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".
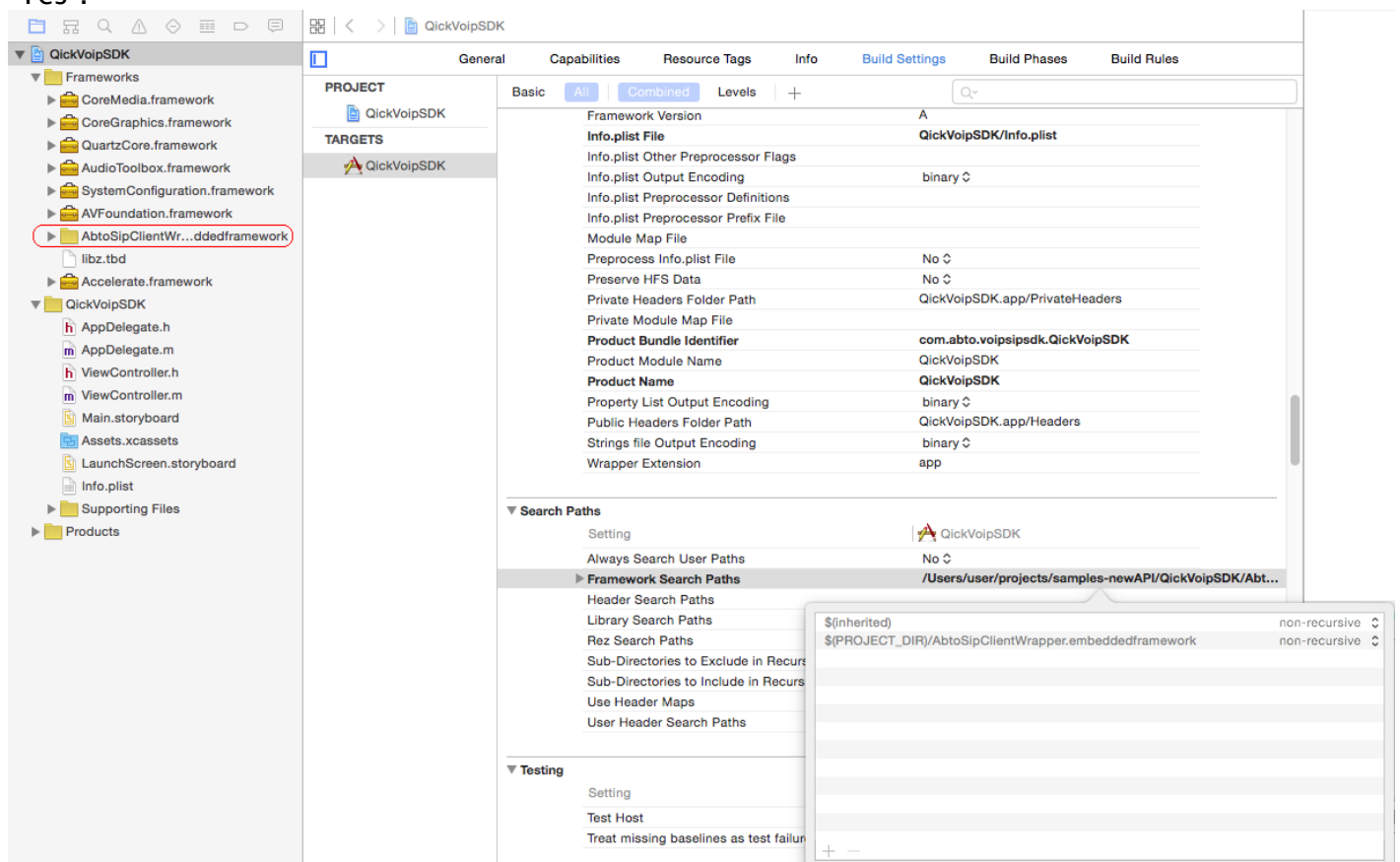
3. Include few extra Frameworks.

