**iOS UI MODULE DOCUMENTATION**

| DOCUMENT VERSION: | 1.1 |
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| 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**

[CocoaPods](https://cocoapods.org/) 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

1. 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"

1. 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.