# How to add ABTO VoIP SDK to existing project

## 1. Drag & Drop SDK into project

The simplest method to include ABTO VoIP SDK into existing project is just Drag & Drop AbtoSipClientWrapper.embeddedframework into project structure.

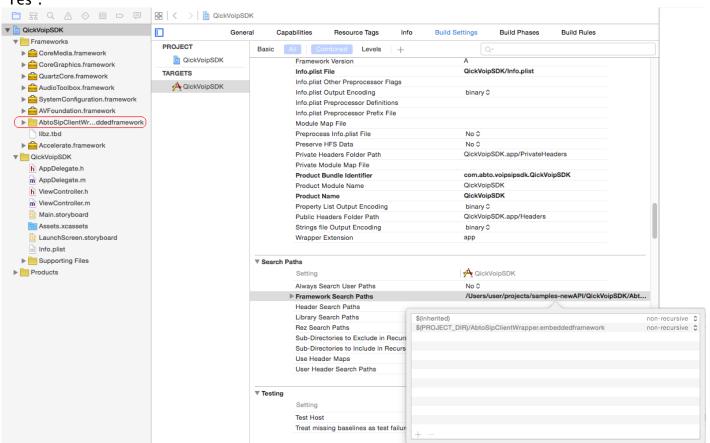
Xcode will update project with all necessary settings.

## 2. Verify were properly updated frameworks search paths

Choose required Target, switch to "Build Settings" page, navigate to "Search Paths" section, expand it, select "Framework Search Paths" option – here has to be entered path to SDK.

To add path manually: double click option value, in opened popup click "+" button to include extra argument, enter path: \$(PROJECT\_DIR)/AbtoSipClientWrapper.embeddedframework or/Users/user/MyProject/AbtoSipClientWrapper.embeddedframework

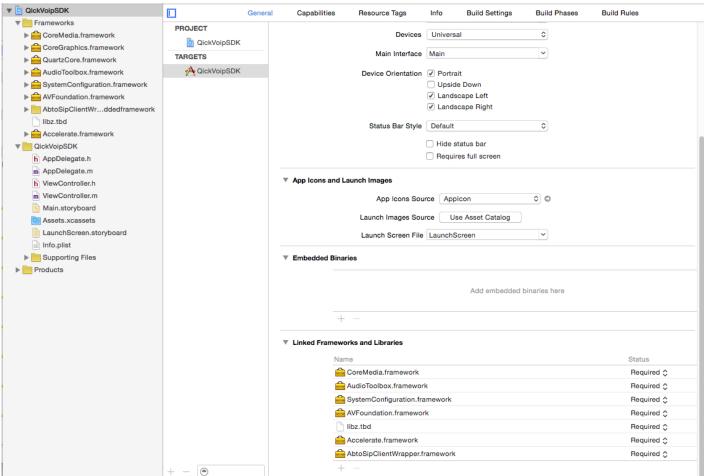
To fix code completion and red errors during development change "Always search User Paths" to "Yes".



#### 3. Include few extra Frameworks.

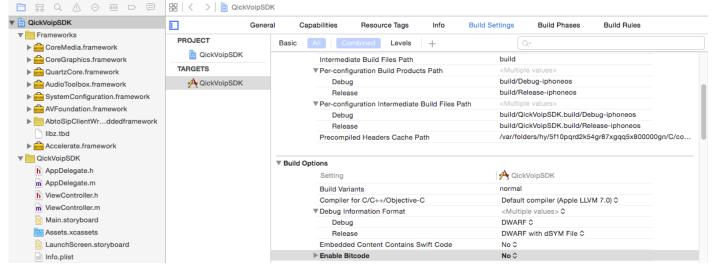
Choose required Target, switch to "General" page, navigate to "Linked Frameworks and Libraries" section, expand it and add prerequisites from list:

CoreMedia.framework
AudioToolbox.framework
SystemConfiguration.framework
AVFoundation.framework
Accelerate.framework
libz.tbd
libc++.tbd



## 4. Disable Bitcode

Choose required Target, switch to "Build Settings" page, navigate to "Build Options" section, expand it, change option "Enable Bitcode" to "No".



## 5. Add import directive

Use this directive in each \*.h (m) files where SDK classes are using.

#import <AbtoSipClientWrapper/AbtoSipPhoneObserver.h>

```
h AppDelegate.h
       //
 2 //
      AppDelegate.h
 3 //
      QickVoipSDK
 4 //
      Created by Abto Software on 10/8/15.
 5 //
 6 //
      Copyright © 2015 Abto Software. All rights reserved.
 9 #import <UIKit/UIKit.h>
#import <AbtoSipClientWrapper/AbtoSipPhoneObserver.h>
12 @interface AppDelegate: UIResponder <UIApplicationDelegate, AbtoPhoneInterfaceObserver>
13
14 @property (strong, nonatomic) UIWindow *window;
15 @property (retain, readonly) AbtoPhoneInterface *phone;
16
17 @end
```

## 6. Build app

