

Set up

Code at

https://www.dropbox.com/sh/ss48qsulmbfgrs3/AACl65QhLaFddkHyASQq_dkBa?dl=0

Installing Carthage

1. Install Xcode (from app store)
2. Install carthage from <https://github.com/Carthage/Carthage/releases> version 0.30.1

CamX - iOS application

Extract the project from the zip file.

Navigate into the camX for created. We will call this folder *'project root'*

In *project root* delete 1. Carthage Folder 2. Cartfile.resolved file

Clear the Cartfile and paste the following lines. Save it.

```
github "ipfs/swift-ipfs-api" "master"
```

```
github "Boilertalk/Web3.swift"
```

```
github "attaswift/BigInt" ~> 3.1
```

```
github "krzyzanowskim/CryptoSwift" ~> 0.8
```

```
github "Boilertalk/secp256k1.swift" ~> 0.1
```

```
github "mxcl/PromiseKit" ~> 6.0
```

Open *project root* in terminal, run *'carthage update —platform iOS'*

Run **camX.xcworkspace** from project root and build. The warnings can be ignored.