**iOS eClincher Build Creation Process**

1. Open XCode
2. Choose Target - eClincher - Enter the version number ( Add "1" to the previous version number ).
3. Also choose the Team(if the team is not there, open Xcode - preferences - Accounts - add Apple id)
4. Give the Deployment target as 8.1(as we have intercom framework, which will work only after iOS 8.1 and later)
5. Download the intercom framework from github and add to the project folder and drag the intercom framework to Embedded binaries.
6. Choose Target - eClincher - Build Phases -> add Run Script Phase -> Enter the location of the strip-framework.sh file, like below bash "/Users/Administrator/Desktop/eClincher/ios\_13/Intercom.framework/strip-frameworks.sh"
7. Choose Target - eClincher - Build Settings -> Add other linker flags as below, other linker flags = $(inherited) -l"icucore" -l"xml2" -framework "Accelerate" -framework "AudioToolbox" -framework "CoreGraphics" -framework "Foundation" -framework "ImageIO" -framework "Intercom" -framework "MobileCoreServices" -framework "Photos" -framework "QuartzCore" -framework "Security" -framework "SystemConfiguration" -framework "UIKit" –ObjC
8. Choose Target - eClincher - Build Settings -> Add Code Signing Identity and provisioning profile(we can get the certification and profile from the member center, download and install into system)
9. Open Intercombrige.m file and
   1. add the following in pluginInitialize method.

NSString\* apiKey = @"ios\_sdk-074a5f854215621b889ce878f08fcbe3bfe5d0be";

SString\* appId = @"i4dj7h7n";

* 1. Add this method

- (void)displayMessenger:(CDVInvokedUrlCommand\*)command {

[Intercom presentMessenger];

[self sendSuccess:command];

}

1. Clean the project and build.
2. Archive, Validate and Submit to App Store.