Environment Configurations/Install Instructions iOS

To compile open "**prebuilt/iOS/icc.xcodeproj**"

OR

Manual Setup:

Required Hardware:

- iPad or iPhone running ios v9.3.2 or later.

Required Software:

- XCode 7.3.1 or later

Required Dependencies:

- Card.io iOS Core Source: https://github.com/card-io/card.io-iOS-source
- Card.io iOS DMZ Source: https://github.com/card-io/card.io-dmz
- OCRE Source (branch dev)

Setup:

1. Create a folder "**env**" in the directory of your choosing.
2. "cd" into "**env**"
3. Run "**sudo git clone https://github.com/card-io/card.io-iOS-source.git**"
4. "cd" into the "card.io-iOS-source"
5. Run "**sudo vim .git/config**'
6. Add to the bottom of the file:
   [submodule "dmz"]
   url = https://github.com/card-io/card.io-dmz.git

"**Esc + :wq**" to save

7. Run "**sudo git submodule update --init --recursive**"
8. Download the OCRE repo into "**env/**"
9. Copy the files from "**dmz-src/scan/**" in OCRE to "**env/card.io-iOS-source/dmz/scan**" Note: overwrite
10. Copy the file from "**dmz-src/scan/dmz_all.cpp**" in OCRE to "**env/card.io-iOS-source/dmz/**" Note: overwrite
11. "**cd**" to "**env/**"
12. Run "sudo chmod -R 777 *"
13. "**mkdir tess_lib**"
14. Copy the files "**liblept.a**" and "**libtesseract_all.a**" from "**lib/dependencies/libiOS/**" to "**env/lib**"
15. "**mkdir tess_include**"
16. Copy the files/directories from "**lib-src/ios/dependencies/include**" to "**env/tess_include**"

17. Copy the "**tessdata"** from OCRE to "**env/card.io-iOS-source/**"
18. Copy the files from "**icc.xcodeproj**" in "**iOS**" and overwrite "**icc.xcodeproj**" in "**env/card.io-iOS-source/**"
19. Copy the file in "**classes**" in OCRE to "**env/card.io-iOS-source/Classes**"
20. Open "**icc.xcodeproj**" with xcode.
    Note: It might take a bit to index the files, let it finish.
21. Set "**icc**" as your build/main project with the dropdown next to the Start/Stop buttons.
22. Clean and rebuild icc.
23. Change your settings accordingly for your apple developer account and you should now be able to deploy to your iOS device or TestFlight.
24. Your projects should be set to compile for all architectures. This is now required by Apple.