

# Swift Package Manager support

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## Overview

Since iOS SDK build [2.6.114](#), iOS SDK frameworks are available as Swift Package Manager packages:

- [FPWCSPi2](#) - ObjectiveC framework (for backward compatibility only, it is recommended to use Swift in production)
- [FPWCSPi2Swift](#) - Swift framework
- [FPWebRTC](#) - WebRTC framework
- [SocketRocketSPM](#) - [SocketRocket](#) websocket framework fork with SPM support

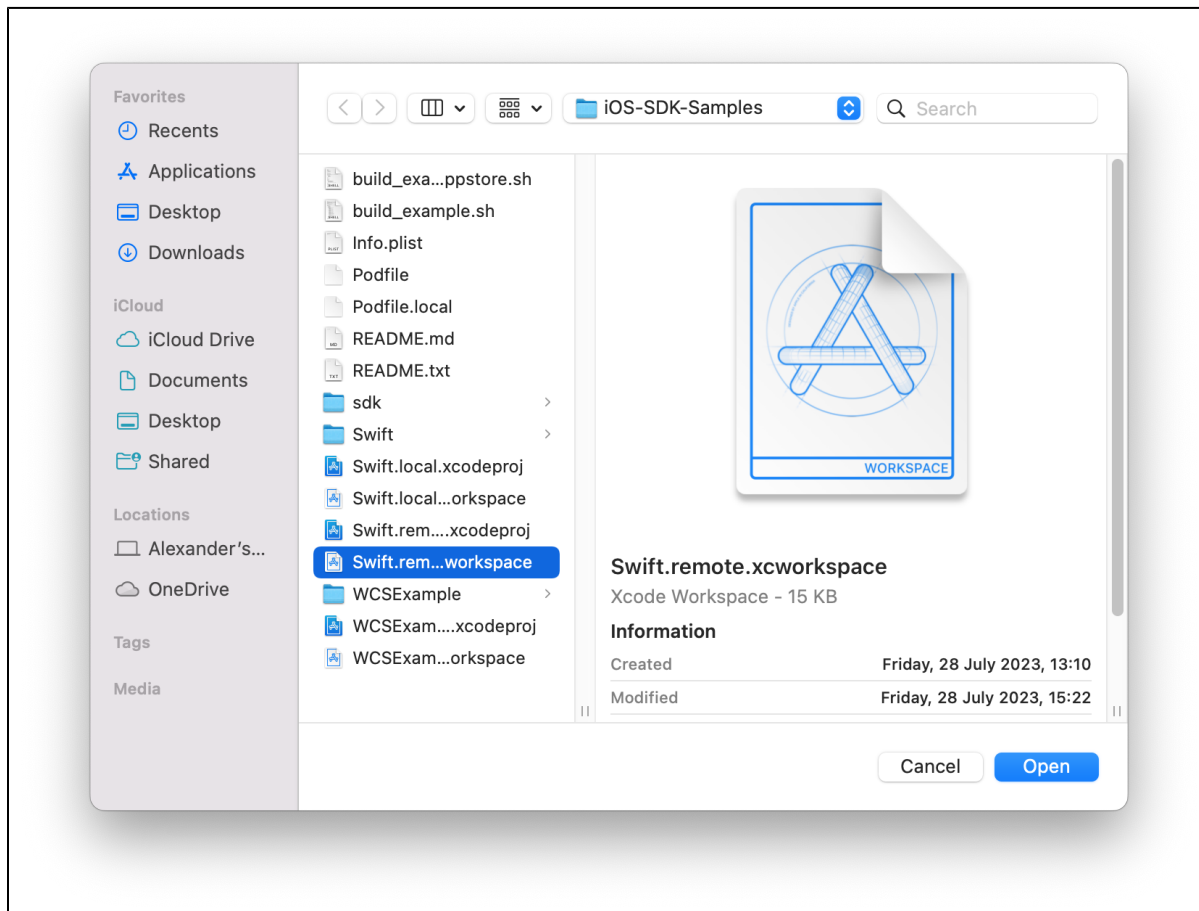
There is [Swift.remote.xcworkspace](#) project in [iOS SDK samples source code](#) to show how to integrate SPM packages.

