PDS\_Merged iOS App Configuration

• First of all, open global terminal and

• Uninstall the cocoapods by the command ‘$sudo gem install cocoapods’.

• Then reinstall the cocoapods by the command ‘$sudo gem install cocoapods’.

• Go to the root directory of the project.

• Find and go to the ‘ios’ directory.

• Remove the ‘Podfile’ and ‘Podfile.lock’.

• Open terminal in the project root directory and Execute those commands synchronously

• $flutter clean

• $flutter pub get

• $flutter upgrade

• Open terminal in the ‘ios’ directory and execute the command ‘$pod install’.

• From the ‘ios’ directory open the ‘Podfile.lock’ in editor.

• Edit the TensorFlowLiteC (xyz.xyz.xyz), whatever the version just changes it to (2.2.0).

▪ **'vector' file not found"**

Open ios/Runner.xcworkspace in Xcode, click Runner > Tagets > Runner > Build Settings, search Compile Sources As, change the value to Objective-C++

• goto iOS>flutter>Release.xcconfig and add those and save

“#include "Pods/Target Support Files/Pods-Runner/Pods-Runner.release.xcconfig"

• #include "Pods/Target Support Files/Pods-Runner/Pods-Runner.profile.xcconfig"”

• Go to Runner directory from the ios directory and open Info.plist file in editor.

• Inside the ‘<dict></dict>’ tag, in the bottom (after the <false/>) just before the closing tag(</dict>) add those lines by copy and paste.

The lines are.

<!-- Permission options for the `camera` group -->

<key>NSCameraUsageDescription</key>

<string>PDS\_Merged would like to access camera</string>

<!-- Permission option for microphone -->

<key>NSMicrophoneUsageDescription</key>

<string>PDS\_Merged would like to access microphone</string>

<!-- Permission option for internet -->

<key>NSAppTransportSecurity</key>

<dict>

<key>NSAllowsArbitraryLoads</key><true/>

</dict>

<key>NSPhotoLibraryAddUsageDescription</key>

<string>PDS\_Merged would like to save photos from the app to your gallery</string>

<key>NSPhotoLibraryUsageDescription</key>

<string>PDS\_Merged would like to access your photo gallery for uploading images to the app</string>

• Start Simulator and run the Project.