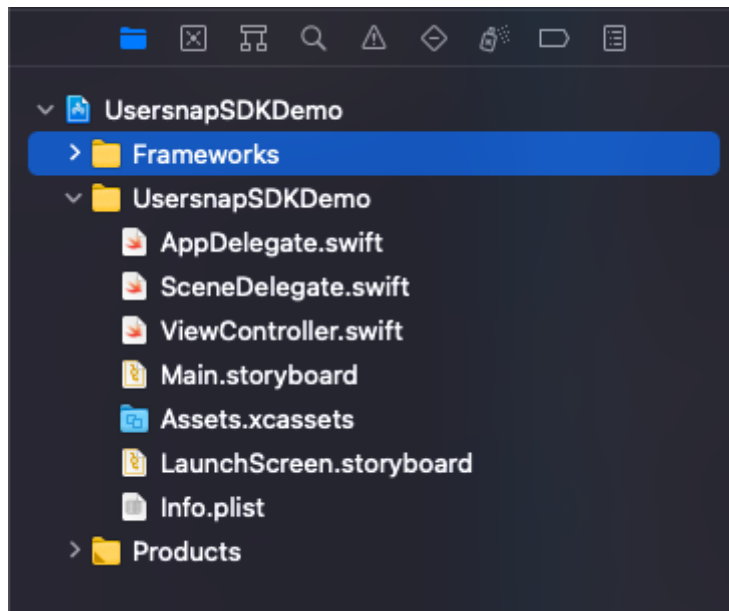
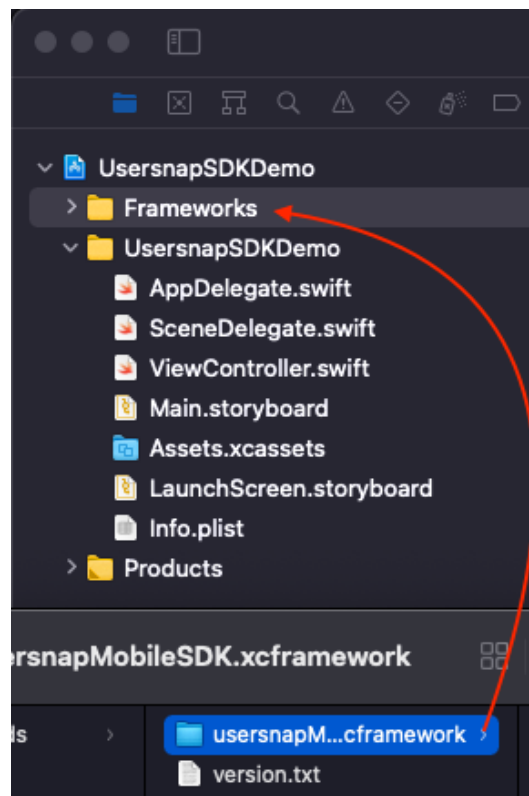


