

Carthage

<https://github.com/Carthage/Carthage>

Install Carthage

```
brew install carthage
```

Create Cartfile

(cd to the project root)

```
touch Cartfile
```

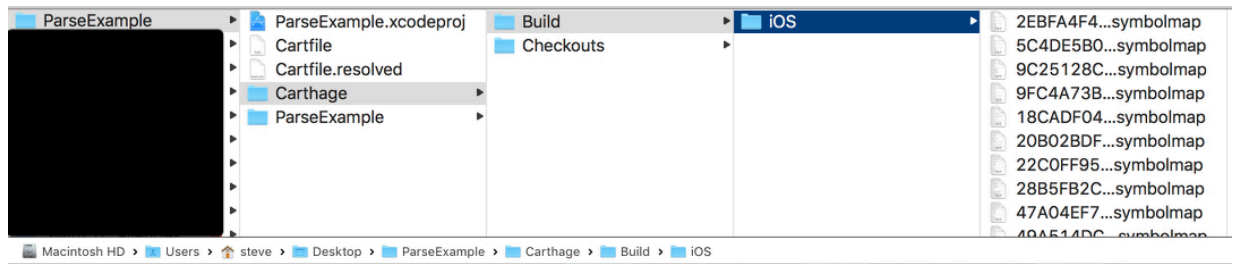
Add Dependencies to Cartfile and save

eg.

```
github "parse-community/Parse-SDK-iOS-  
OSX"
```

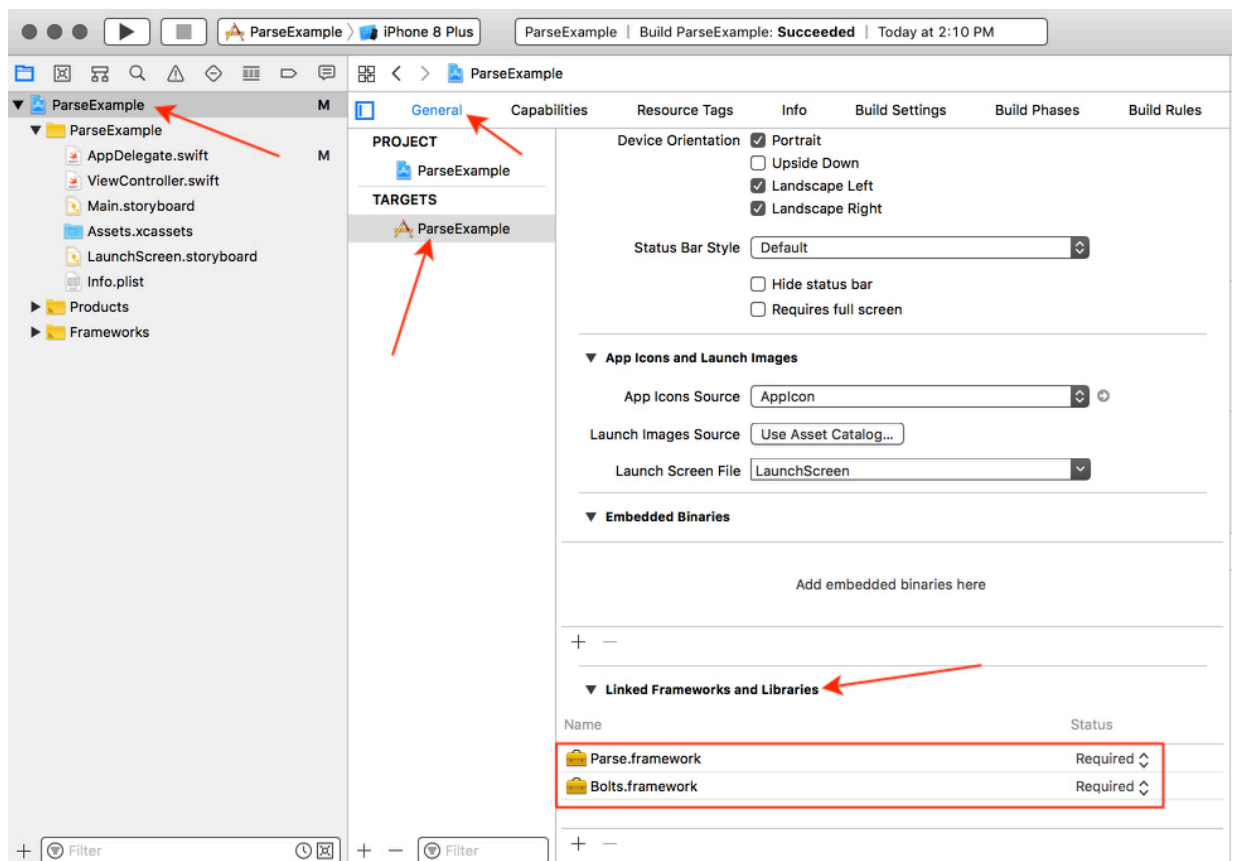
Build Dependencies

```
carthage update --platform iOS --no-  
use-binaries
```