## Building examples in Xcode 14 and newer with SPM packages

1. Download samples source code to Mac

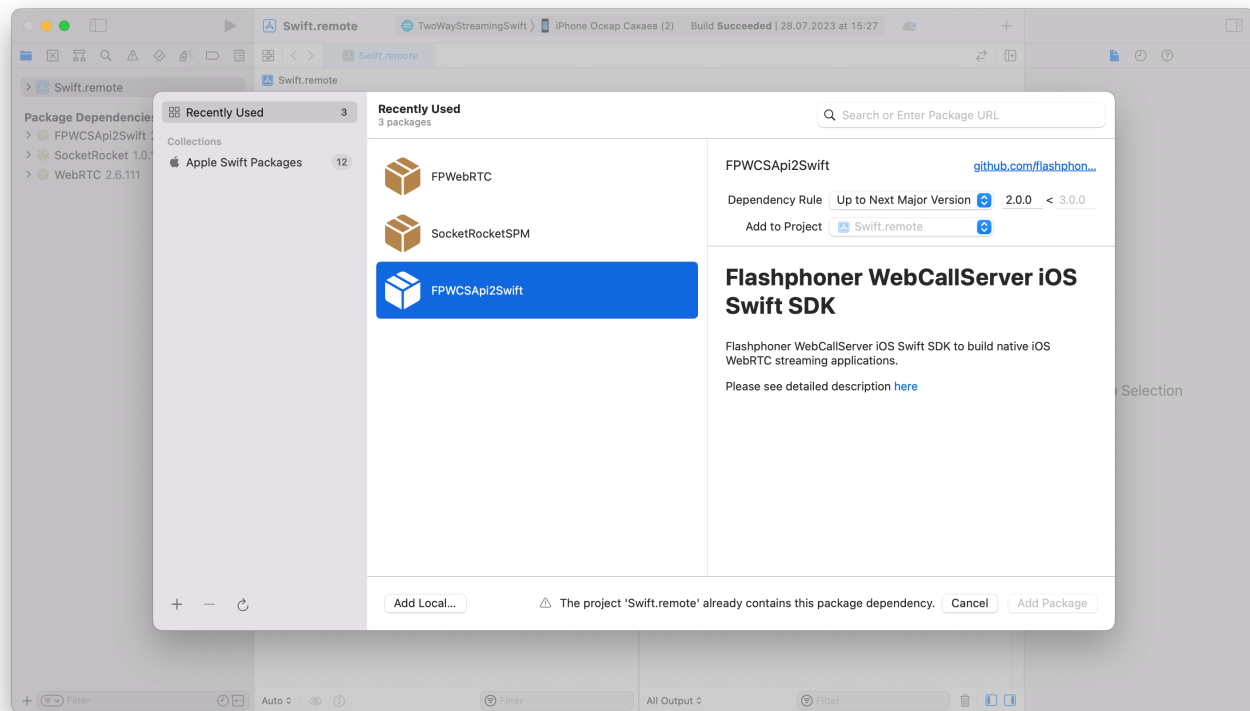
```
git clone https://github.com/flashphoner/wcs-ios-sdk-samples.git
cd wcs-ios-sdk-samples
git checkout 2.6
```

