

Jaspersoft Mobile SDK 1.4 Install Guide

There are 2 ways you can install the Jaspersoft Mobile SDK for iOS:

1) Static library / Framework **linking** (instructions in Section I below) - This is the recommended way. 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.

2) Adding source files directly to your project (instructions in Section II below) - 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

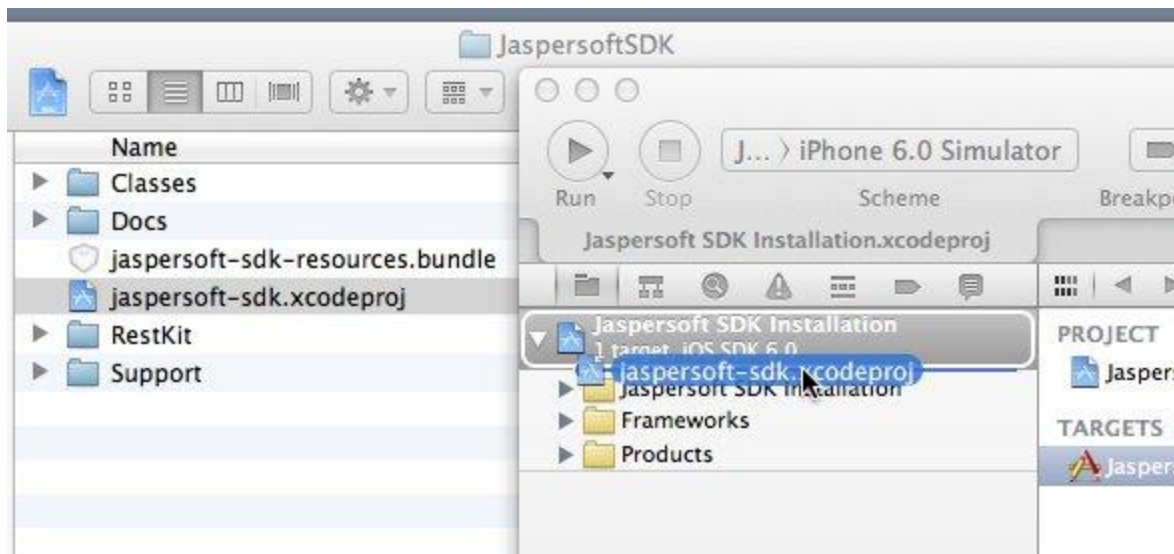
- possible class name collisions (as Objective-C has no namespace)
- problems with non-ARC code
- you still need to have **RestKit** connected as Static library or Framework
- future problems with updating SDK (you need to replace all classes again).

