

# Requirements:

- Xcode 10.2
- Swift 4.2
- iOS 9.0

# Integration

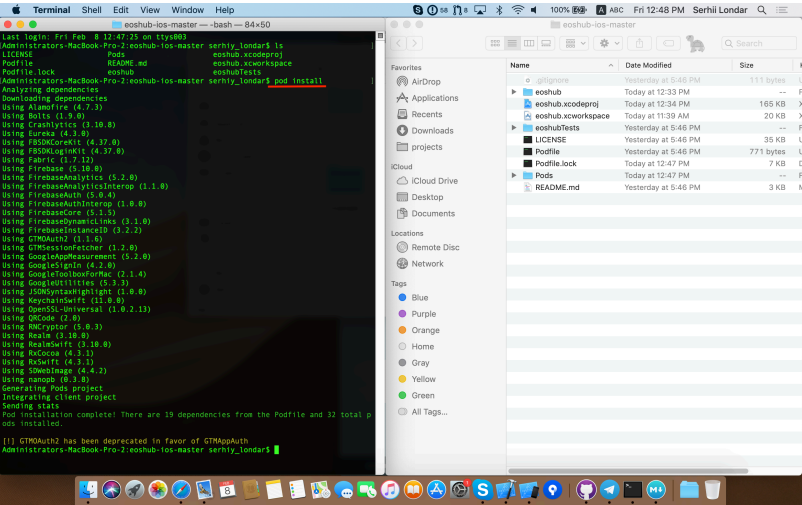
## Cocoapods [TBA]

## Carthage [TBA]

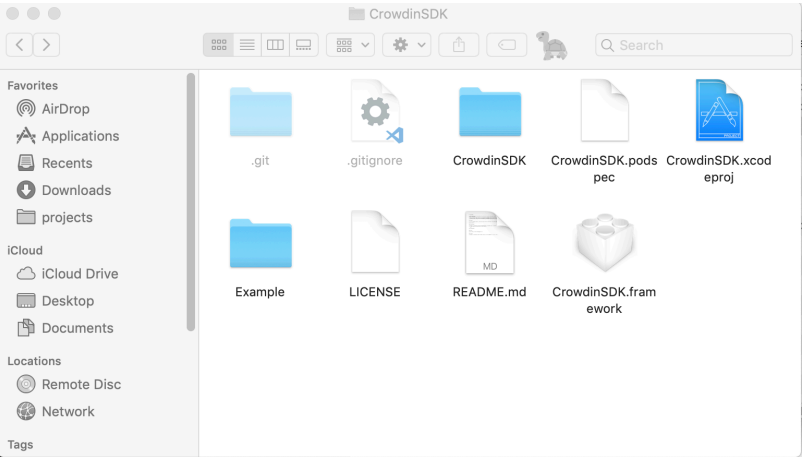
## Manual

This tutorial used in this open source project: [eoshub-ios](#) - Easy access to the EOS network. <https://eos-hub.io>.

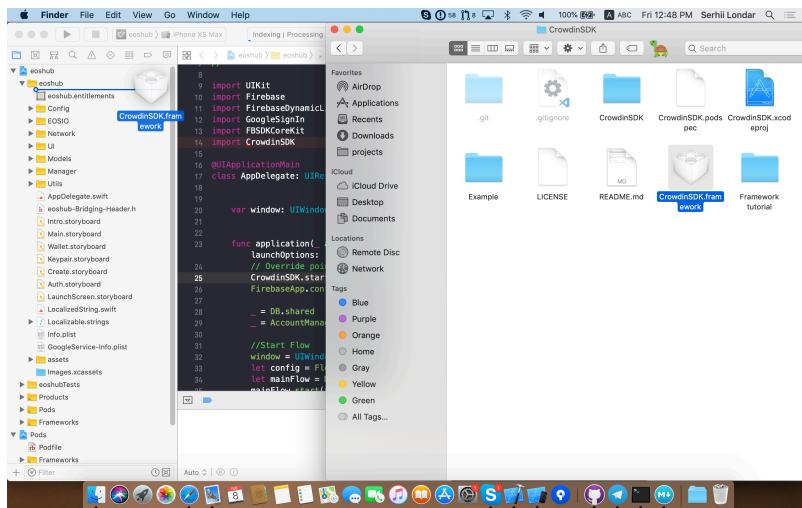
### 1. Install all dependencies via 'pod install' command:



