Jaspersoft Mobile SDK Install Guide

I. Installation via Linking as Static Library

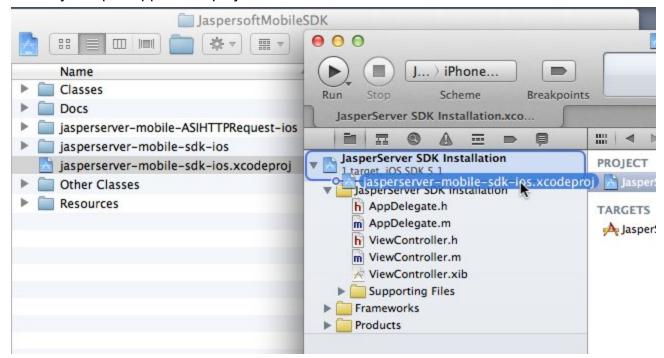
Static library **linking** is the recommended way to install the Jaspersoft Mobile SDK. Using this approach, you will get the following benefits:

- you can easily update/replace SDK
- solve classes name collision (when different classes have same name)
- ARC independent

There are a few more install steps (compared to just adding files directly, covered in Section II), but the benefits outweigh the costs, and we will walk you through all of the steps below.

To install via linking:

 Add a cross-project reference by dragging the jasperserver-mobile-sdk-ios.xcodeproj file into your open application project in Xcode:



- 2. Open target settings editor -> Build Phases for the target you want to link library into
- In the tab Target Dependencies tab add dependency on the jasperserver-mobile-sdk-ios aggregate target.

Note: If you don't have the **ASIHTTPRequest** library included in your project, you don't need to do anything (it will be added automatically because of the dependency with the SDK). If you

🚵 JasperServer SDK Installation.xcodeproj **)** J... > iPhone 5.1... -= Scheme Editor Breakpoints View Organizer JasperServer SDK Installation.xco. IIII | ◀ | ▶ | 📩 JasperServer SDK Installation Info **Build Settings** Build Phases **Build Rules** MasperServer SDK Installation ▶ jasperserver-mo...dk-ios.xcodeproj 2 targets, iOS SDK 5.1 TARGETS ▼ Target Dependencies (0 items) ▼ installation JasperServer SDK Installation h AppDelegate.h Add target dependencies here m AppDelegate.m h ViewController.h m ViewController.m ✓ ViewController.xib Supporting Files ▶ Compile Sources (3 items) ▶ Frameworks Link Binary With Libraries (3 items) ▶ iii Products ▶ Copy Bundle Resources (2 items)

> 0. Add Build Phase

already have it in your project, you can exclude it (see instructions in Section III).

4. In the tab Link Binary With Libraries link against next frameworks and libraries:

Validate Settings

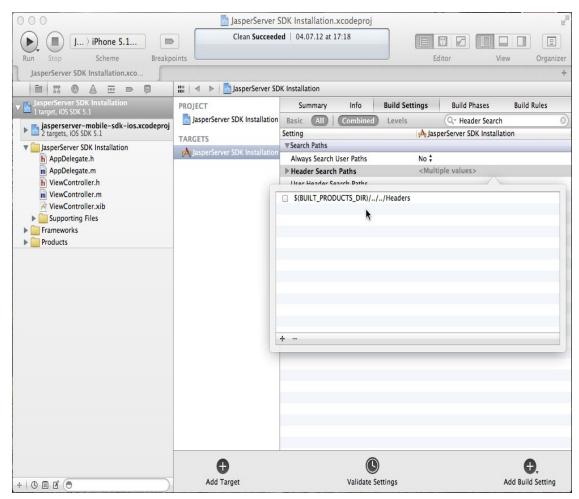
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Add Target

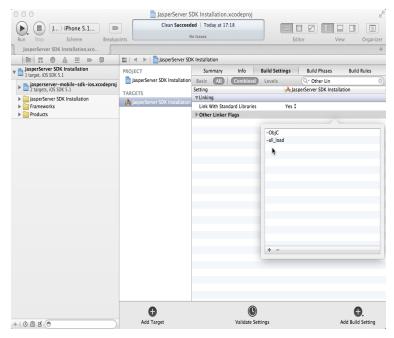
- o **jasperserver-mobile-sdk-ios.a** (don't worry that it shows up red)
- CFNetwork.framework
- SystemConfiguration.framework
- MobileCoreServices.framework
- QuartzCore.framework
- o libxml2.dylib
- o libz.dylib