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
```
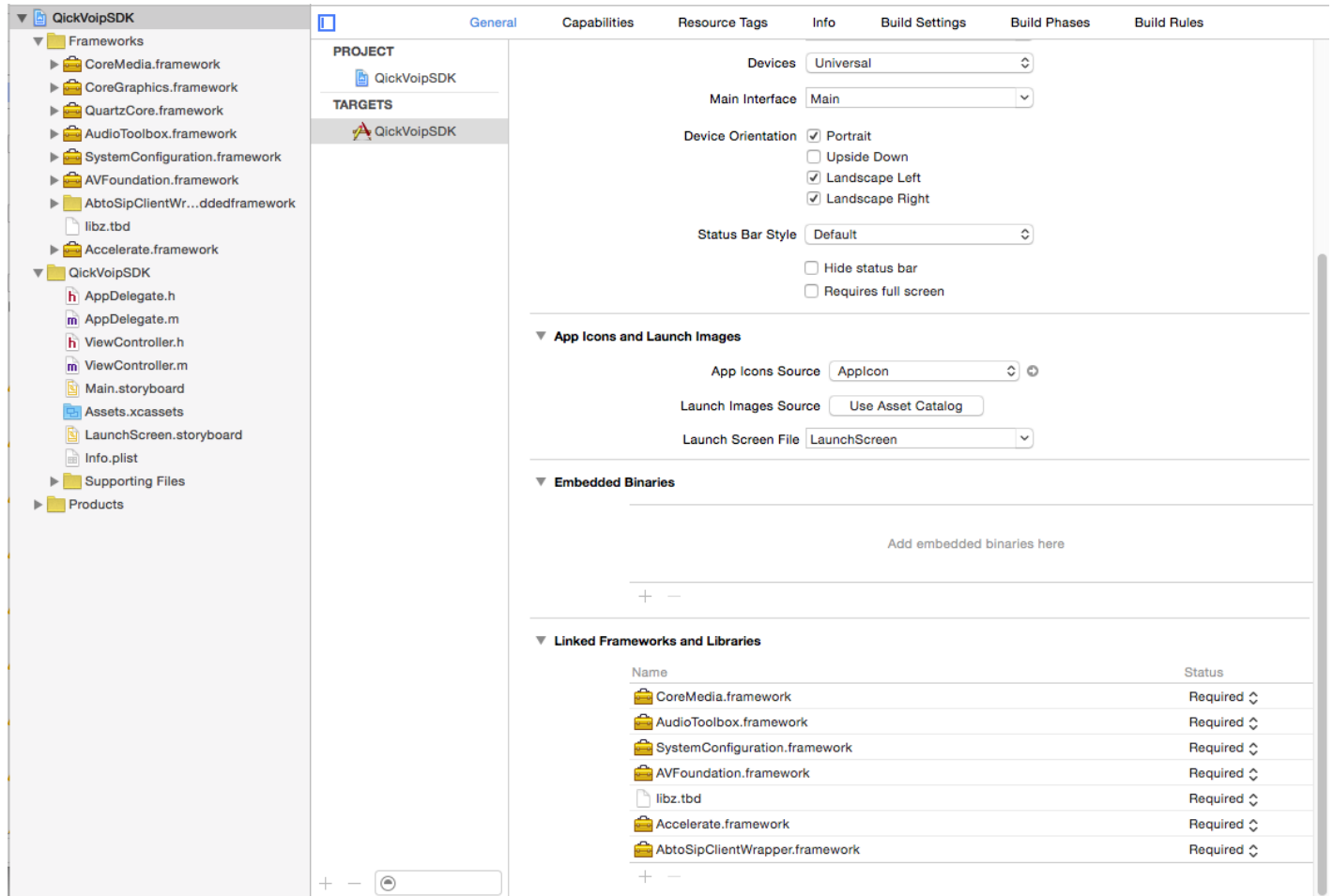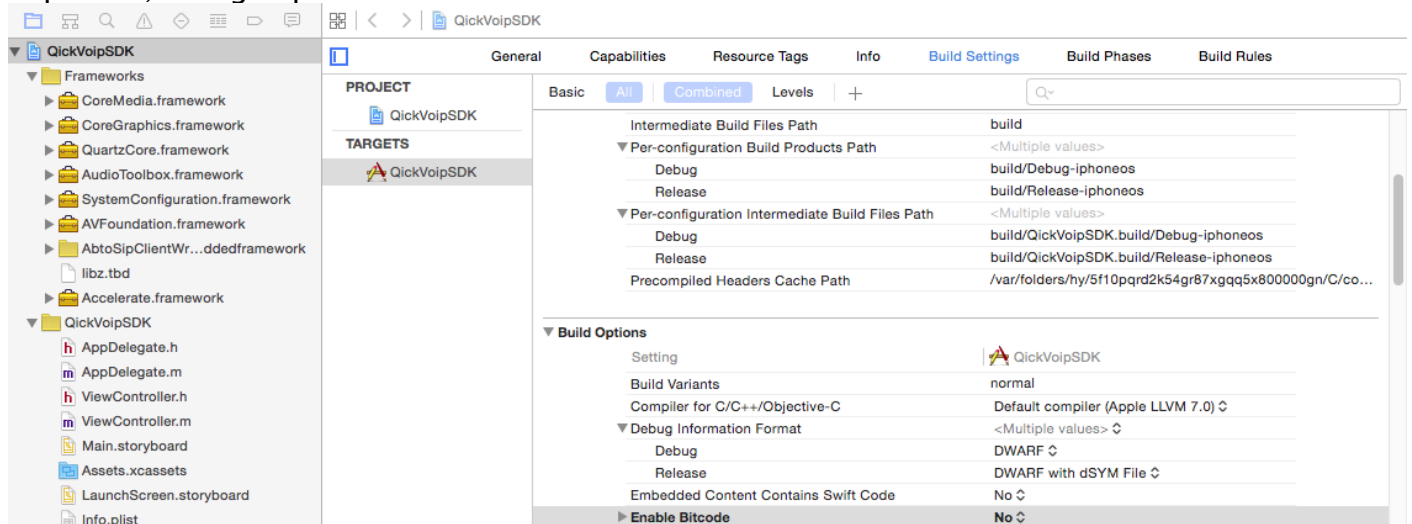