

#### **iOS UI MODULE DOCUMENTATION**

DOCUMENT VERSION: 1.1

iOS SDK VERSION: 1.1.6

iOS BUNDLE VERSION 1.1.6

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### **Installation**

#### Manual

Drag the Framework folder into your project.

#### **Cocoapods**

<u>CocoaPods</u> is a dependency manager for Cocoa projects. For usage and installation instructions, visit their website. To integrate SpreoUIModule into your Xcode project using CocoaPods, specify it in your Podfile:

pod 'SpreoUIPod'

## Usage

1. Import IosUIModule

import IosUIModule

- 2. Use settings
- 2.1 The parameter can be changed to open search with a specific category on module start. Doesn't work if showClosestPoiDetails = YES and specific category empty or incorrect.

[SpreoUIModuleSettings sharedInstance].openSearchOnStart = true [SpreoUIModuleSettings sharedInstance].specificCategory = "Entrance"

2.2 The parameter can be used to present the closest poi from a specific category on start. Doesn't work if openSearchOnStart = YES and specific category empty or incorrect.

[SpreoUIModuleSettings sharedInstance].showClosestPoiDetails = true [SpreoUIModuleSettings sharedInstance].specificCategory = "Entrance"



3. Get the viewcontroller

let vc = IosUIModuleKit.initWithApiKey("YOUR\_SPREO\_API\_KEY")

4. Present or push viewcontroller

navigationController?.pushViewController(vc, animated: true) present(vc, animated: true)

# **Build requirements:**

- Xcode Versions: Xcode 11.x
- iOS 11.0 SDK or later.