2. Open Swift.remote.xcworkspace in Xcode

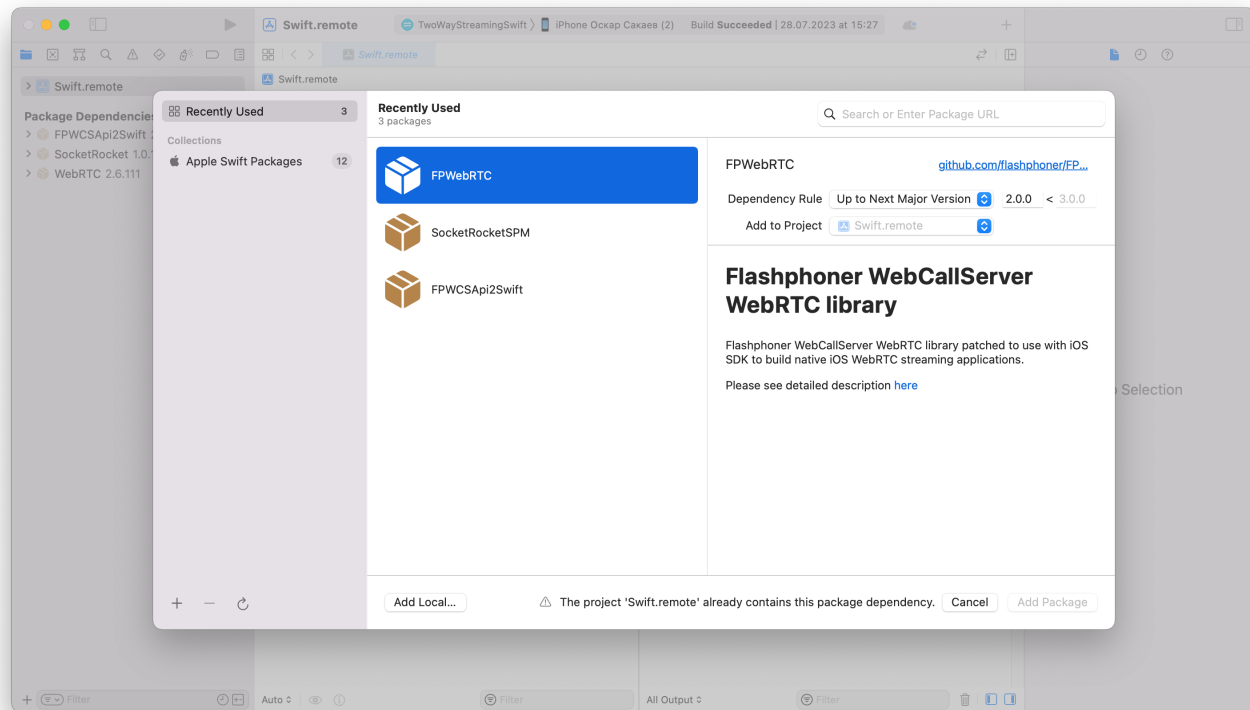


3. All the needed