

ScanbotSDK for iOS - Developers User Guide

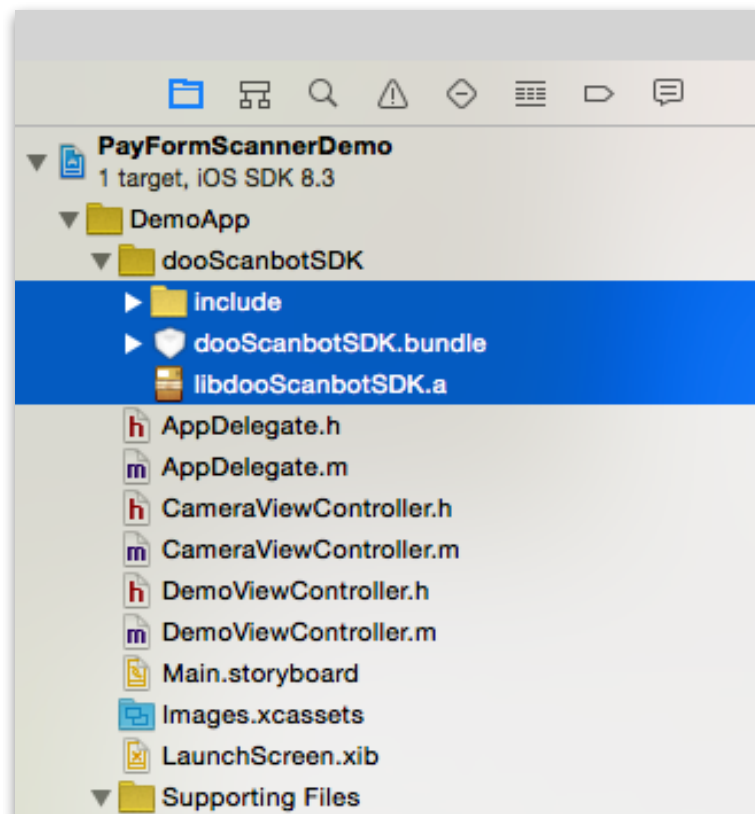
1. Integrate ScanbotSDK into your Xcode project

The ScanbotSDK for iOS comes as a static library, together with headers and a bundle containing some needed resources. The library contains architectures armv7, arm64 and x86_64. Installing the SDK into your project is easy and convenient and can be done in 4 simple steps:

- Add the ScanbotSDK files to your Xcode project
- Add additional needed frameworks
- Verify settings
- Install license

1.1 Add the ScanbotSDK files to your Xcode project

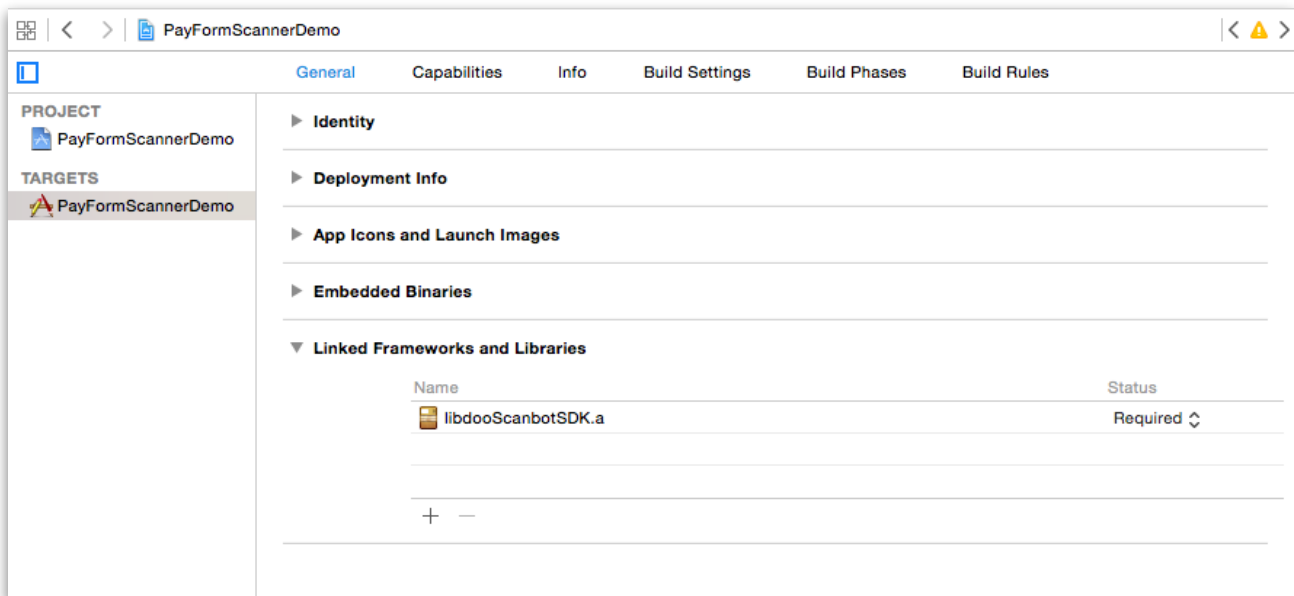
Open your project in Xcode. In the Finder select `dooScanbotSDK.bundle`, the `include` folder and `libdooScanbotSDK.a` and drag them to your project.