I. Installation via Linking as Static Library on iOS or Framework on OS X

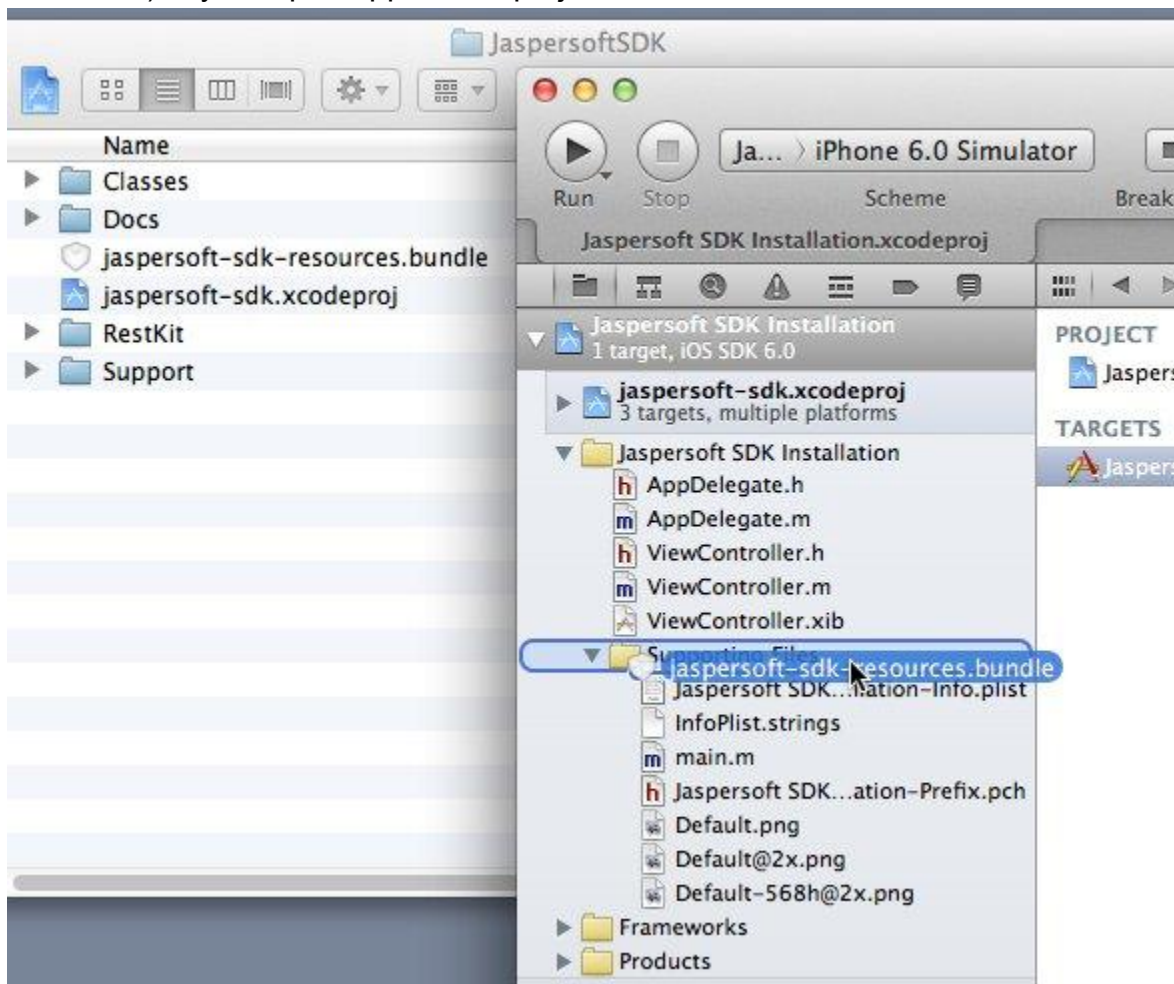
Note: Jaspersoft Mobile SDK 1.4 depends on the **RestKit** library (see NOTICES.txt for license details). Installation via linking will add **RestKit** inside the SDK automatically (you can remove it from SDK if you have already installed it directly in your project).

To install via **linking**:

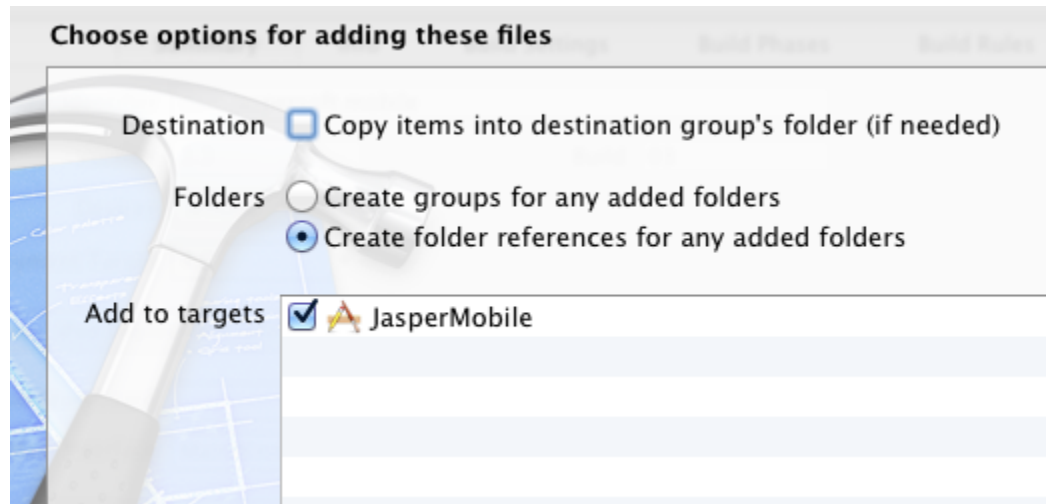
- 1 Add a cross-project reference by dragging the **jaspersoft-sdk.xcodeproj** file into your open application project in Xcode.