frameworks are already added to the project:

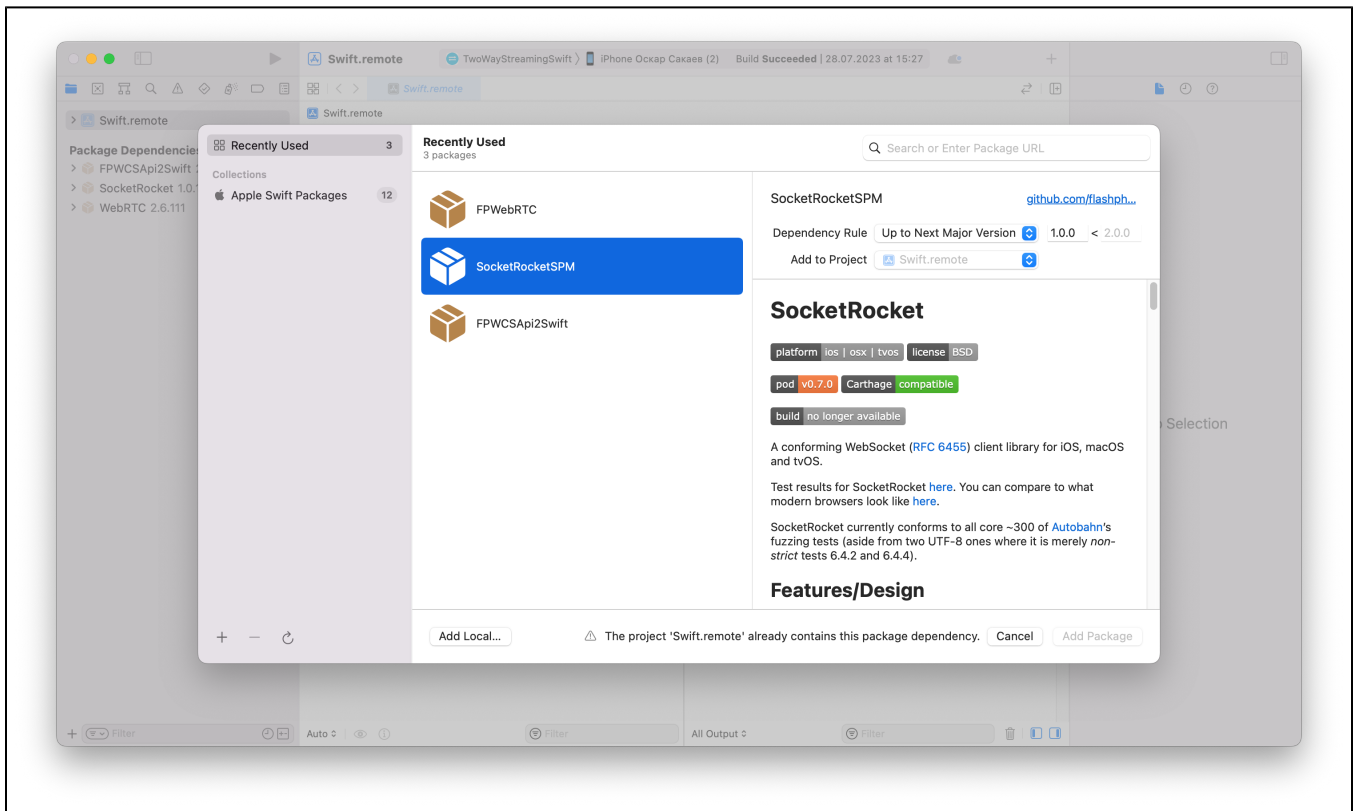
[FPWCSPi2Swift](#)