# How-to: Import Usersnap SDK to an Xcode project

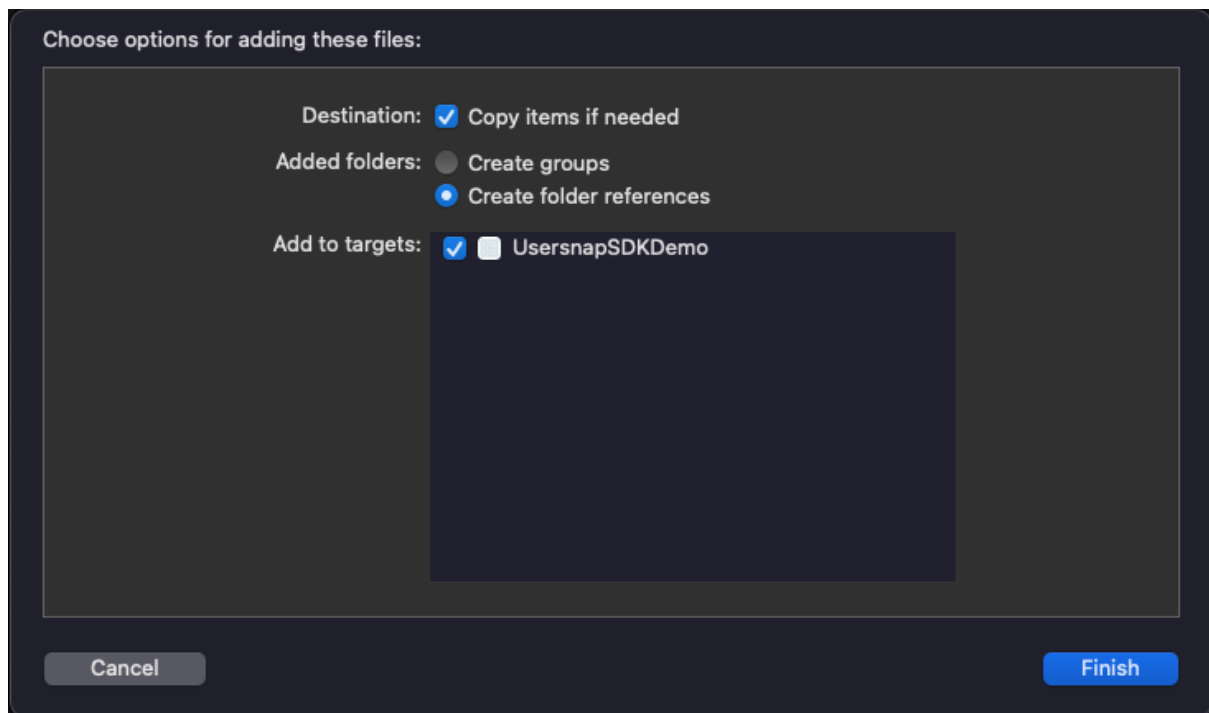
1. In your Xcode project, create a new folder e.g. Frameworks



2. Add the usersnapMobileSDK.xcframework to the folder

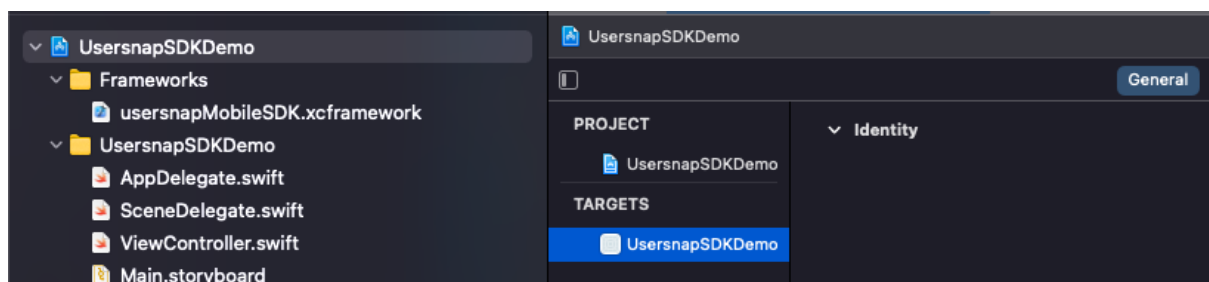


3. Select “Copy items if needed”

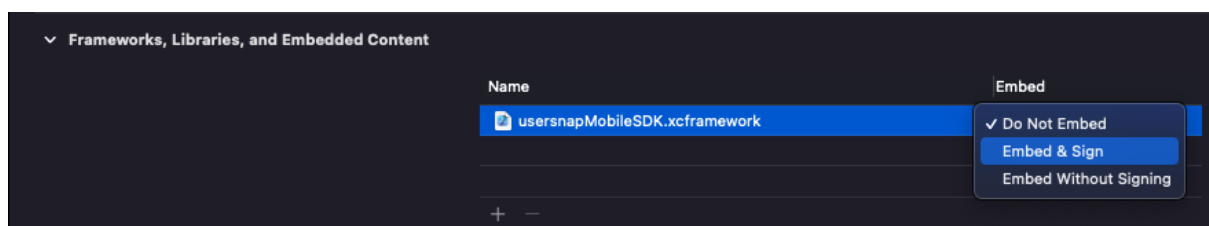


or alternatively set the framework path in the “Framework Search Path” section.