Add Frameworks to Project

- Find **Linked Frameworks and Libraries** section in XCode for your main project target.
- Drag the .framework files from **Carthage/Build/iOS/** into your Linked Frameworks and Libraries section of the main target.



- Build
- Import framework(s) into your project file(s) and test

Further Notes:

Git

- To commit Carthage it is enough to include the **Cartfile** and the **Cartfile.resolved** files.
- Add the **Carthage** folder to .gitignore.
- Just run the **carthage update** command (above) if cloning a Carthage project.

Update Carthage

- make sure carthage is up to date with this command:

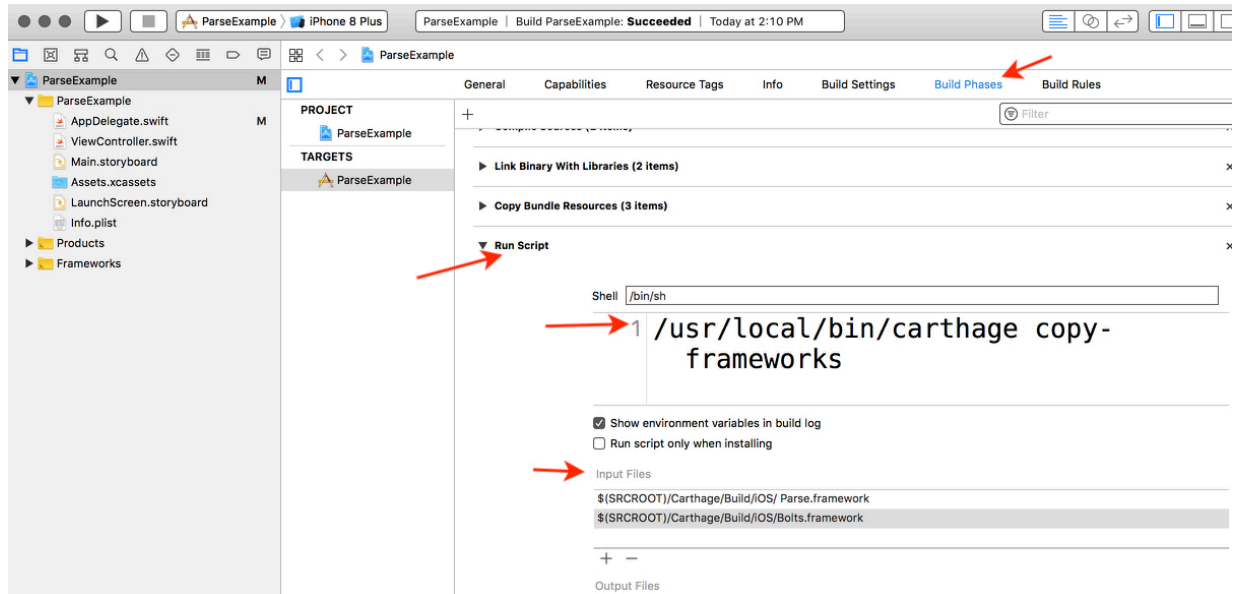
brew update carthage

Adding Dependencies to your Test Target

drag the dependencies into ***Linked Binaries With Libraries*** build phase of the test target's general settings tab

Deploying App

- to deploy to the store you need to do the following:



- In the Build Phases tab add a **Run Script**
- Paste in the command:

```
/usr/local/bin/carthage copy-frameworks
```

- In the Input Files area add the following (adjust for particular dependencies)

```
$(SRCROOT)/Carthage/Build/iOS/  
Parse.framework
```

```
$(SRCROOT)/Carthage/Build/iOS/  
Bolts.framework
```

