

Mobile: How To Install the iOS WalkMe Mobile SDK Manually

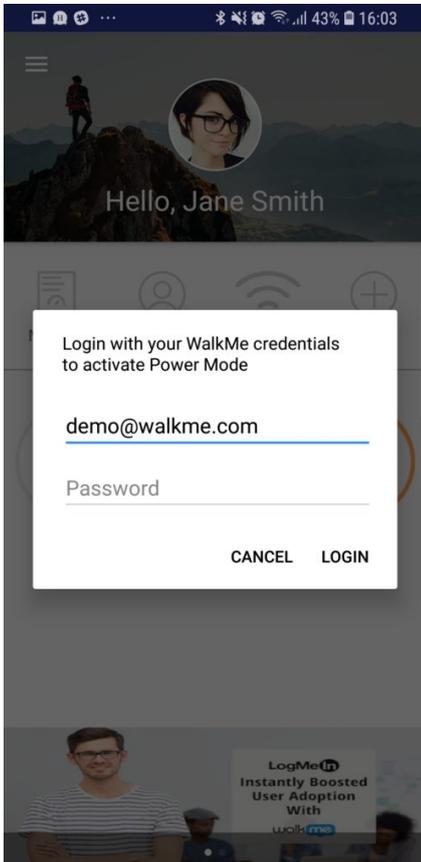
Steps For Installation

1. Navigate to https://assets.abbi.io/release/sdk/{SDK_VERSION}.zip where {SDK_VERSION} is the version number you want to integrate
 - For example: <https://assets.abbi.io/release/sdk/2.13.1.zip>
2. Download the repository as a .zip file and extract it
3. Copy *WalkMeSDK.xcframework* to your Xcode project
4. In case you can't use frameworks on your project, use the static library option and copy *libABBISDK.a* and all headers under the "include/ABBISDK" folder to your Xcode project
5. Make sure to add the following frameworks to your target:
 - AudioToolbox.framework
 - WebKit.framework
 - SystemConfiguration.framework
 - StoreKit.framework
 - UIKit.framework
 - CoreMotion.framework
 - Social.framework
 - UserNotifications.framework
 - AddressBook.framework
 - CoreLocation.framework
 - AVFoundation.framework
 - ImageIO.framework
 - LocalAuthentication.framework
6. After installation, add the following to your *AppDelegate.m*:
`#import <WalkMeSDK/WalkMeSDK.h>`
7. In `(BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary*)launchOptions`, add the following:
`[ABBI start:@"YOUR_APP_KEY" withSecretKey:@"YOUR_SECRET_KEY"];`
8. *WalkMeSDK.framework* is precompiled with *i386* and *x86_64* architectures, before uploading your app to the iTunes Connect, you must slice these architectures

□ **Pro-Tip:** Verify the integration by looking at *ABBI SDK* and the current version of the *SDK* and the *app ID* you are using in your logs.

Complete the integration by entering [Power Mode](#) in the app:

Launch the app with WalkMe SDK integrated and press and hold 5 fingers on the screen for 5 seconds until the login popup displays. This is the default setting and can be configured at any time in the console.



Log in to Power Mode with your mobile console credentials to complete the sync.

That's it, you are all done!