

Generate Framework

=====

BuildSettings.Other Linker Flags

-all_load

-lc++

Put on framework.h

```
#import "CardIO.h"
#import "DLRadioButton.h"
#import "SwiftRSA.h"
#import "NSData+SHA.h"
#import "FXPageControl.h"
```

And select each package and change to Public

FXPageControl.h to Public

NSData+SHA.h

DLRadioButton.h

SwiftRSA.h

CardIO.h

CommonCrypto Run:

File->New->Target->Cross-platform-> Agregate ->

CommonCryptoModuleMap

This if-statement means we'll only run the main script if the
CommonCryptoModuleMap directory doesn't exist

Because otherwise the rest of the script causes a full recompile for anything
where CommonCrypto is a dependency

Do a "Clean Build Folder" to remove this directory and trigger the rest of the
script to run

if [-d "\${BUILT_PRODUCTS_DIR}/CommonCryptoModuleMap"]; then

echo "\${BUILT_PRODUCTS_DIR}/CommonCryptoModuleMap directory already

```
exists, so skipping the rest of the script."
exit 0
fi
```

```
mkdir -p "${BUILT_PRODUCTS_DIR}/CommonCryptoModuleMap"
cat <<EOF > "${BUILT_PRODUCTS_DIR}/CommonCryptoModuleMap/
module.modulemap"
module CommonCrypto [system] {
    header "${SDKROOT}/usr/include/CommonCrypto/CommonCrypto.h"
    export *
}
EOF
import CommonCrypto
Import on TargetDependencies CommonCryptoModuleMap
```

Utils.XLPagerTabStrip.ButtonCell.xib change to Framework Module
Utils.XLPagerTabStrip.App change to Framework Module