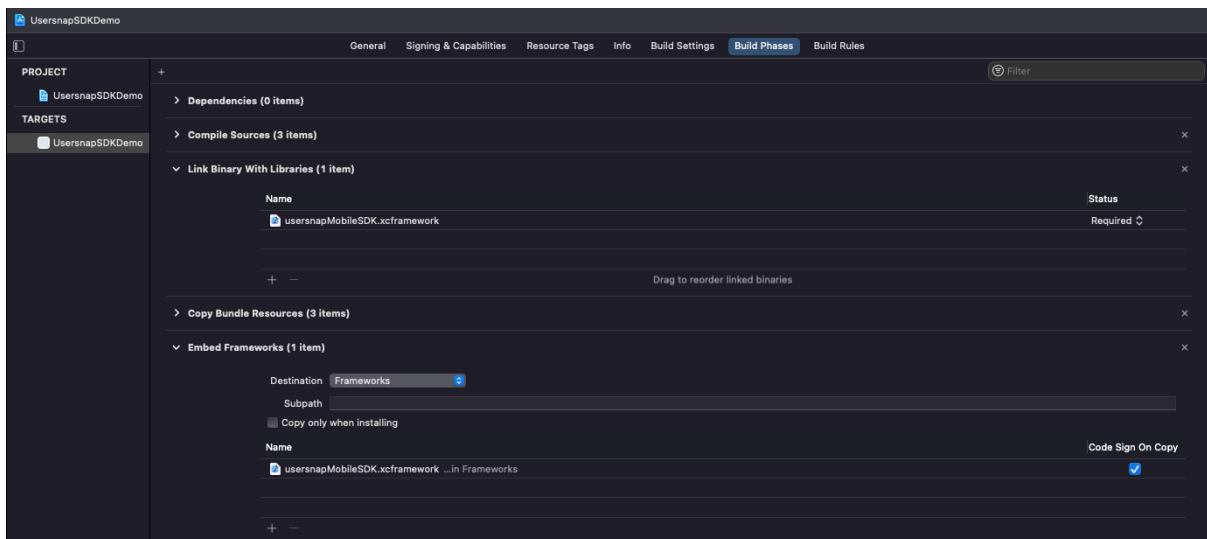
4. Go to your project settings in Xcode, select your app target and choose the “General” tab



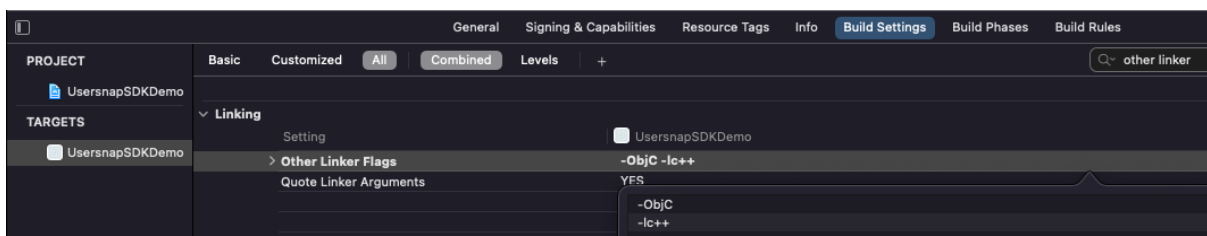
5. Under Frameworks, Libraries, and Embedded Content, choose “Embed & Sign” for the Usersnap Mobile SDK.



- Go to the Build Phases tab and check if the framework is under “Link Binary With Libraries” and if the correct path is set under “Embed Frameworks” (should be automatically done by Xcode).



- Switch to the “Build Settings” tab and add following values to the “Other Linker flags” property:



- Build the project - it should build with success, otherwise there was a mistake in the process.