# iOS SDK Installation

## Prerequisite

- Require Universal-Framework.zip
- Xcode 12.1
- iOS project

## Step 1.
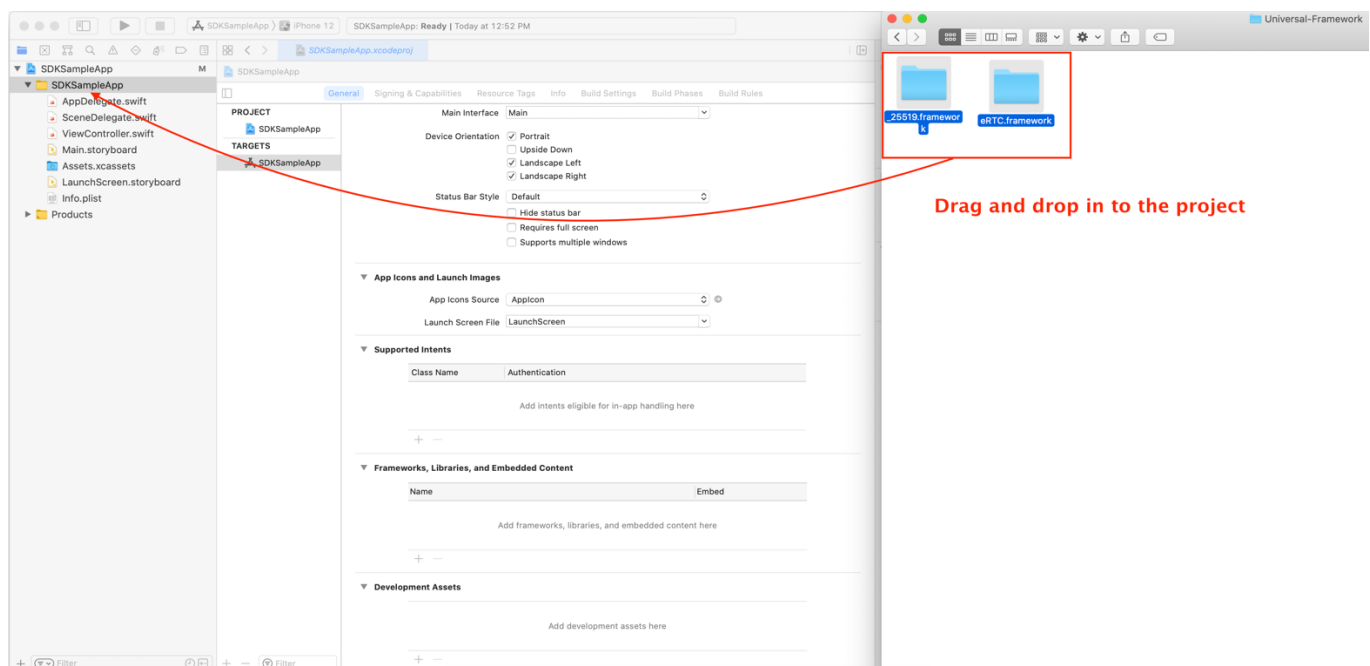- Unzip **Universal-Framework.zip**
  Note :- after extraction a new folder **Universal-Framework** should appear in same directory
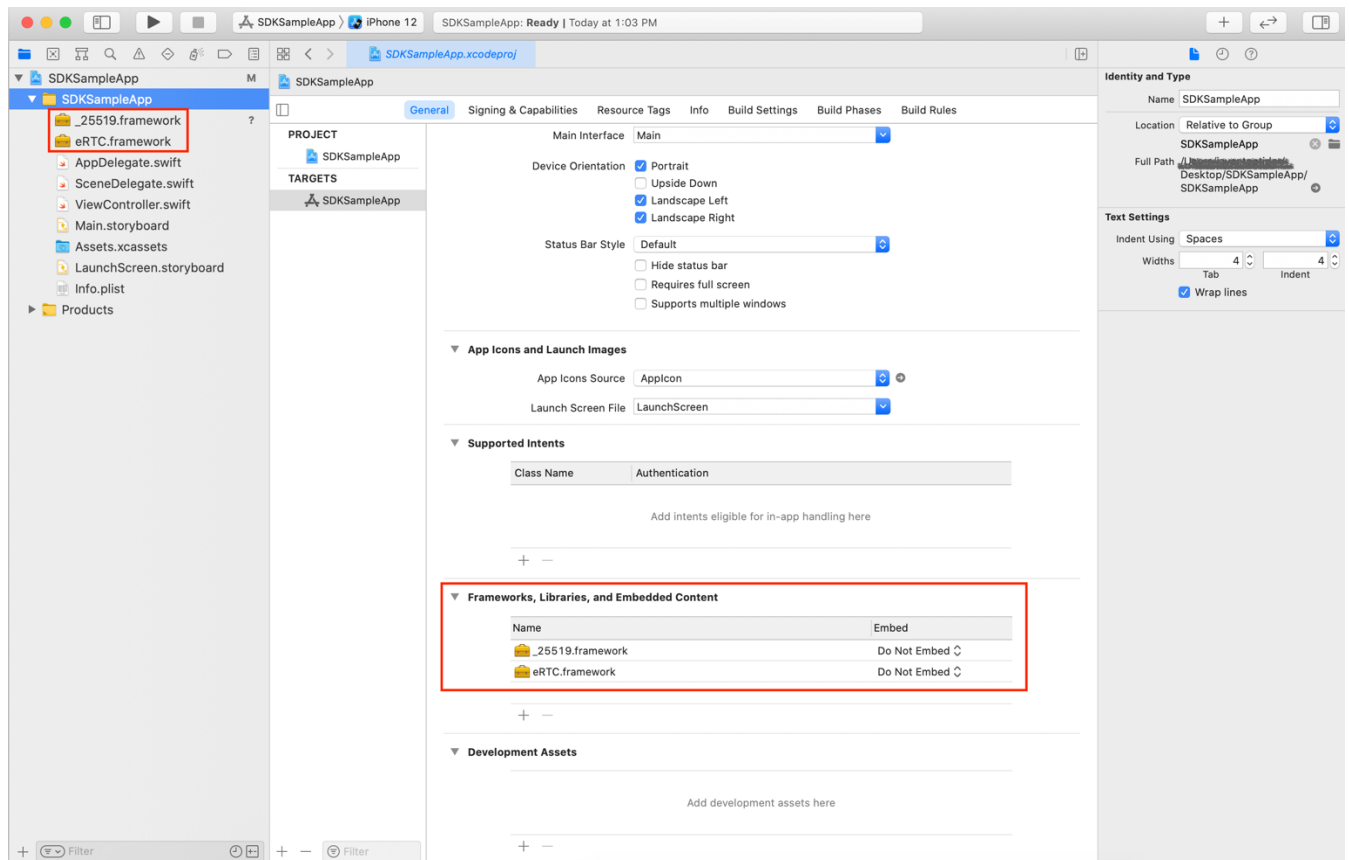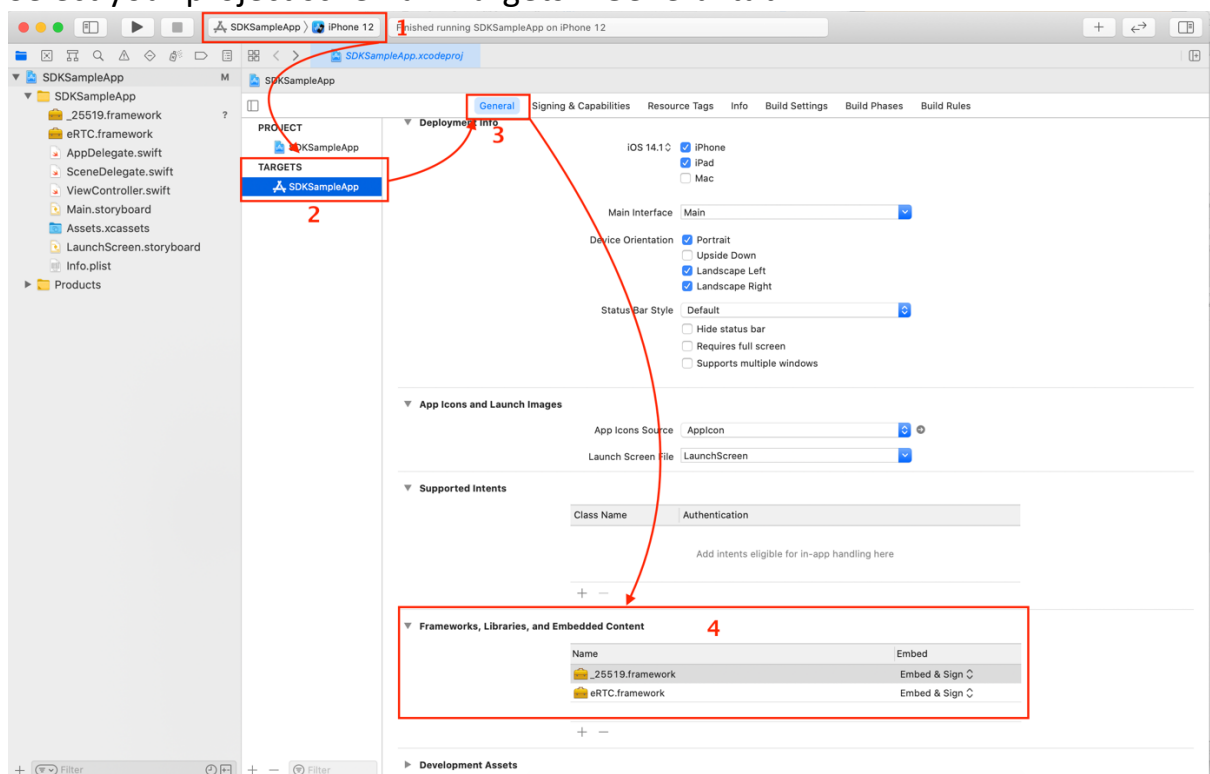
## Step 2.
- Open your project

## Step 3.
- Drag and drop the framework **(_25519.framework and eRTC.framework**) in to the project

now **_25519.framework** and **eRTC.framework** appears in the project workspace and the **Framework, Libraries, and Embedded Content**



Select your project schema > Targets > General tab

## Select **Embed & Sign**

▼  **Frameworks, Libraries, and Embedded Content**

| Name | |
|------|---|
| 📁 _25519.framework | Do Not Embed |
| 📁 eRTC.framework | ✓ Embed & Sign |
| | Embed Without Signing |

**Select Embed & Sign for both _25519 & eRTC**

▼  **Frameworks, Libraries, and Embedded Content**

| Name | Embed |
|------|-------|
| 📁 _25519.framework | Embed & Sign ⇕ |
| 📁 eRTC.framework | Embed & Sign ⇕ |