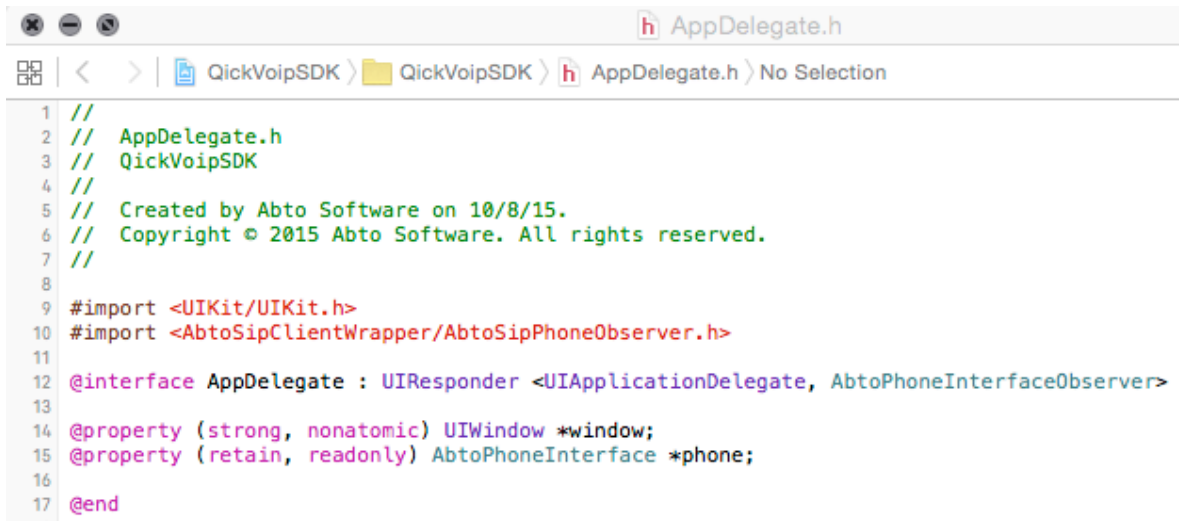

4. Disable Bitcode

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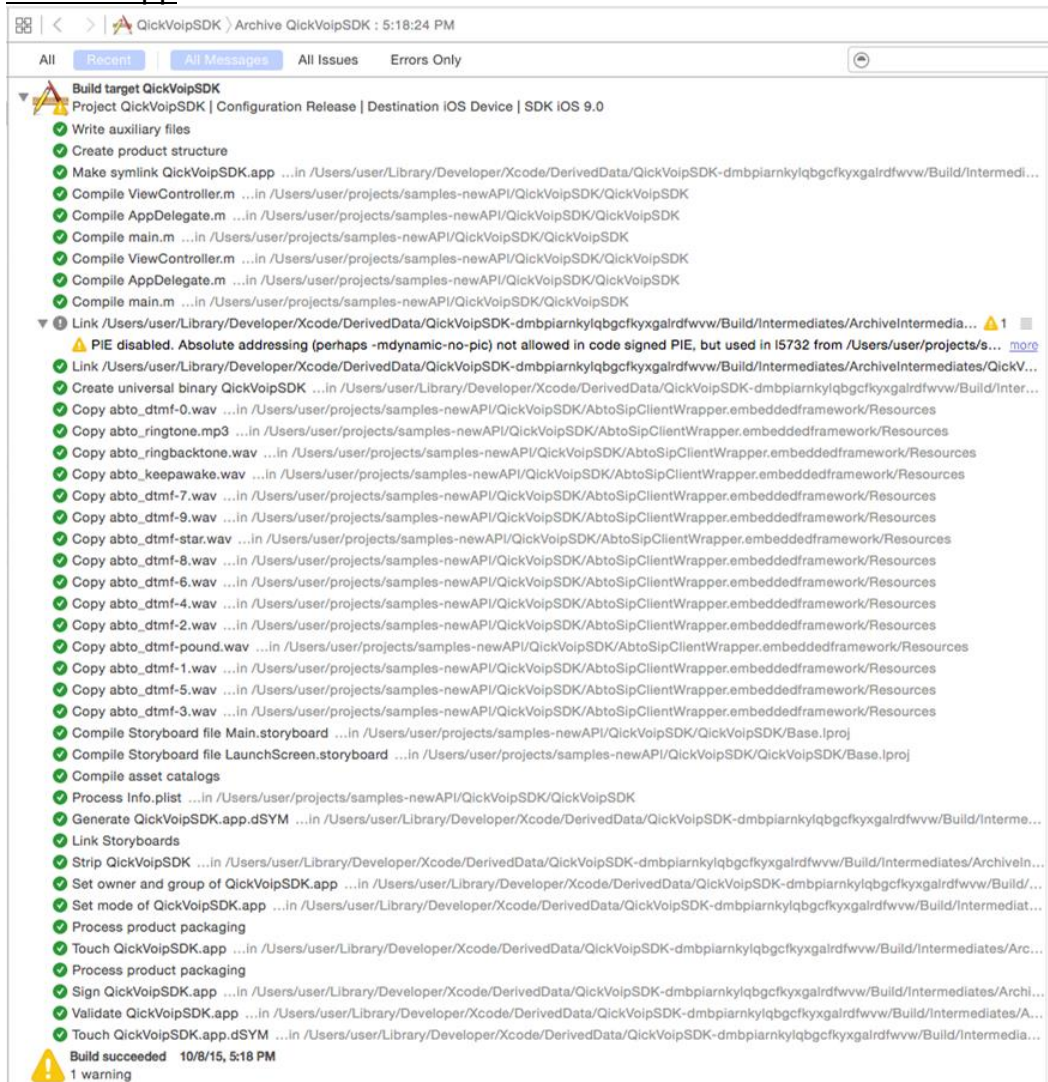
Use this directive in each *.h (m) files where SDK classes are using.

```
#import <AbtoSipClientWrapper/AbtoSipPhoneObserver.h>
```


6. Build app