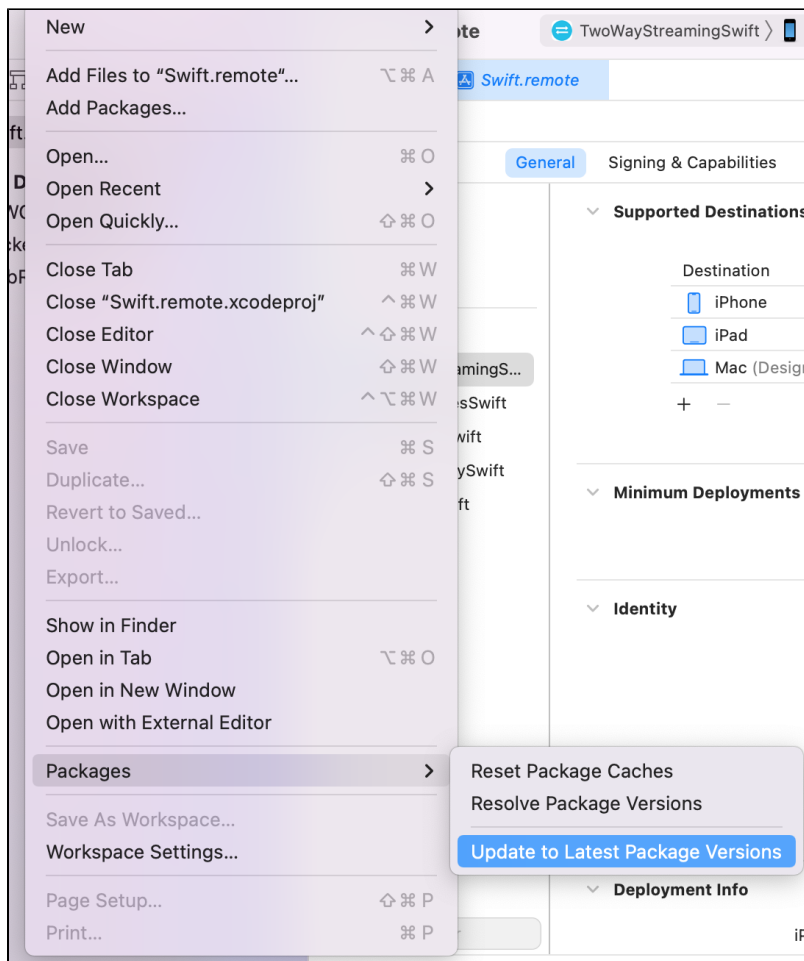
FPWebRTC



SocketRocketSPM

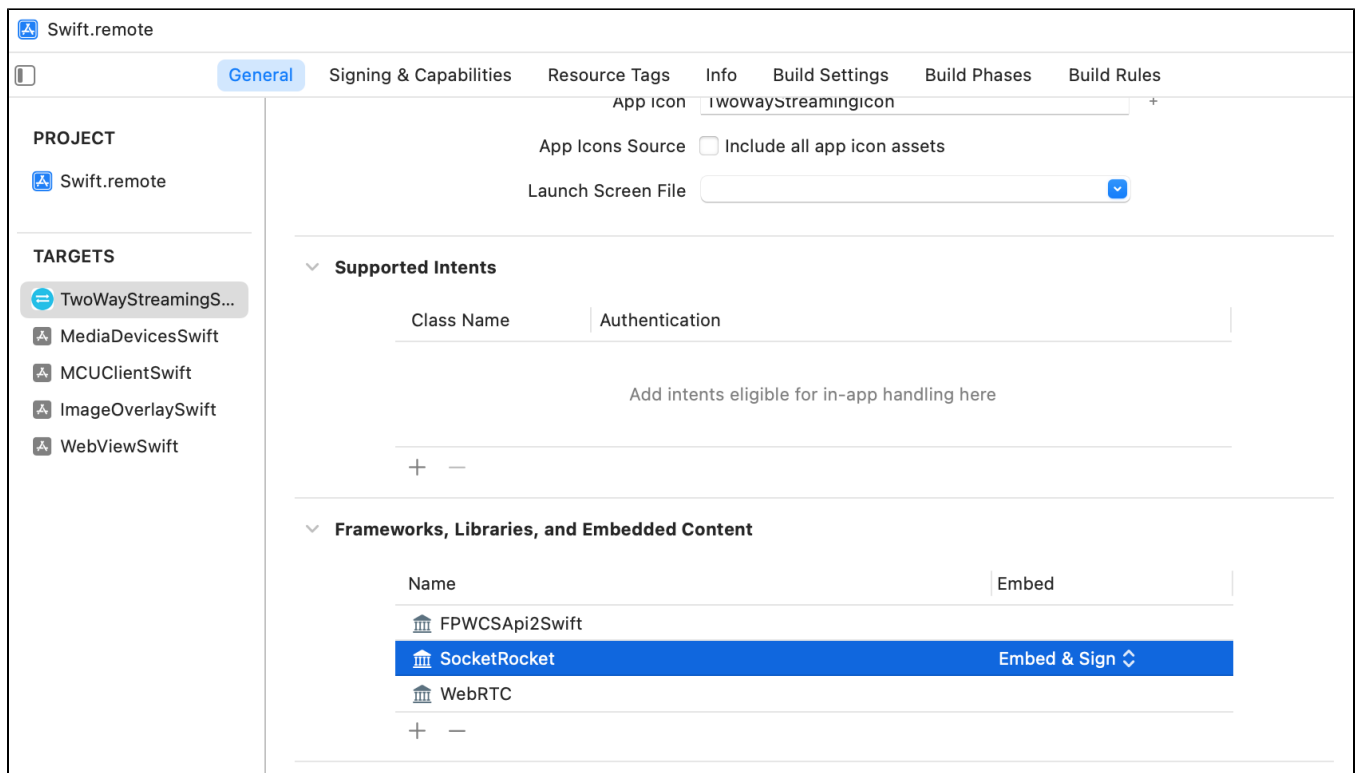


4. Update frameworks to the latest versions using menu item File - Packages - Update to latest package versions



This may take a time because FPWebRTC framework size is big enough (but this is not a "fat" framework though)

5. FPWCSPi2Swift and FPWebRTC are shipped as binary frameworks, and SocketRocketSPM is built from the source code, so `Embed` and `Sign` option should be chosen for SocketRocketSPM



6. Then signing options should be set up for application, and application may be built and installed to a device connected.