

What's New

Release Date	Aug 31, 2022
SDK Version	1.8.10
Summary	Introduced capability • to connect BlockID wallet to DApps (decentralised application) • for transaction signing • for personal signing

Prerequisites

- 1. WalletConnect Project ID
 - a. Register a project into the cloud application
 (https://cloud.walletconnect.com/app) to get Project ID with your project
 - b. The project ID allows you to start using the relay network immediately, and is needed during SDK initialization



Known Issues

1. **iOS**: The SDK is created with the *ENABLE BITCODE* option set to *NO*.

Assumptions

This document provides detailed information about the dependencies, classes, methods, etc. introduced w.r.t. Wallet Connect Signing (Transaction and Personal) feature only.

Refer below SDK documentation for more details.

- Overview:
 https://developer.1kosmos.com/devportal/docs/mobile-sdk/overview
- 2. Integration Guide: https://developer.1kosmos.com/devportal/docs/mobile-sdk/ios/integration-guide
- API Reference:
 https://developer.1kosmos.com/devportal/docs/mobile-sdk/ios/api-reference



Integration Changes

Xcode

- 1. Xcode 13.2.1 is used to build this version of the BlockID SDK
- 2. The minimum supported iOS deployment version is now iOS 13.0
- 3. It is recommended to use the same version for your application development.

Add Dependencies - Cocoapods

// Web3

pod 'Web3', :git => 'https://github.com/Boilertalk/Web3.swift.git', :tag => '0.4.2'

Add Dependencies - SPM

This version of BlockID SDK depends upon the below 2 libraries (Swift Packages). Add these libraries as Package Dependencies in your project.

1. WalletConnect:

a. URL: https://github.com/1KBlockID/WalletConnectSwiftV2

b. Branch: BIDWalletConnect

2. Starscream:

a. URL: https://github.com/daltoniam/Starscream.git

b. Version: 3.0.0 - Next Major





Class Reference

WalletConnectHelper

A singleton class that provides applications to

- Connect BlockID SDK wallet to DApps
- Transaction signing
- Personal signing

Note: The SDK must be initialized and ready before using the WalletConnectHelper class.

Method Summary

public init(projectID: String, metadata: AppMetadata, delegate: WalletConnectDelegate)

Description: Initializes and creates an object of the WalletConnectHelper class for given project id and application metadata.

public func connect(uri: String)

Description: Connect a client with a URI generated by the proposer.

public func approveConnection(sessionProposal: Session.Proposal)

Description: Approves the requested session. A session is created between the proposer and responder.

public func rejectConnection(sessionProposal: Session.Proposal)



Description: Rejects the requested session.

public func approveSession(request: Request)

Description: Signs the transaction for a given session. Allowed methods are

eth_signTransaction and personal_sign in the Request object.

public func rejectSession(request: Request)

Description: Rejects the transaction for a given session.

public func getActiveSessions() -> [ActiveSessionItem]

Description: Returns list of active sessions.

public func disconnect(session: ActiveSessionItem)

Description: Disconnect the given active session.



Protocol Reference

WalletConnectDelegate

Defines methods for callback events related to wallet connect/ disconnect, transaction and personal signing requests.

Method Summary

func on Session Proposal (session Proposal: Session. Proposal?)

Description: A callback method to indicate that the proposer has sent a connection (pairing) request.

func onSessionRequest(request: Request)

Description: A callback method triggered when a signing request (transaction, personal) is received.

func on Session Settle Response (sessions: [Active Session Item])

Description: A callback method indicating if there is change in the active session list.

func onSessionDisconnect(remainingSession: [ActiveSessionItem])

Description: A callback method triggered when the active session is disconnected.

func onError(error: Error)

Description: A callback method triggered when there is an error.