

Understanding the SDK footprint

The SDK provides rich voice and video features for the meeting experience with all the UI out of the box. It contains components necessary for meeting joining, audio, video, messaging and sharing features. The framework requires developer just to initialize it and call an API with a meeting URL and everything else is provided by the SDK including Microsoft Teams matching meeting experience. These capabilities require particular storage footprint to include all the UI and runtime optimizations which the Microsoft Teams includes.

App Thinning

The SDK framework is not compressed and is for all devices which it supports. Apple uses compressing and optimization process for the app store uploaded applications to thin the app [What is app thinning? \(iOS, tvOS, watchOS\)](#). The user would download only their device specific and required resources.

You can generate app size report to know how much would a user download from the app store as described in the [Reducing Your App's Size article](#). This will represent the maximum size of the download. The user would download only the architecture which their device requires or files which need updating.

Application updates

Application updates are delivered to the user by downloading files which have actually changed. A resource or binary is not downloaded again if it has not changed. Please consult [Doing Advanced Optimization to Further Reduce Your App's Size to reduce the size of app updates](#).

Bitcode

[Bitcode](#) is metadata intended for optimization after App Store submission. The Microsoft Teams SDK framework does not contain Bitcode as it does not support it. The SDK is optimized on our side and we are not able to provide Bitcode enabled build.

Measuring and reducing the app size

Please use the methods described in the [Reducing Your App's Size](#) to measure the app size and find information how to reduce it.

Current Bundle Size

Based on the Teams iOS SDK Bundle - 03192020

- SDK framework size for the device: 239MB (uncompressed, for all device architectures it supports)
- Sample app (Lamnahealthcare) compressed IPA size: 79.4MB
- Sample app without Lamnahealthcare assets compressed IPA size: 69.1MB (compressed, for devices only, maximum download size)

Follow these steps to create the App Size Report

While App Store Connect provides the most accurate measurements of your app's size, Xcode's built-in reporting tools can create an app size report for you. It provides close estimates of your app's download and installation sizes.

To create an app size report:

- Archive your app in Xcode.
- Export your archived app as an Ad Hoc, Development, or Enterprise build.
- In the sheet for setting the development distribution options, choose "All compatible device variants" for app thinning, and enable Rebuild from Bitcode.
- Sign your app and export it to your Mac.
- This process creates a folder with your app's artifacts:
- A universal IPA file for older devices. This single IPA file contains assets and binaries for all variants of your app.
- Thinned IPA files for each variant of your app. These files contain assets and binaries for only one variant.

Sample Report for SDK Size

```
.  
..  
...  
Variant: SampleApp.ipa  
Supported variant descriptors: Universal  
App + On Demand Resources size: 69.1 MB compressed, 242.1 MB uncompressed  
App size: 69.1 MB compressed, 242.1 MB uncompressed  
On Demand Resources size: Zero KB compressed, Zero KB uncompressed
```

Copyright © 2020 Microsoft. All rights reserved. Updated: 2020-03-16

Generated by [appledoc 2.2.1 \(build 1334\)](#).