

Adding the GripAndShootSDK to your project

- 1) Make sure your project links against the CoreBluetooth.framework
- 2) Add GripAndShootSDK.a to your "Link with Binary Libraries" build phase in your project's settings
- 3) add all the files in the "Headers" directory to your project
- 4) In your project's Build Settings, add "-ObjC" to "Other Linker Flags"