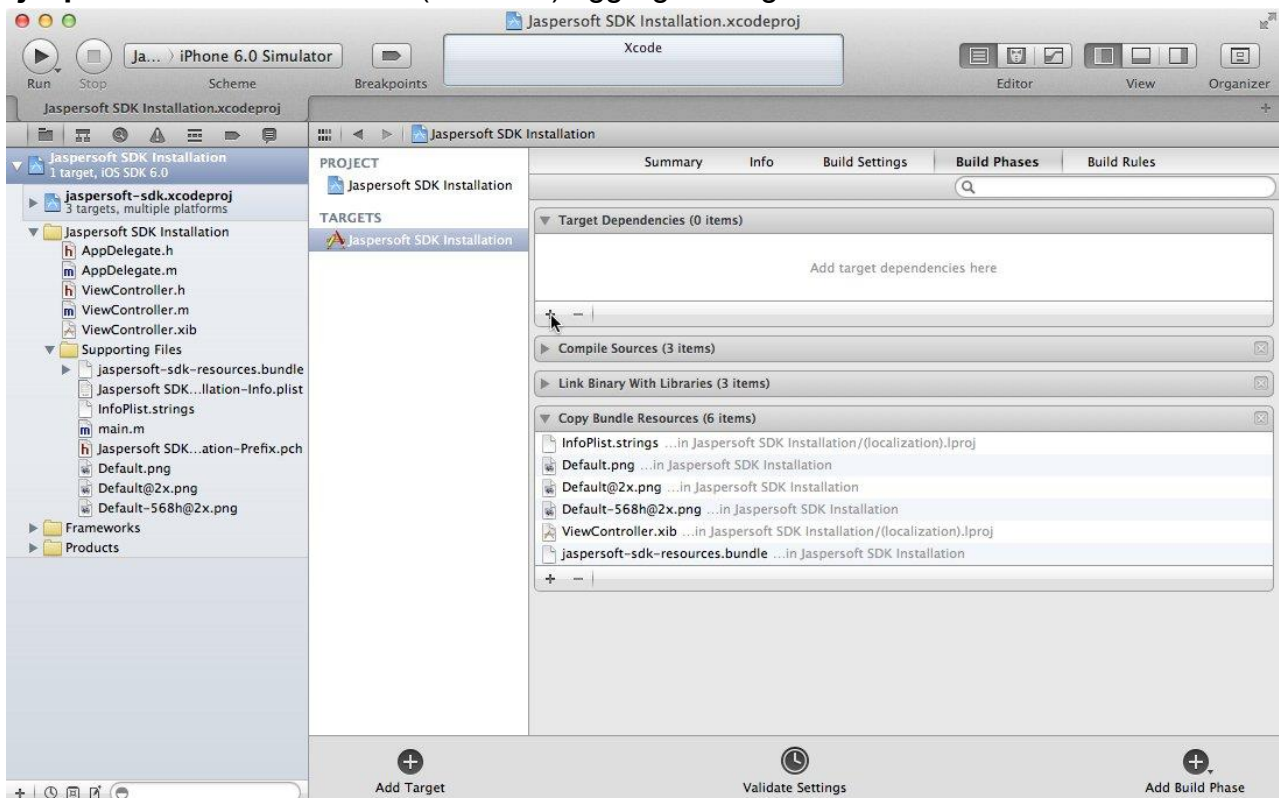
- 2 Delete any pre-existing references or copies of **jaspersoft-sdj-resources.bundle** in your project.
- 3 Add an SDK resource bundle reference by dragging the **jaspersoft-sdk-resources.bundle** file into your 'Resources' directory (it could be any directory, but Resources makes sense in this context) in your open application project in Xcode.



