

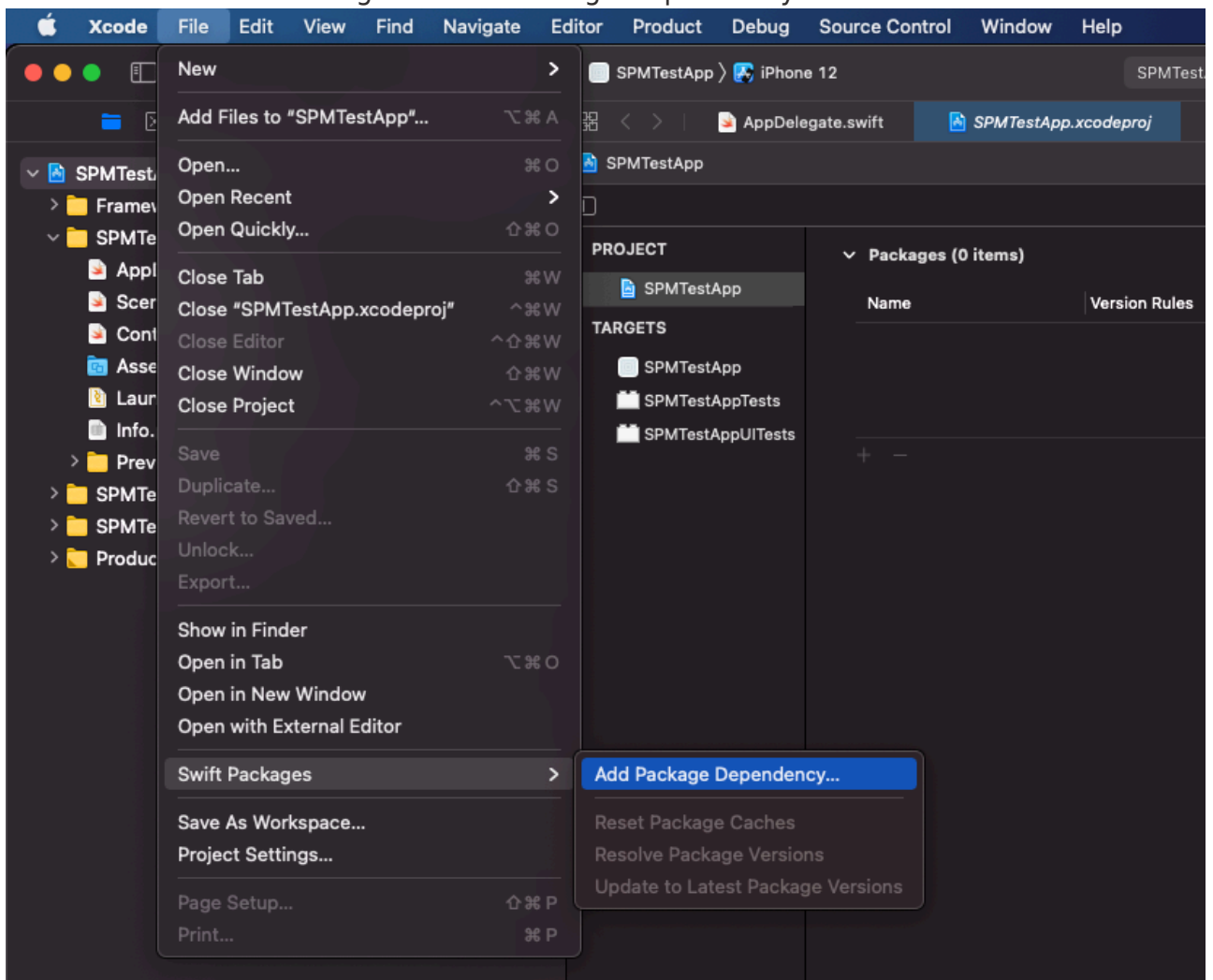
How To Integrate the WalkMe Mobile iOS SDK using Swift Package Manager