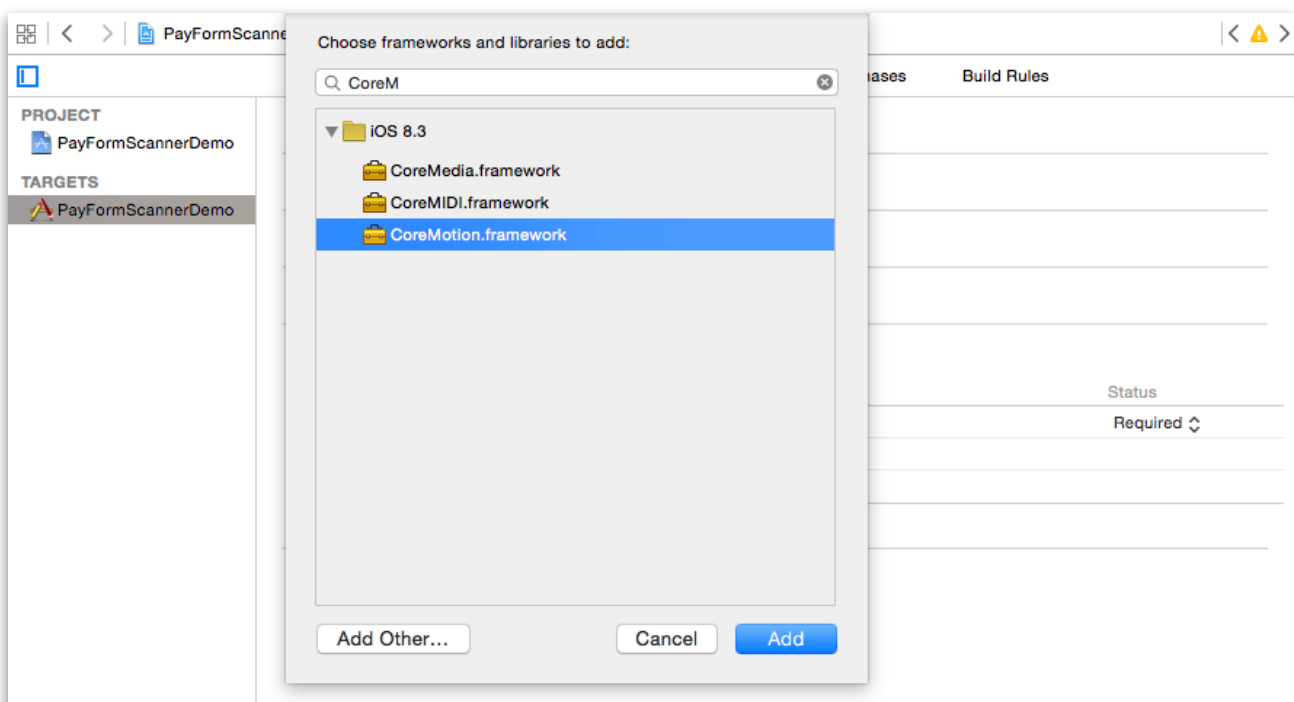
1.2 Add additional needed frameworks

In order to work properly ScanbotSDK needs additional frameworks and dylibs to be installed in your project: CoreMotion and libc++.dylib

