**CUSTOM FRAMEWORK**

**In Custom Framework Project**

1. In xcode, click New Project -> CocoaTouchFramework.

2. Implement the required custom codes in it.

3. Change Always Embed Swift Libraries to **NO**(Ref : https://stackoverflow.com/questions/38667492/how-to-debug-invalid-bundle-error-which-happens-only-after-submitting-to-app-s) (also the screenshot is attached in the mail).

4. Build active architecture to **NO**

5. On Build Settings -> Other C flags, set Debug to -fembed-bitcode, and Release to -fembed-bitcode.

6. On Build Settings, click on the + sign at the top to add a user-defined build setting with the name BITCODE\_GENERATION\_MODE, and set Debug to bitcode, Release to bitcode.

**In the Application**

1. Drag and drop the custom framework in the Embedded Binaries in General.

2. Import the framework in the viewcontroller.

3. Change Always Embed Swift Libraries to **YES**

4. Build active architecture to **NO**

5. The images added in the images assest, should have alpha channel to **NO** (screenshot attached in the mail).

**For removing the alpha channel for an image,**

**1. Open** the image

**2. Command-Shift-S** to Duplicate (creates a copy)

**3. Command-S** to Save

**4. Deselect the "Alpha"** checkbox

**5. Delete " copy" from filename** (including the space)

◦ This will overwrite your original, if you want to keep the original, just leave "copy" in the name

**6. Save**

**7. Click 'Replace'** to confirm you want to overwrite the original

◦ Only necessary if you are overwriting your original

**NOTE : While adding module.modulemap file, the path should be given in the build settings in Packaging section.**