Brief Overview

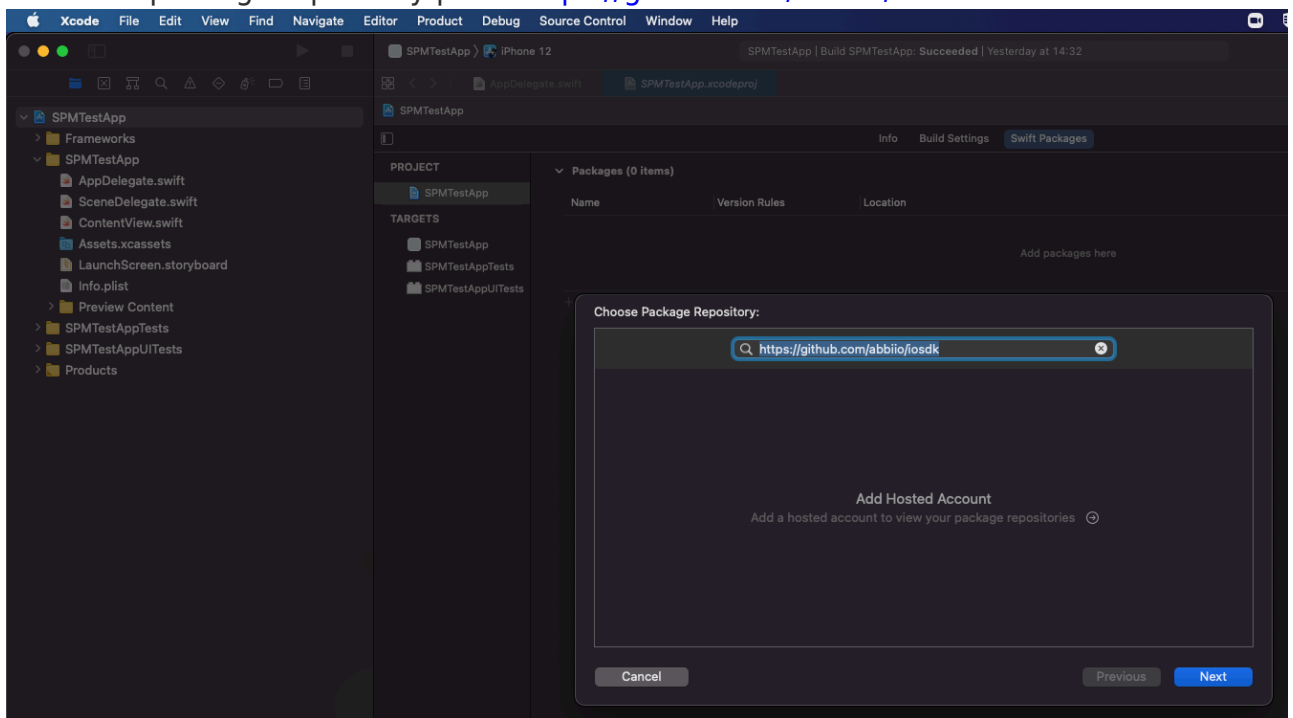
The WalkMe iOS SDK is compatible with the Swift Package Manager. This article explains how to integrate the WalkMe iOS SDK with the Swift Package Manager.

