# How to use iOSLibrary.zip in Release.

# Problem

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| **Problem** |
| **We unable to upload file larger than 50m, so we compress the large file into a compressed package and put it in Release.** |

# How to use

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| **How to use** |
| 1. You can download **iOSLibrary.zip**at **https://{*YourPath*}/ninechronicles/ninechronicles/-/releases**. 2. Unzip **iOSLibrary.zip** to get 2 frameworks and a static library. 3. Copy "libgrpc.a" to "Assets/Plugins/iOS". 4. After Building XCode Project, copy 2 frameworks to the sibling directory of .xcodeproj. 5. Add 2 frameworks in **Target->Unity-iPhone →Build Phases→Embed Frameworks.**    1. 截屏2022-12-23 17.20.24.png |