- 4 When the options dialog comes up, leave 'Destination' checkbox unchecked (do not copy items...). For 'Folders' select the 'Create folder reference..' radio button, and make sure your project is checked in the 'Add to targets' list:



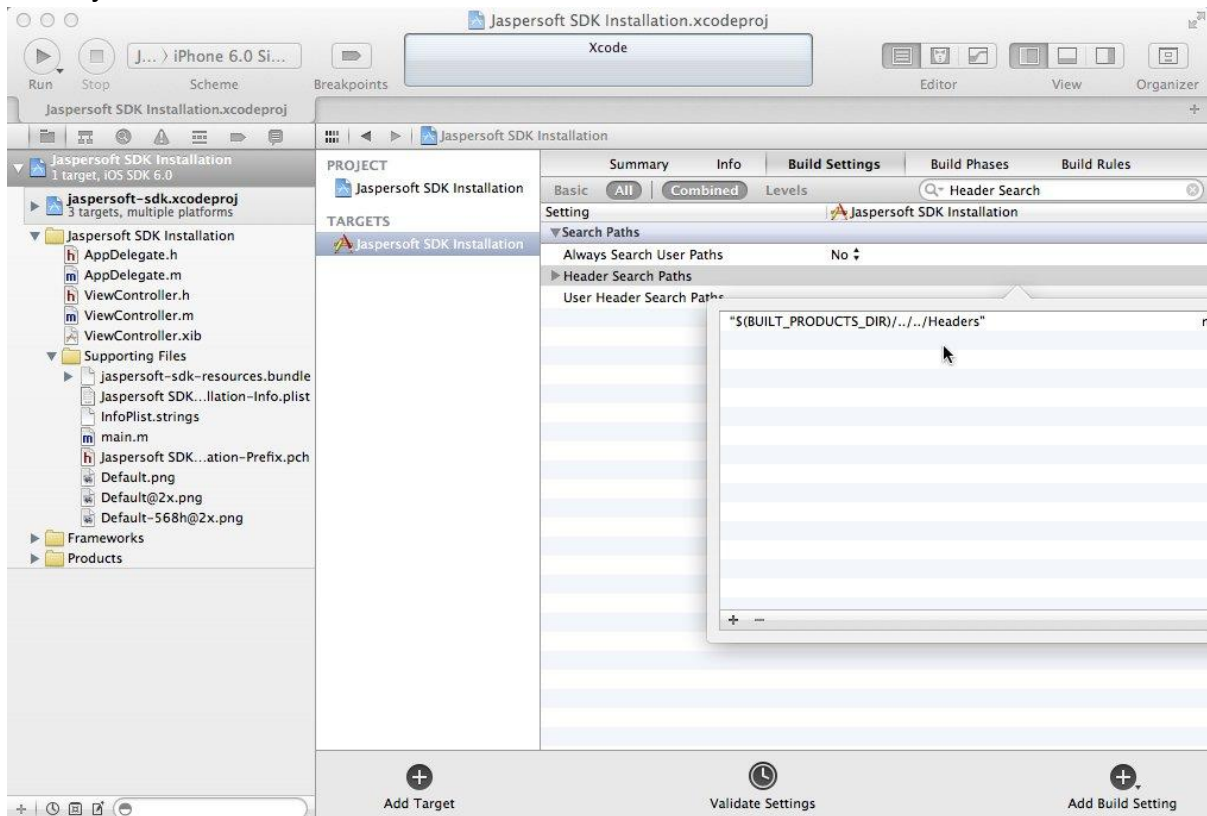
- 5 Open target settings editor -> **Build Phases** for the target you want to link library into
- 6 In the tab **Target Dependencies** add dependency on the **jaspersoft-sdk** (on iOS) or **jaspersoft-sdk-framework** (on OS X) aggregate target.