How it Works

1. Open your app in Xcode
2. Choose File → Swift Packages → Add Package Dependency

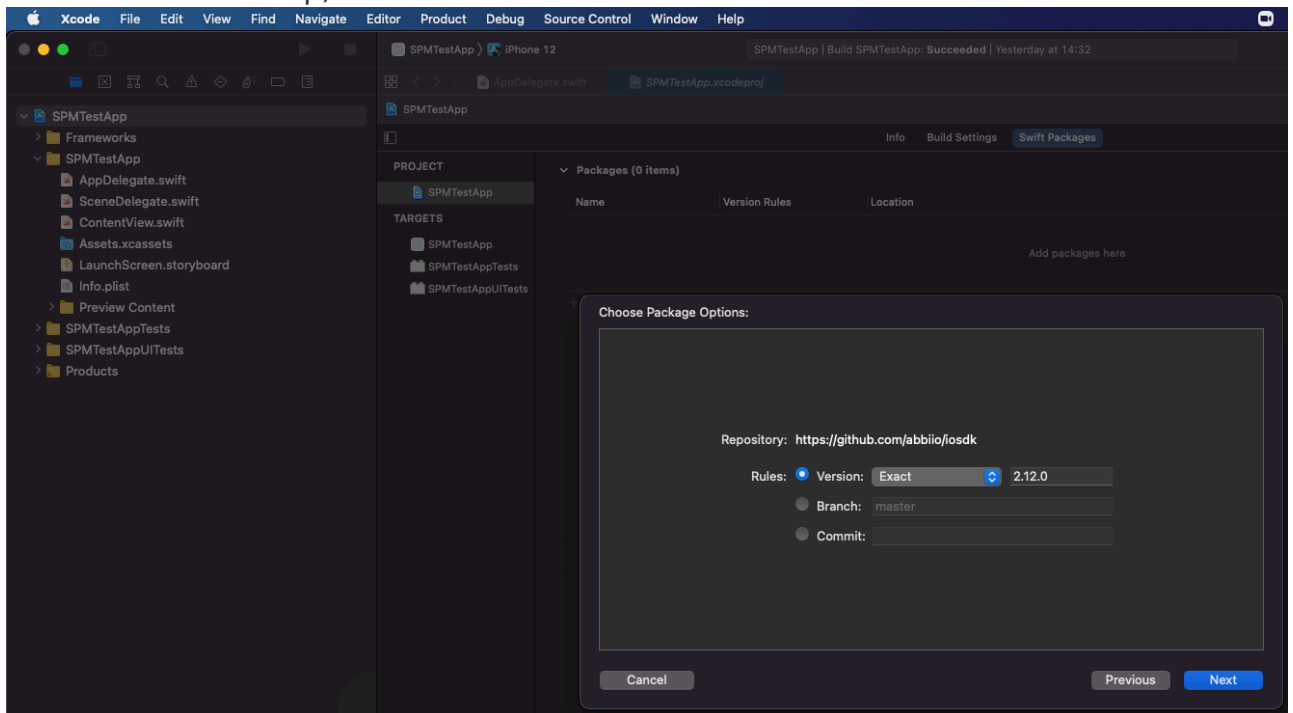


3. Enter the package repository path: <https://github.com/abbiio/iosdk>