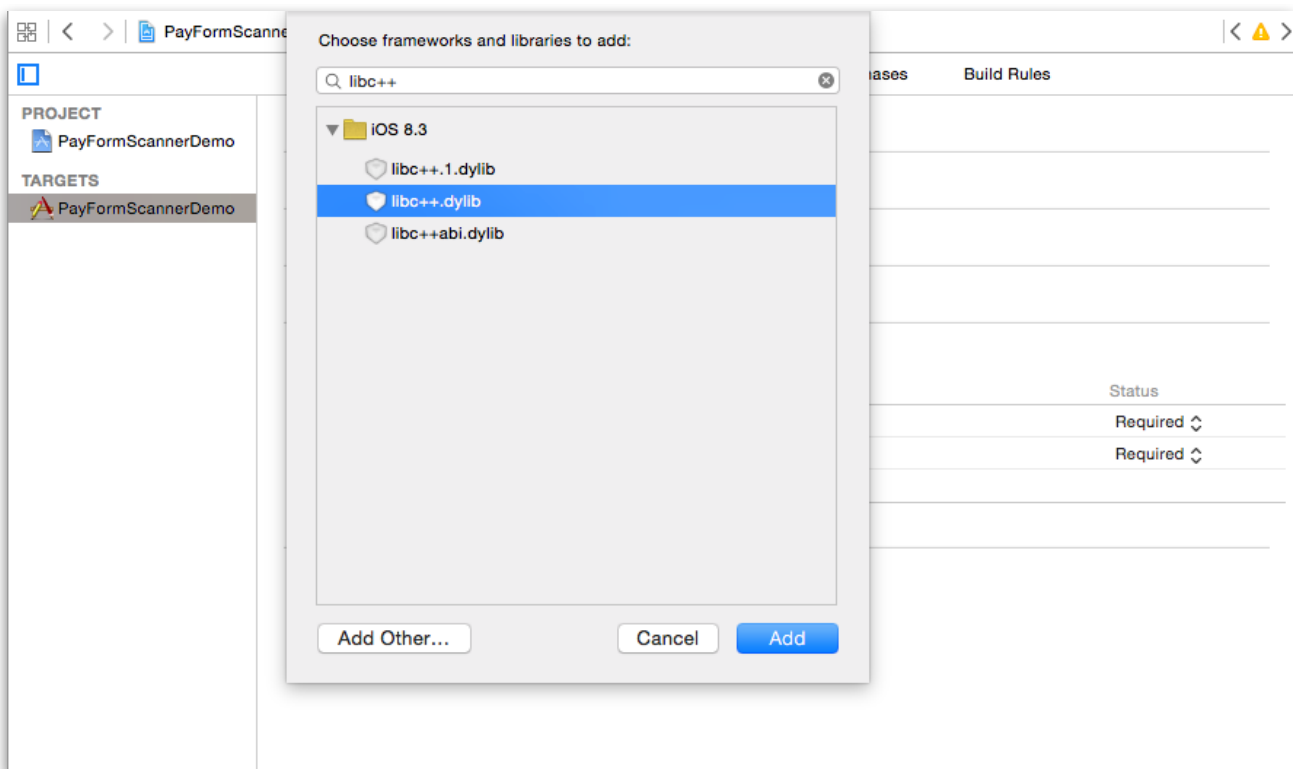
- Select your project file in the navigation panel. Select the target of your project that wants to make use of ScanbotSDK.
- Click on the 'General' tab on top.



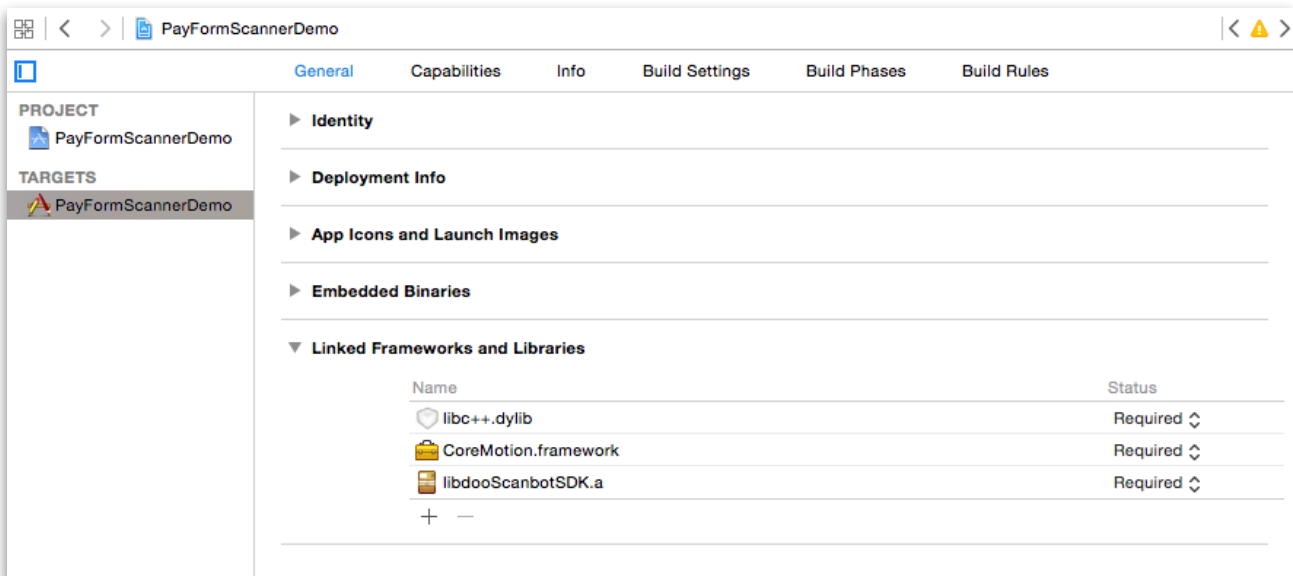
- In the section 'Linked Frameworks and Libraries' click the '+' button
- Locate the CoreMotion framework select it. Press 'Done'.



