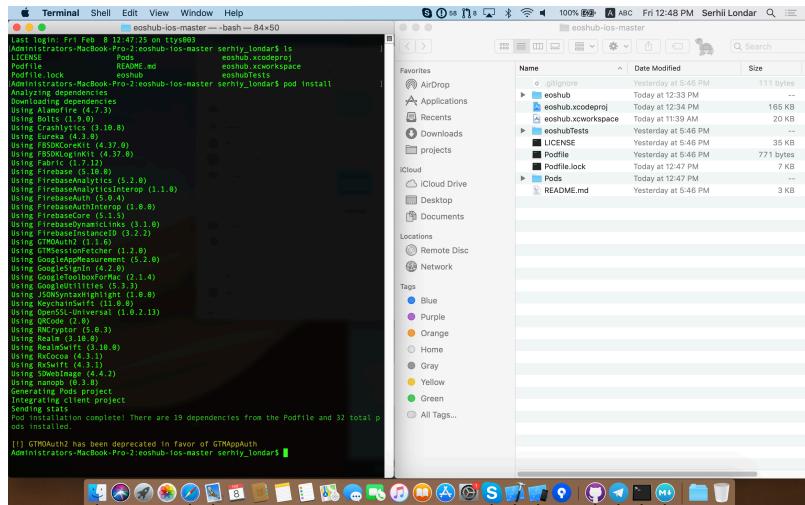
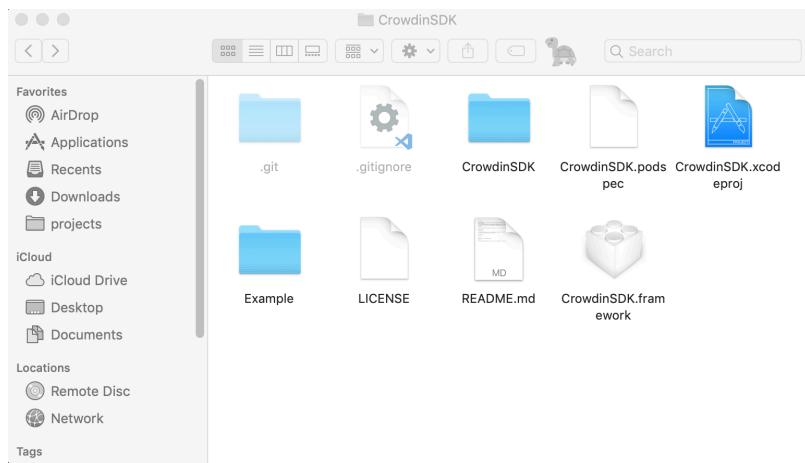


This tutorial used on this open source project: eoshub-ios - Easy access to the EOS network. <https://eos-hub.io>.

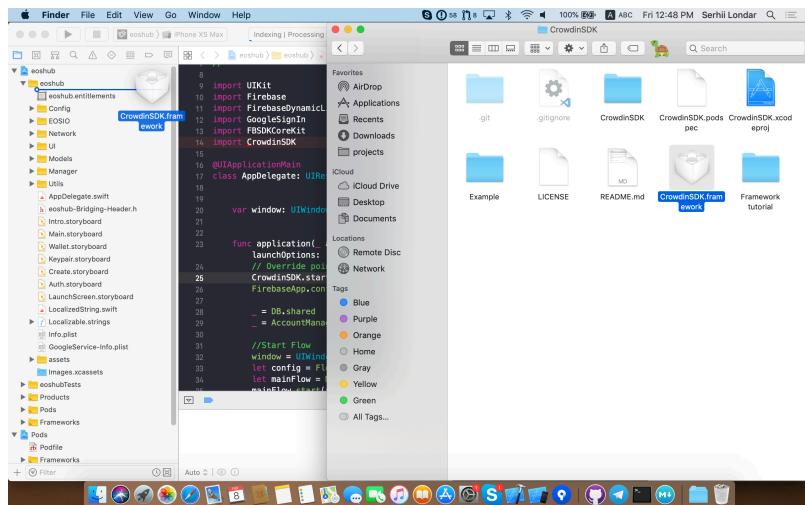
1. Install all dependencies via 'pod install' command:



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

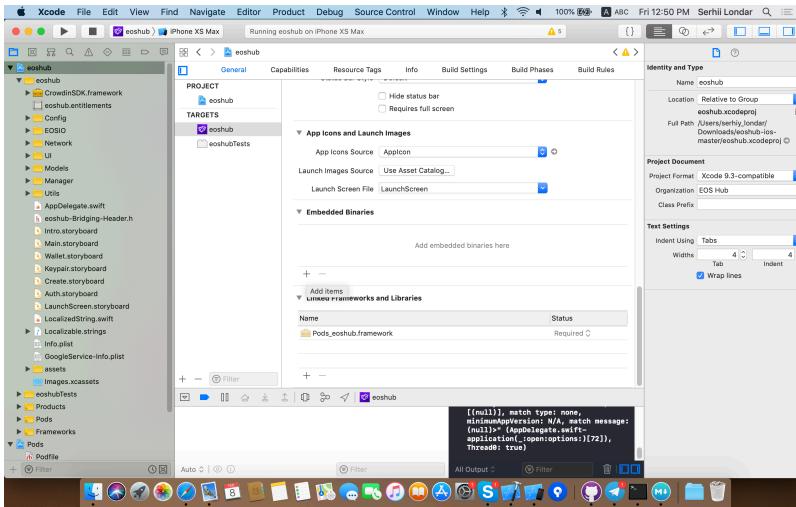


3. Drag and drop CrowdinSDK.framework to your xcode project:

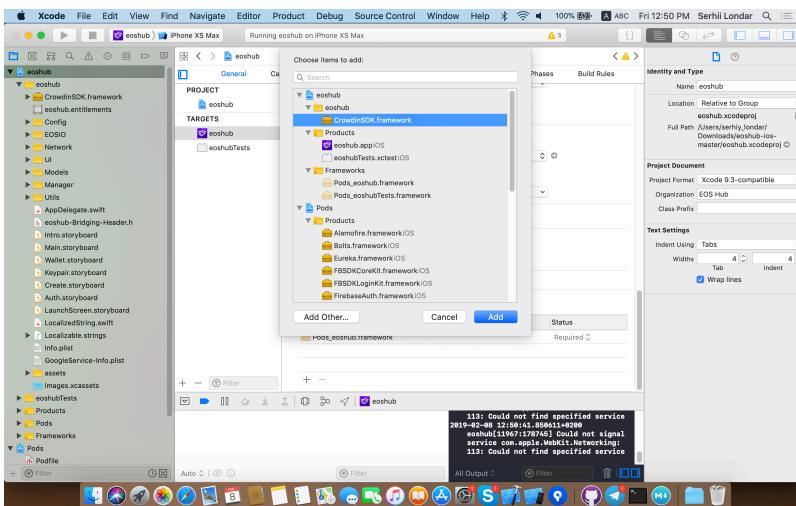


4. Add CrowdinSDK.framework to Embedded Binaries:

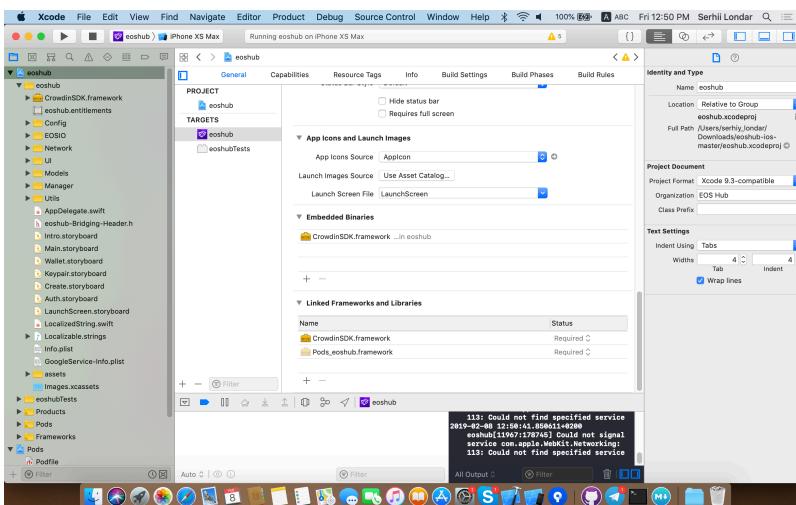
Press Project -> Target -> General, And under Embedded Binaries section press "Add Items" (Plus button):



Select Crowdin.framework from list:



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



5. Setup SDK.

In app delegate add 'import CrowdinSDK'.

In

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

method add:

```
'CrowdinSDK.start()'
```

```
8 import UIKit
9 import Firebase
10 import FirebaseDynamicLinks
11 import GoogleSignIn
12 import FirebaseFirestore
13 import CrowdInSDK
14
15 @UIApplicationMain
16 class AppDelegate: UIResponder, UIApplicationDelegate {
17
18     var window: UIWindow?
19
20     func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool {
21         // Customization point after application launch.
22         CrowdInSDK.start()
23         FirebaseApp.configure()
24
25         // Use a shared instance
26         // = AccountManager.shared
27
28         // Start Flow
29         window = UIWindow(frame: UIScreen.main.bounds)
30         let config = UIWindow.Configuration(container: window, parent: nil, flowType: .window)
31         let mainWindow = UIWindowController(configure: config)
32         mainWindow.window?.makeKeyAndVisible(animated: true)
33
34         return true
35     }
36
37     func applicationWillResignActive(_ application: UIApplication) {
38         // Sent when the application is about to move from active to inactive state.
39     }
40 }
```

6. Run application.

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

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