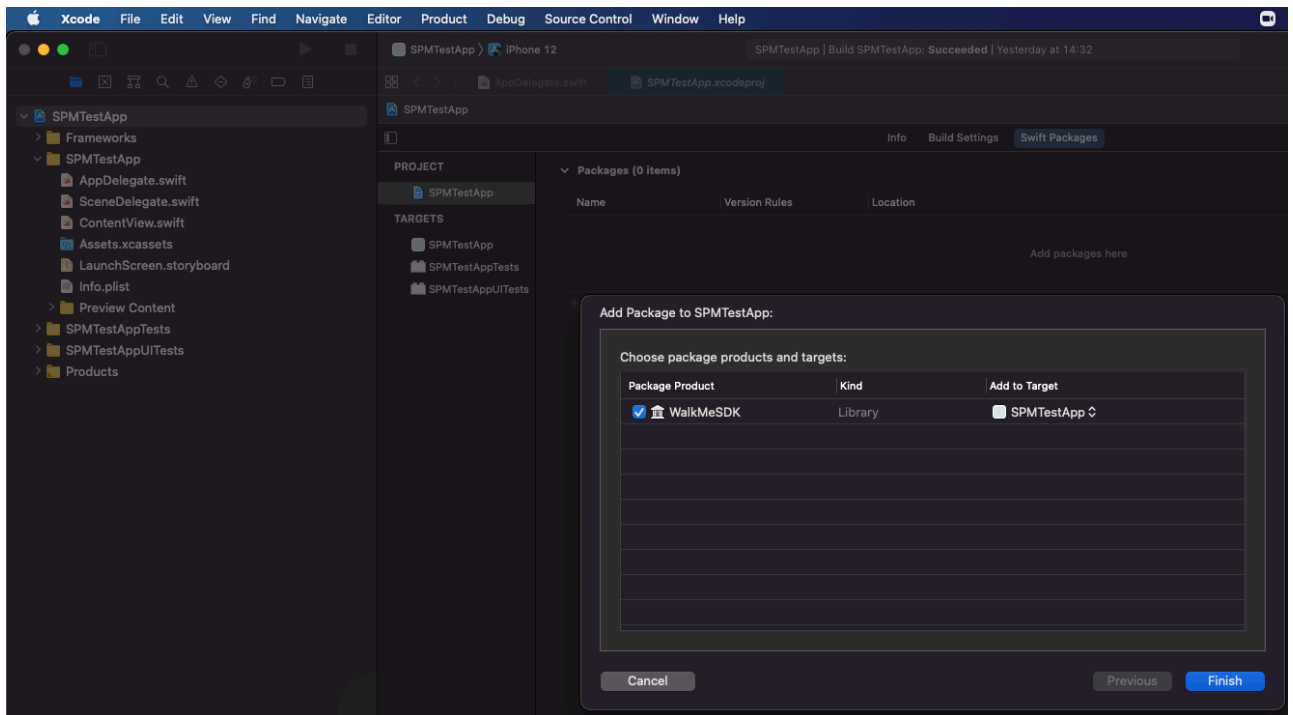


4. The repo will be fetched

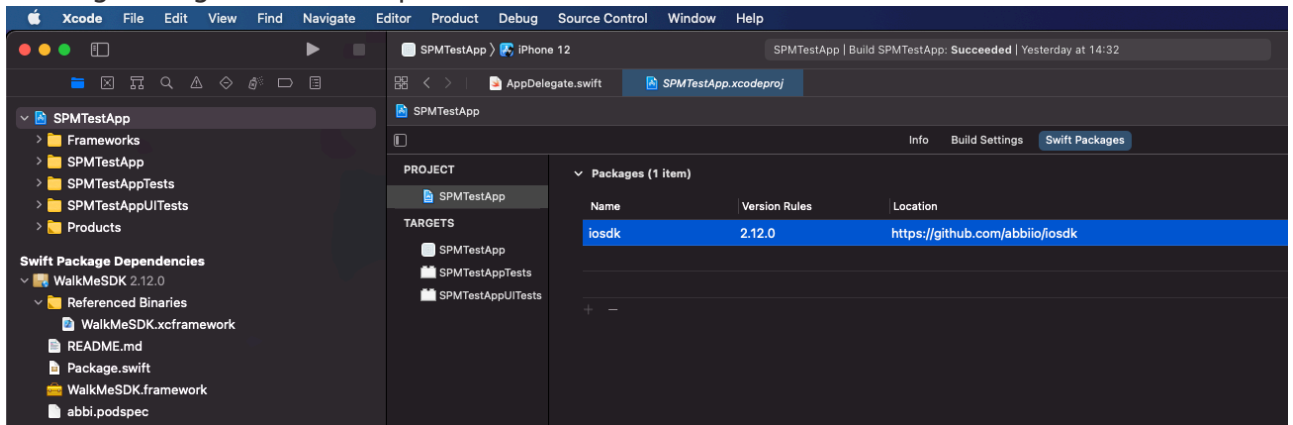
5. Choose the version of the WalkMeSDK you would like to integrate (SPM is available from version 2.12.0 and up)



