

## Requirements:

- Xcode 10.2
- Swift 4.2
- iOS 9.0

## Integration

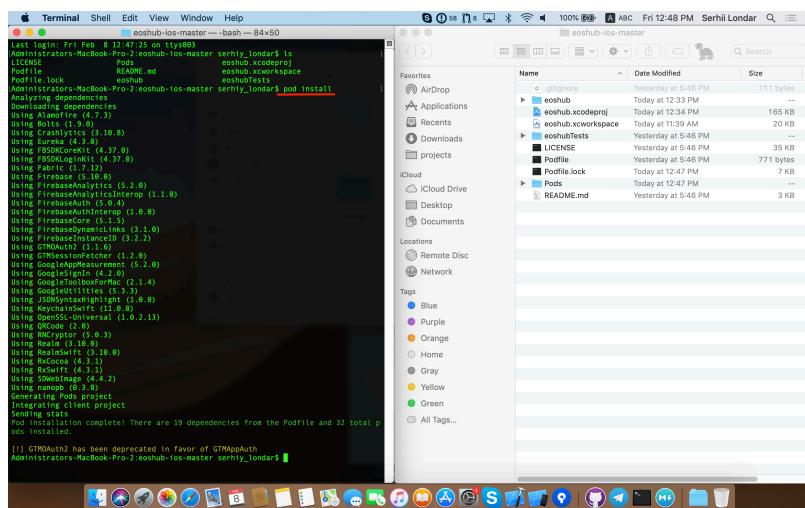
### Cocoapods [TBA]

### Carthage [TBA]

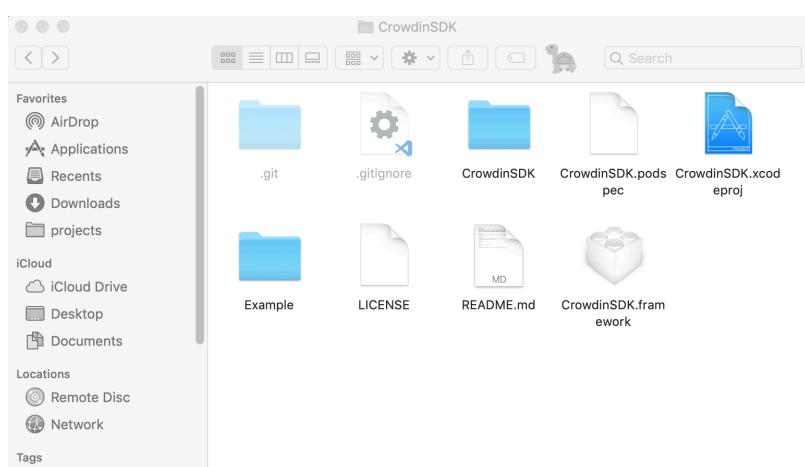
### Manual

This tutorial used in this open source project: [eoshub-ios](https://eos-hub-ios) - Easy access to the EOS network. <https://eos-hub.io>.

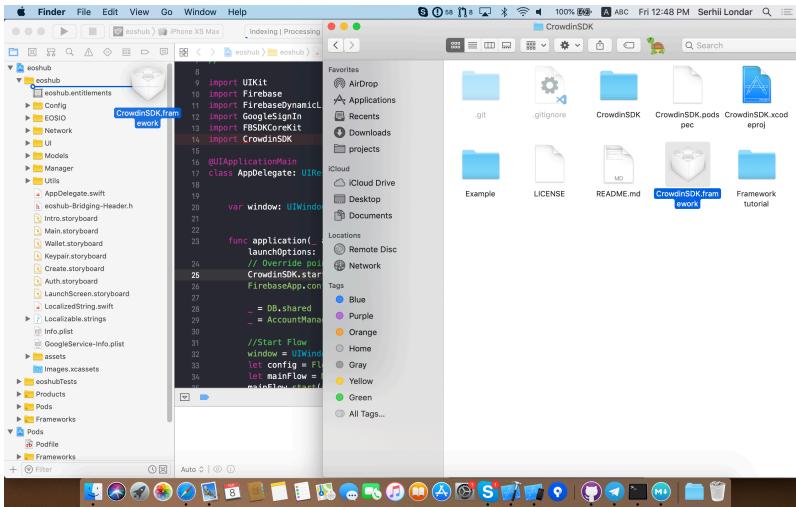
#### 1. Install all dependencies via 'pod install' command:



#### 2. Check out CrowdinSDK.framework from repository home path:

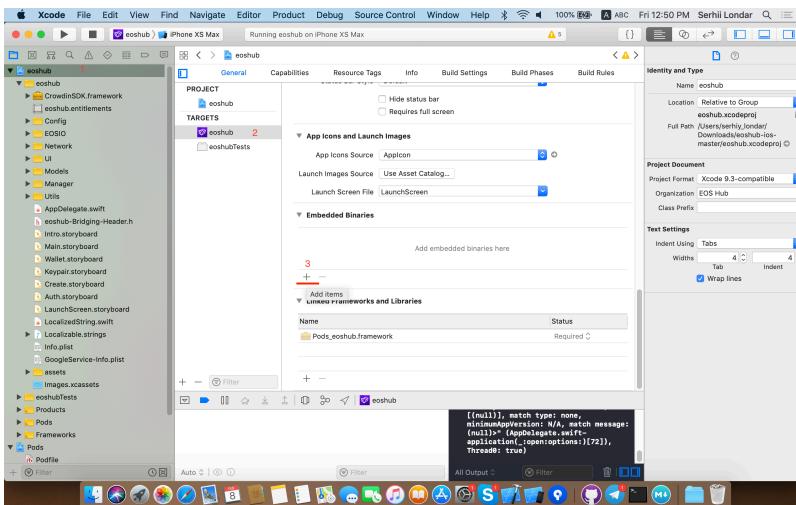


#### 3. Drag end drop CrowdinSDK.framework to your xcode project:

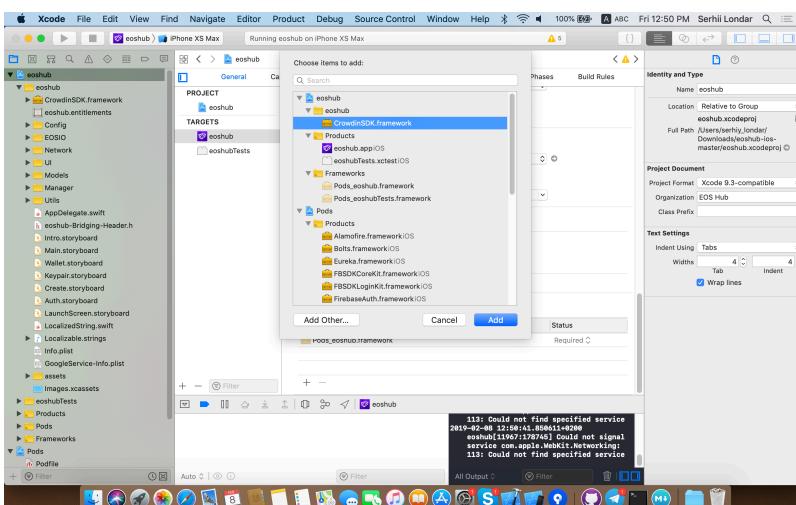


#### 4. Add CrowdinSDK.framework to Embedded Binaries:

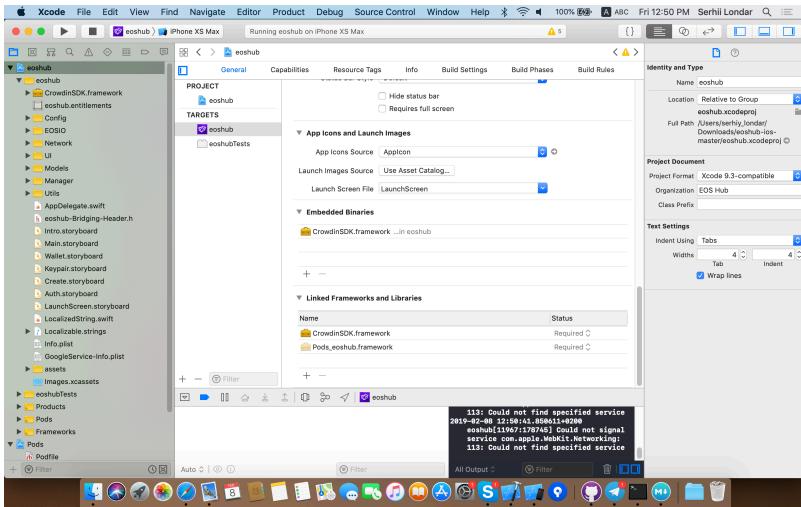
Press Project -> Target -> General, and under Embedded Binaries section press "Add Items" (Plus button):



Select CrowdinSDK.framework from list:



Make sure that crowdin sdk is added to "Embedded Binaries" and to "Linked Frameworks and Libraries" sections only once:



## 5. Setup SDK.

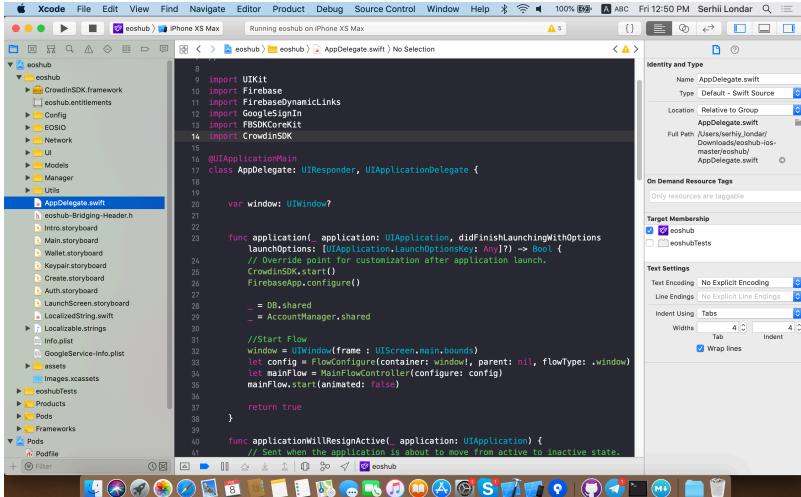
### Swift

In `AppDelegate.swift` add `import CrowdinSDK`.

In

```
func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {
    method add:
```

`CrowdinSDK.start()`



### Objective-C

In `AppDelegate.m` add `@import CrowdinSDK` or `#import<CrowdinSDK/CrowdinSDK.h>`.

In `- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions` method add:

`[CrowdinSDK start];`

## 6. Run application.

When you will run your application, all localized strings should be appended with following construction:

`[current localization][cw]`, f.e. `[en][cw]`.

