

Inspiry

IOS Branch

iOS project setup before xcode launch

preparing ide

1. install JDK (tested with jdk-15.0.2_osx-x64_bin.dmg)
2. install Android Studio and Android SDK
3. you can open and build project now (iosModule) note: if there are errors, try building the project for the first time in android studio
4. update signing

external api setup

1. place your photoroom api key into **RemoveBGProcessorImpl.swift** (find and replace "**your-photoroom-apiKey**")
 2. put your adapty api key into Adapty initializer (losApp.swift)
 3. put your amplitude api key into Amplitude initializer (losApp.swift)
 4. put your appsflyer api key into AppDelegate (replace "your-appsflyer-key")
 5. don't forget to register your app in firebase console and replace **GoogleService-Info.plist** in project with yours
- We haven't merged the ios_dev branch into the main branch, so the Android part is outdated here. (for android project use android branch)