Carthage Dependency Manager
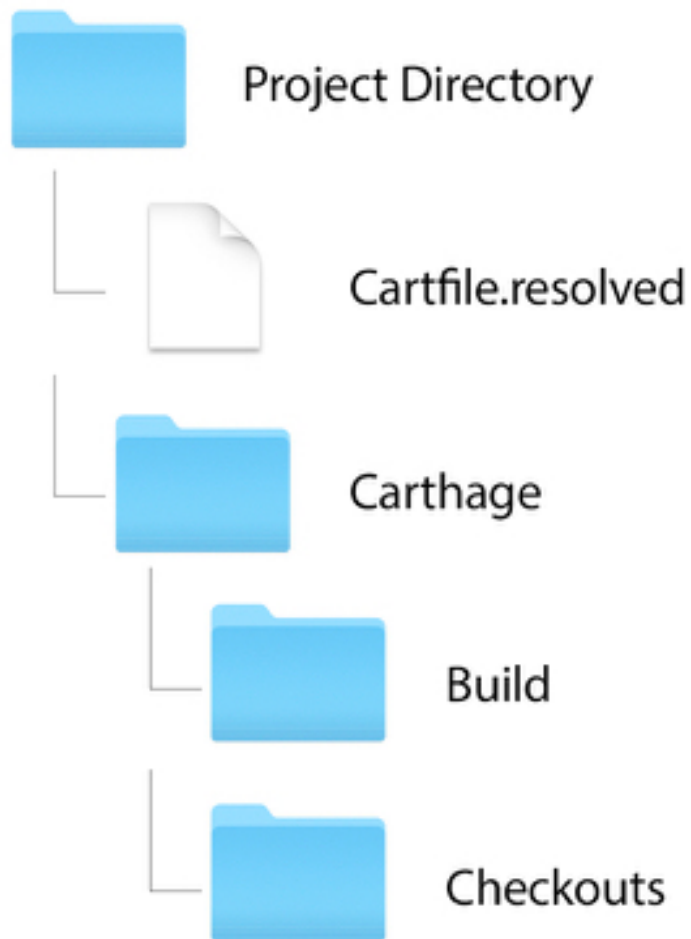
1. cd to the project root

touch Cartfile

3. Add this sort of thing to the Cartfile depending on the dependency:

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

4. Run:
carthage update --platform iOS

5.

Project Directory
└── Cartfile.resolved
    └── Carthage
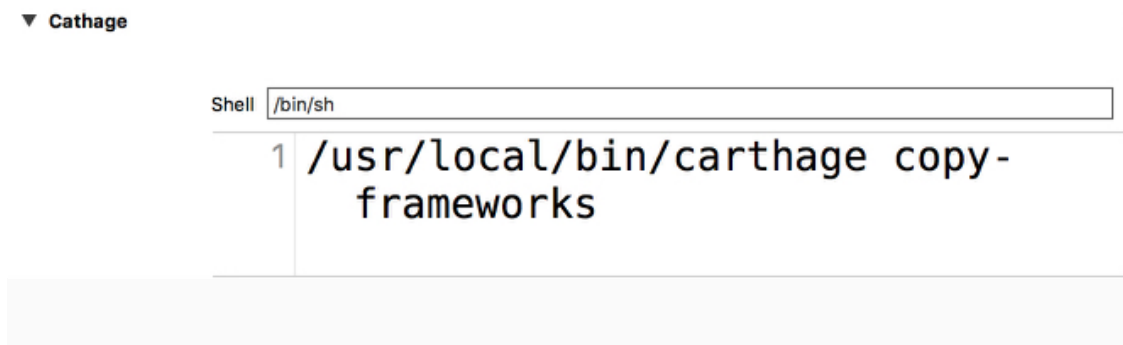   └── Build
            └── Checkouts

5. make sure you commit the Cartfile.resolved artifact. Don't have to commit the Build and Checkouts folder

6. If you don't commit the Build and Checkouts folder just run to bring in the dependencies:

carthage bootstrap

7. Add frameworks:

a. select project in xcode project navigator
b. select the main target in the document outline
c. pick **General** tab and scroll down to **Linked Frameworks and Libraries**
d. navigate to the **Build/iOS** folder in Finder and drag any **.framework** folders into Linked Frameworks and Libraries section of xcode.
e. Switch to **Build Phases** tab and add a new **Run Script** with:
/usr/local/bin/carthage copy-frameworks

▼ Cathage   ›

Shell /bin/sh

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

In the input area hit + and add the following 2 lines:

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

▼ **Cathage**

Shell `/bin/sh`

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

☑ Show environment variables in build log
☐ Run script only when installing

Input Files

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

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

\+ −

Output Files

Add output files here

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