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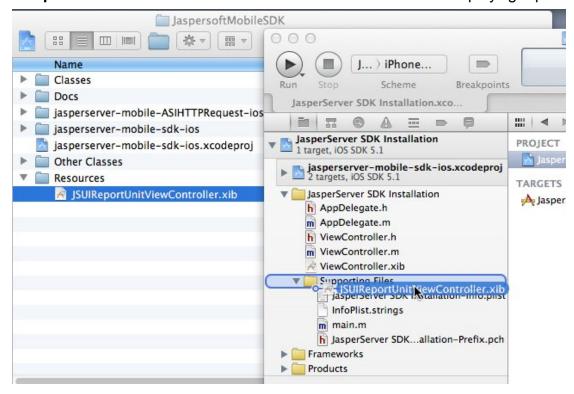
5. Open Build Settings -> Search Paths -> Header Search Paths and double-click on the value column in the top level. Add "\$(BUILT_PRODUCTS_DIR)/../../Headers", if it's not already there.



6. Open **Build Settings** -> **Linking** -> **Other Linker Flags**, and add "-**ObjC** -all_load", if they are not already there. This is used for loading all JS Controller classes which extend from UITableViewController / UIViewController. This makes it possible to set any of JS Controller classes as a **Custom Class** in a .xib file.



7. Copy JSUIReportUnitParametersViewController.xib file from Resources directory inside SDK to your project and add it to target. Otherwise there will be a runtime exception because JSUIReportUnitParametersViewController controller uses it for displaying reports.



- 8. You have now completed installation of **JS SDK** into your application.
- 9. To verify the installation, open up your App Delegate and add an import of the **JSClient** header: #import <jasperserver-mobile-sdk-ios/JSClient.h>
- 10. Build your project and verify build output. Project should build without any issues. Congratulations! You have successfully finished **JS SDK** installation! Build the project to verify installation is successful

II. Installation by Adding Source

If you don't want to **link** the JS Mobile SDK you can install it as source. That basically means you are copying the SDK classes (and all of the dependent libraries) directly into your Xcode project. This provides some benefits:

- easy SDK library modification
- install is a little bit easier
- simpler #import

But there are also some drawbacks

- possible class name collisions (as Objective-C has no namespace)
- problems with ARC code (SDK was written for iOS version earlier than 4.2, pre-ARC
- you still need to have **ASIHTTPRequest** library
- future problems with updating SDK (you need to replace all classes again).

To install the SDK as source:

- 1. Copy all files from **Classes** directory to your Xcode project
- 2. SDK require **ASIHTTPRequest** library which locates in **Other Classes** directory. So you can copy all classes from directory or install **ASIHTTPRequest** manually
- 3. Open target settings editor -> **Build Phases** for the target you want to link library into
- 4. In the tab **Link Binary With Libraries** link against next frameworks and libraries:
 - CFNetwork.framework
 - SystemConfiguration.framework
 - MobileCoreServices.framework
 - QuartzCore.framework
 - o libxml2.dylib
 - o libz.dylib
- 5. Open **Build Settings** and add "\${SDK_DIR}/usr/include/libxml2" to the **Header Search**Path section
- 6. Copy JSUIReportUnitParametersViewController.xib file from Resources directory inside SDK to your project and add it to target. Otherwise there will be a runtime exception because JSUIReportUnitParametersViewController controller uses it for displaying reports
- 7. Use **#import "JSClient.h"** in your source files
- 8. Build the project to verify installation is successful

III. Disable Inclusion of ASIHTTPRequest library

If you chose the **linking** install approach, but you have already installed the **ASIHTTPRequest** library, you can disable including it for the JS Mobile SDK (this will reduce the size of the **jasperserver-mobile-sdk-ios.a** file when you build).

To disable including **ASIHTTPRequest** library for SDK:

- 1. Open jasperserver-mobile-sdk-ios target settings
- 2. Go to Build Phases tab
- 3. In section Target Dependencies remove jasperserver-mobile-ASIHTTPRequest-ios target
- In section Link Binary With Libraries remove jasperserver-mobile-ASIHTTPRequest-ios.a library file

This will build the SDK without including the **ASIHTTPRequest** directly into your library file.