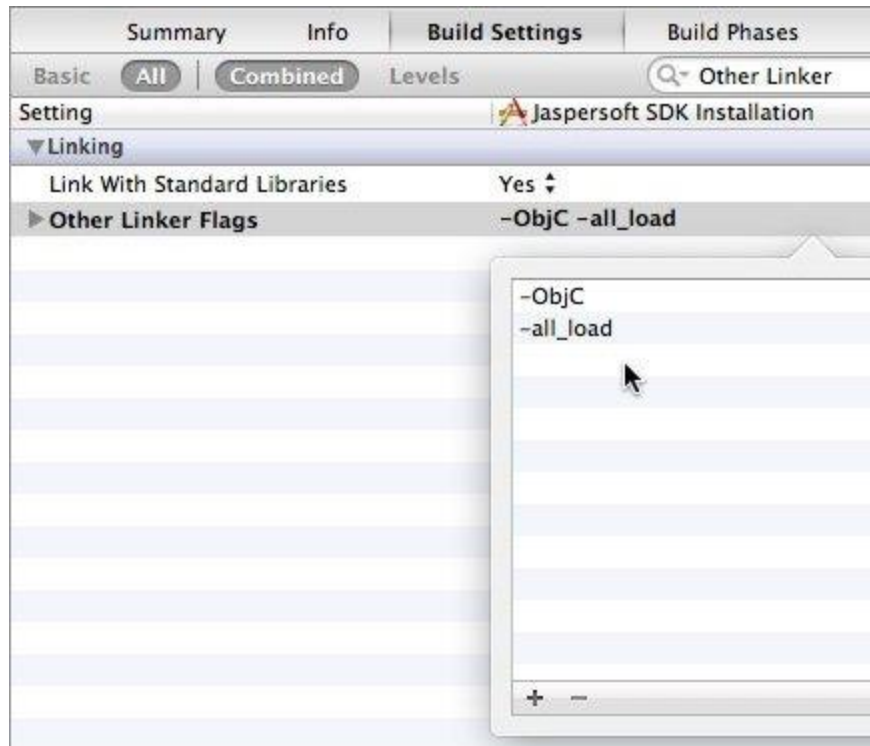
- 7 In the tab **Link Binary With Libraries** link against next frameworks and libraries:
- **libjaspersoft-sdk.a** on iOS or **jaspersoft-sdk.framework** on OS X (don't worry that it shows up in red)
 - **CFNetwork.framework** on iOS

- **CoreData.framework**
- **Security.framework**
- **MobileCoreServices.framework** on iOS or **CoreServices.framework** on OS X
- **SystemConfiguration.framework**
- **libxml2.dylib**
- **QuartzCore.framework** on iOS

- 8 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.



- 9 Open **Build Settings** -> **Linking** -> **Other Linker Flags**, and add **"-ObjC"** and **"-all_load"**, if they are not already there (you can copy/paste the following string, just make sure it gets properly separated into 2 flags: **-ObjC -all_load**).



- 10 You have now completed installation of the **Jaspersoft Mobile SDK for iOS** into your application.
- 11 To verify the installation, open up your App Delegate and add an import of the **JaspersoftSDK** header:

```
#import <jaspersoft-sdk/JaspersoftSDK.h>
```

Note: If you are building the JasperMobile app for iOS, it's already there.
- 12 Build your project and verify build output. Project should build without any issues. Congratulations!

II. Installation by Adding Source

- 1 Copy all files from **Classes** directory to your Xcode project
- 2 SDK require **RestKit** (0.10.1 - 0.10.3 only supported versions) library which locates in SDK directory (or you can download latest version from official [site](#)). You should install it as Static library using next [steps](#)
- 3 Open target settings editor -> **Build Phases** for the target you want to link library into
- 4 Use **#import <jaspersoft-sdk/JaspersoftSDK.h>** in your source files (you don't need to do this if you're building the JasperMobile app for iOS, as the import is already there).
- 5 Build the project to verify installation is successful.

III. Disable Inclusion of RestKit library inside SDK

If you have already installed the **RestKit** library, you can disable including it for the JS Mobile SDK

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

- 1 Open **jaspersoft-sdk** target settings
- 2 Delete reference to file **RestKit.xcodeproj** in your open application project
- 3 Confirm deletion

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