundle name	٥	String	\$(PROD	UCT_NAME)		
SampleSwittlests		InfoDictionary version	• •	String	6.0			
		Bundle version	0	String	1			
		<ul> <li>Required background</li> </ul>	modes 🗘	Array	(2 items	)		
		Item 0		String	App play	s audio or stream	ns audio/video using AirPlay	0
		Item 1		String	App prov	vides Voice over I	P services	0

#### b) by modifying "Background Modes"

	General	Signing & Capabilities	Resource Tags Info Build Settings B
PROJECT	+ Ca	apability All Debug	Release
🛓 SampleSwift	>	Signing	
TARGETS			
🕼 SampleSwift	~	Background Modes	S
🖺 SampleSwiftTests	i		Modes Audio, AirPlay, and Picture in Picture Location updates Voice over IP External accessory communication Uses Bluetooth LE accessories Acts as a Bluetooth LE accessory Background fatch
			Remote notifications     Background processing

### Verify, that resource file "abto\_keepawake.caf" added to project and selected proper target.

