**OpenXC iOS**

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## **Using VI with iOS**

So you just bought an OpenXC vehicle interface? Let’s get it programmed and test it in a car with your iOS device or laptop. If you have issues at any point in this process, check for similar issues in the [Google Group](http://groups.google.com/group/openxc) or create a new post to ask for some assistance.

## [**Install the OpenXC Enabler**](http://openxcplatform.com/android/getting-started.html#enabler)

iOS OpenXC Enabler application is available on GitHub in the [openxc-ios-app-demo](https://github.com/openxc/openxc-ios-app-demo) repository.

Follow these steps to install it on your device:

1. Open the OpenXC Enabler App on XCode ([steps to install XCode](https://developer.apple.com/xcode/downloads/))
2. Add [openx-ios-framework](https://github.com/openxc/openxc-ios-framework) in the enabler project
3. This will also add protobuf framework being a submodule
4. Add these frameworks in *“embedded binaries”* section in project settings
5. Add CoreBluetooth framework in your application & also in *“embedded binaries”* section
6. Modify profile settings to use your provisioning profile and update the bundle identifier accordingly

That’s it! You can now proceed to the next steps to start using the library in your project.

## [**For Contributors**](http://openxcplatform.com/android/library-installation.html#contributor)

Clone the [openxc-ios-framework](https://github.com/openxc/openxc-ios-framework)repository using Git. If you don’t already have Git installed, GitHub has a [good reference](https://help.github.com/articles/set-up-git) for all platforms.

After cloning the openxc-ios-framework library, open the project in XCode. This should have protobuf framework as submodule

Once you have the library set up, you can start writing your first OpenXC app using the steps mentioned below. If you are having trouble, check out the troubleshooting steps.

## **App Tutorial**

This tutorial assumes you have a working knowledge of how to create an iOS application. Setting up the development environment and understanding iOS fundamentals is outside the scope of OpenXC, and already Apple provides great documentation and tutorials - we won’t repeat them here. The best place to start is [Apple developer portal.](https://developer.apple.com/)

Once you’re comfortable with creating an iOS app, continue on with this tutorial to enrich it with data from your vehicle.

## **Starter Application**

1. Download the [complete starter application](https://github.com/openxc/openxc-ios-app-demo) from GitHub (click the “ZIP” button on the right hand column or use Git), and extract it to your code workspace.
2. Open the project with XCode.
3. Add the openxc-ios-framework as mentioned above.