

NEXREF Visual Intuition SDK

integration guide for iOS

Updated: 24th April 2017

General description	1
How to ensure embedded native library load correctly	1
How to include framework into Xcode project	2
Initial setup	2
Framework version verification	2
Communication flow - customer	3
Communication flow - Nexref	3

General description

The library provides functionality of recognition of markers and projection over them given videos in Augmented Reality environment.

It provides a set of callbacks responsible for sharing of content and notifying application about successful marker recognition.

How to ensure embedded native library load correctly

Unpack attached zip file, inside you will find VisualIntuition.framework. First step is architecture verification:

```
lipo -info VisualIntuition.framework/VisualIntuition
```

The valid output is:

```
Architectures in the fat file: VisualIntuition.framework/VisualIntuition are:  
i386 x86_64 armv7 arm64
```

Next step is to verify codesigning:

```
codesign -d -vvvv VisualIntuition.framework  
valid output is:
```

```
Authority=iPhone Distribution: Arkadiusz Kwasny (7578GU568H)
```

```
Authority=Apple Worldwide Developer Relations Certification Authority
```

```
Authority=Apple Root CA
```

How to include framework into Xcode project

Just drag and drop framework to your project, you should be able now to include header:

```
#import <VisualIntuition/VisualIntuition.h>
```

and compile without errors.

Initial setup

To present augmented reality view to used, in your button action (or whatever you plan to show it) just add:

```
void (^trackerFoundBlock) ()=^{
    {
        NSLog(@"trackerFoundBlock");
    }
};

void (^shareBlock) (UIViewController
*sender)=^(UIViewController *sender){
    NSLog(@"SHARE BLOCK IN SAMPLE APP EXECUTED");
};

NRCameraViewController *vc = [NRCameraViewController
instance:trackerFoundBlock withShareBlock:shareBlock];
[NRCameraViewController
downloadRemoteVideosForApplication:@"com.example"
fromApi:@„http://ec2-35-162-102-82.us-west-2.compute.amazonaws.com/"];

[vc changeFont:nil];
[self presentViewController:vc animated:YES completion:nil];
```

Important parameters:

„com.example” is package ID provided by Nexref for each application separately.

API URL is constant and should not be changed without informing Nexref.

Framework version verification

Inside VisualIntuition.framework package, you can see version.txt file, which contains build date and GIT commit hash. Please use them to verify with Nexref is your version is latest one. Current version can be fetched from <https://github.com/garyhaymann/AR-Librarys/tree/master/iOS>

Communication flow - customer

1. Customer should provide the info about the release date, tasks included in a current sprint and the sprint duration.
2. Customer should support Nexref team answering questions about planned features and/or discovered bugs.
3. Customer should perform internal tests of the received application/library version (sent by Nexref).
4. Customer should report any found issue to Nexref, in time no longer than two workdays since the application/library release date.
5. Customer is releasing his app himself to iTunes Connect, otherwise full account access should be provided.

Communication flow - Nexref

1. Nexref team should gather the info about the release date, tasks included in a current sprint and the sprint duration BEFORE sprint starts.
2. Nexref should assign all the tasks from the current sprint to people.
3. Nexref is responsible for setting internal release date for test version.
4. Also for performing tests after every significant change in application/library using test scenarios.
5. Nexref should release a production version and notify customer
6. Team should fix any critical issue reported by customer and resend the fixed production version.