- Click the ,+' button again and locate libc++.dylib



- Select it and press ,Done'.

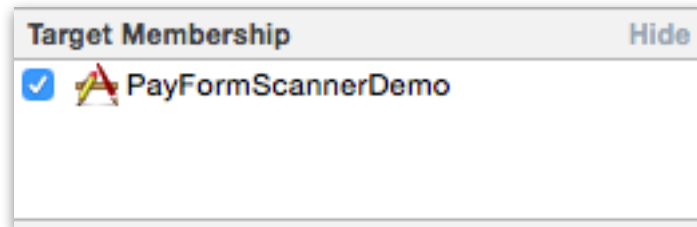


Make sure that libdooScanbot.SDK.a also appears in the list. If not you can add it by pressing the ,+' button again.

1.3 Verify settings

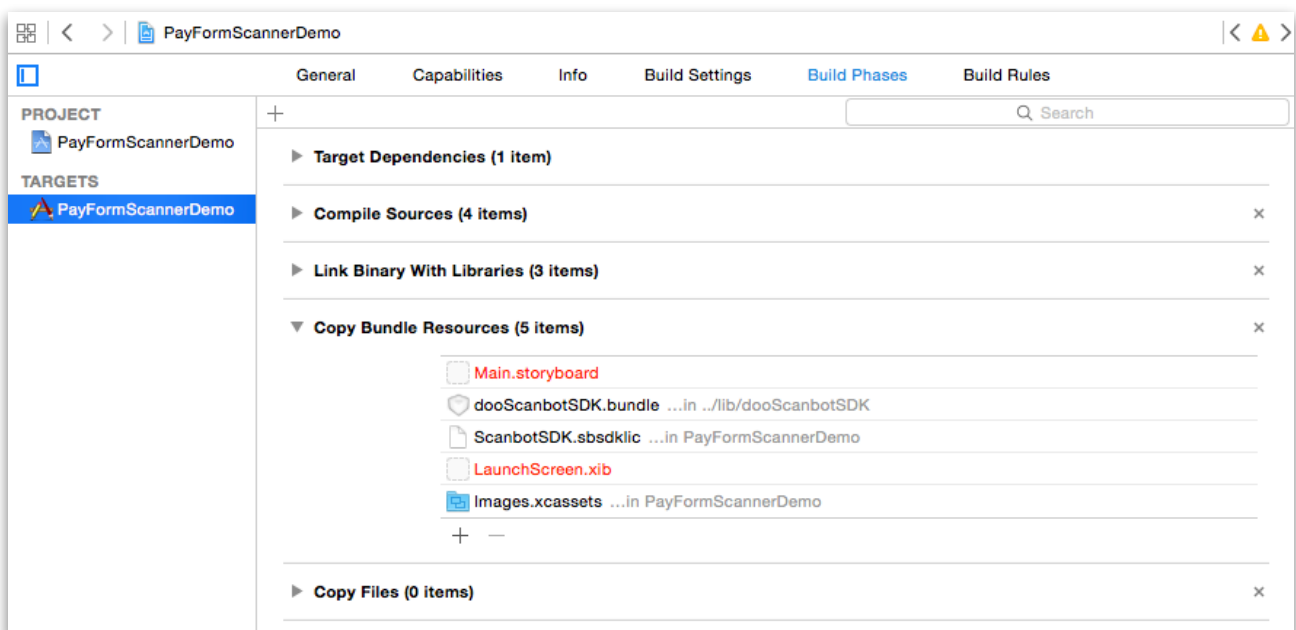
In your project select the libdooScanbotSDK.a.

