

[CallKit](#) / VoIP calling with CallKit

Sample Code

VoIP calling with CallKit

Use the CallKit framework to integrate native VoIP calling.

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iOS 13.0+ | iPadOS 13.0+ | watchOS 9.0+ | Xcode 14.0+



Overview

Note

This sample code project is associated with WWDC16 session [230: Enhancing VoIP Apps with CallKit](#).

This sample code project must be run on a physical device.

Configure the Sample Code Project

Before you run the sample code project in Xcode, check to be sure your device has iOS 13 or later or iPadOS 13 or later installed.

See Also

Essentials

`class CXProvider`

An object that represents a telephony provider.

`protocol CXProviderDelegate`

A collection of methods that a telephony provider object calls.

`class CXProviderConfiguration`

An encapsulation of the configuration of a provider object.

📄 **Making and receiving VoIP calls**

Initiate outgoing calls with VoIP and configure your app to receive incoming calls.

📄 **Preparing your app to be the default calling app**

Configure your CallKit or LiveCommunicationKit app so people can set it as the default calling app on their device.

📄 **CallKit updates**

Learn about important changes to CallKit.