6. Make sure WalkMeSDK is checked and click Finish



7. Package integration is complete



8. In your AppDelegate file, import WalkMeSDK

ObjC: #import <WalkMeSDK/WalkMeSDK.h> Swift: Import WalkMeSDK

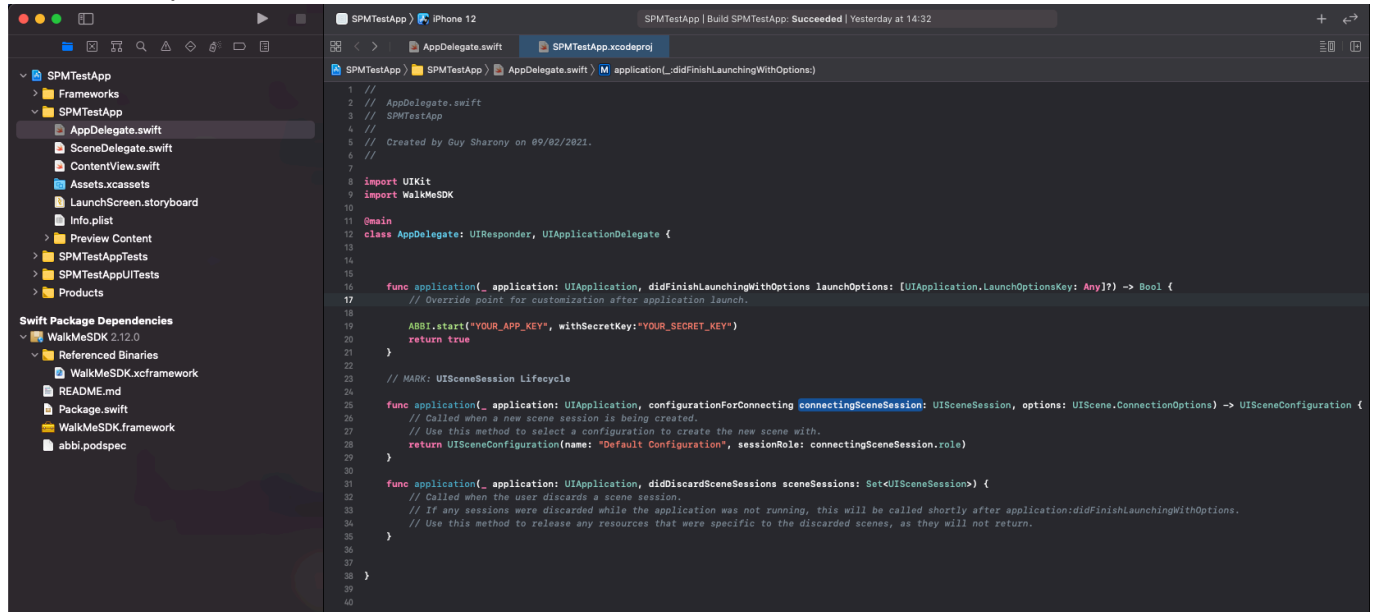
9. Start WalkMeSDKObjC: In (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions, add the following:

```
[ABBI start:@"YOUR_APP_KEY" withSecretKey:@"YOUR_SECRET_KEY"];
```

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

```
ABBI.start("YOUR_APP_KEY", withSecretKey:"YOUR_SECRET_KEY")
```

Swift example:



```
1 //
2 // AppDelegate.swift
3 // SPMTestApp
4 //
5 // Created by Guy Sharony on 09/02/2021.
6 //
7
8 import UIKit
9 import WalkMeSDK
10
11 @main
12 class AppDelegate: UIResponder, UIApplicationDelegate {
13
14
15
16     func application(_ application: UIApplication, didFinishLaunchingWithOptions launchOptions: [UIApplication.LaunchOptionsKey: Any]? -> Bool {
17         // Override point for customization after application launch.
18
19         ABBI.start("YOUR_APP_KEY", withSecretKey:"YOUR_SECRET_KEY")
20         return true
21     }
22
23     // MARK: UISceneSession Lifecycle
24
25     func application(_ application: UIApplication, configurationForConnecting connectingSceneSession: UISceneSession, options: UIScene.ConnectionOptions) -> UISceneConfiguration {
26         // Called when a new scene session is being created.
27         // Use this method to select a configuration to create the new scene with.
28         return UISceneConfiguration(name: "Default Configuration", sessionRole: connectingSceneSession.role)
29     }
30
31     func application(_ application: UIApplication, didDiscardSceneSessions sceneSessions: Set<UISceneSession>) {
32         // Called when the user discards a scene session.
33         // If any sessions were discarded while the application was not running, this will be called shortly after application:didFinishLaunchingWithOptions.
34         // Use this method to release any resources that were specific to the discarded scenes, as they will not return.
35     }
36
37
38 }
39
40
```