In the details inspector make sure that the membership is set correctly to your target.



Repeat the same steps for dooScanbotSDK.bundle.

In your targets build phases make sure that dooScanbotSDK.bundle is contained in the 'Copy Bundle Resources' phase.

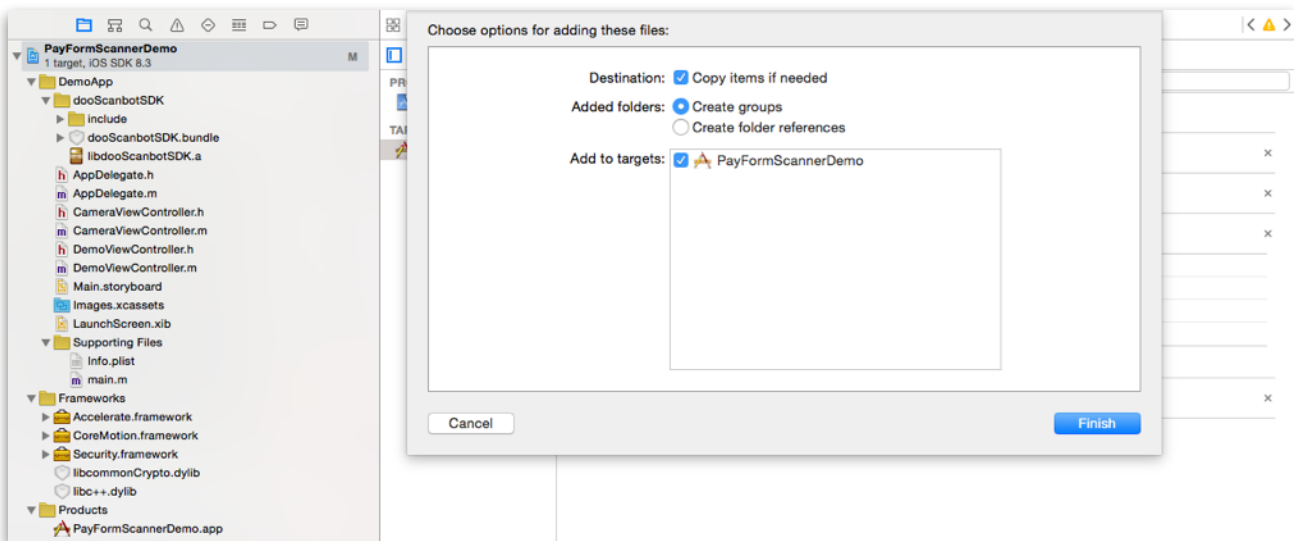


1.4 Install your ScanbotSDK license

A ScanbotSDK license enables certain features in ScanbotSDK. If no license is installed you can use ScanbotSDK components for a trial time period of about 1 minute. After the trial period is over the application is terminated. When purchasing a license you have to specify a bundle identifier. The license is only valid for this specific bundle identifier.

The ScanbotSDK license comes in the form of a *.sbsdklic file. This license file must be part of your applications main bundle.

- Drag your license file to your projects 'Supporting Files' group.
- In the following dialog check 'Copy items if needed' and enable the membership on your target.



Double-check that the license file is contained in the 'Copy Bundle Resources' phase.

You now are ready to use ScanbotSDK. Your project should be able to compile.

2. Using ScanbotSDK

All ScanbotSDK headers are well documented. You can read through all of them and get a general idea of how it is working.

As an example we will now guide you through the necessary steps to code with ScanbotSDK.

- Include headers to your source files
- Activate license
- Use ScanbotSDKs features

2.1 Include headers to your source files

You can simply include the ScanbotSDK umbrella header everywhere you want to use ScanbotSDK API.

```
#import "dooScanbotSDK.h"
```

2.2 Activate license

In order to make your purchased ScanbotSDK features work you must activate the license in your code.

In your AppDelegate locate the method

```
- (BOOL)application:(UIApplication *)application  
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {  
    // Override point for customization after application launch.  
    return YES;  
}
```

and add the following code before the return

```
[dooScanbotSDKLicense autoInstallLicense];
```

If you don't want to use the auto installer you can call

```
[dooScanbotSDKLicense installLicenseFromFile:(NSString *)];
```

Check the return values on both. If they are YES the license is active and you can use your ScanbotSDK features. Also the console will print information about the license at runtime.

2.3 Use ScanbotSDK features

As this is preliminary documentation please check the header documentation and our ScanbotSDK examples on how to use ScanbotSDK features.