### 2. Check out CrowdinSDK.framework from repository home path:

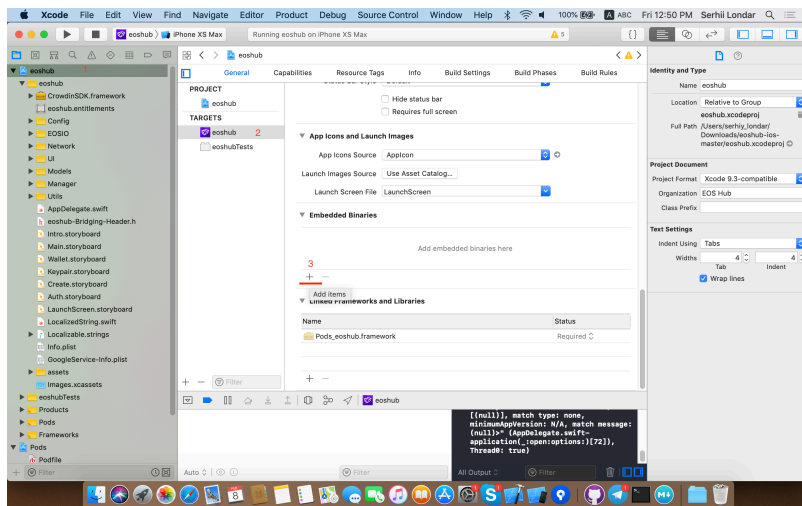


### 3. Drag end drop CrowdinSDK.framework to your xcode project:

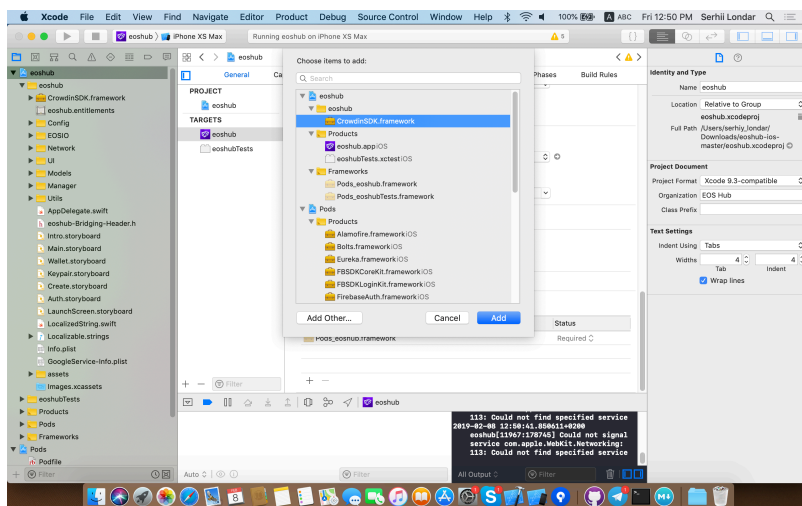


#### 4. Add CrowdinSDK.framework to Embedded Binaries:

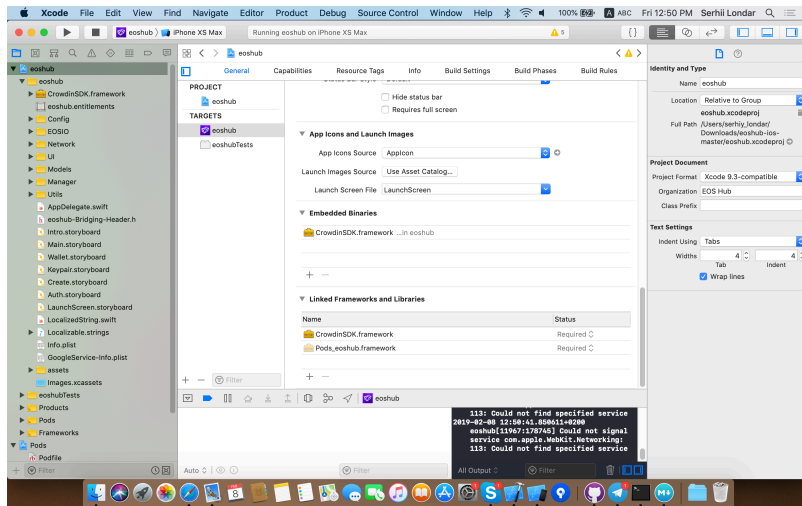
Press Project -> Target -> General, and under Embedded Binaries section press "Add Items" (Plus button):



Select CrowdinSDK.framework from list:



Make sure that crowdin sdk is added to "Embedded Binaries" and to "Linked Frameworks and Libraries" sections only once:



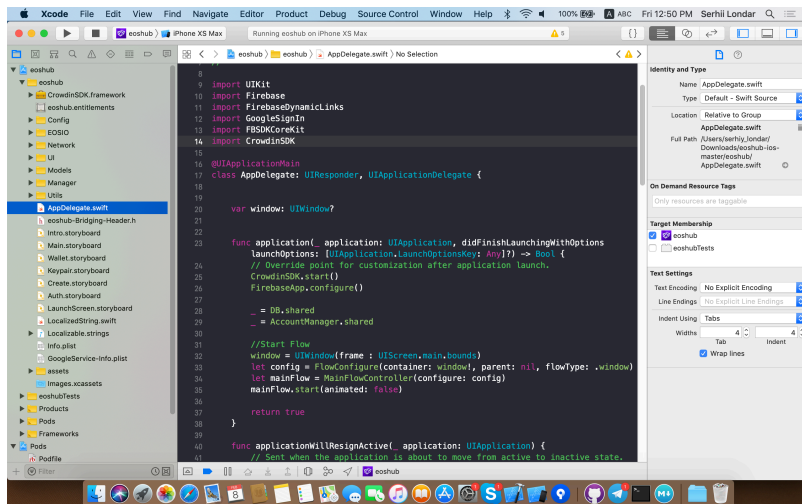
## 5. Setup SDK.

### Swift

In AppDelegate.swift add `import CrowdinSDK` .

In `func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]?) -> Bool` method add:

```
CrowdinSDK.start()
```



### Objective-C

In AppDelegate.m add `@import CrowdinSDK` or `#import<CrowdinSDK/CrowdinSDK.h>` .

In `-(BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions` method add:

```
[CrowdinSDK start];
```

## 6. Run application.

When you will run your application, all localized strings should be appended with following construction:

```
[current localization][cw]
```

, f.e. [en][cw].

