

# ARM64 architecture support to build on ARM based Mac

Since iOS SDK build [2.6.105](#), all iOS SDK frameworks support both iOS Simulator architecture slices: x86\_64 to build on Intel Mac and arm64 to build on Mac M1 and other ARM based Mac.

Therefore, an architectures supported for building on a certain platform should be set in `Podfile` to use iOS SDK frameworks:

```
platform :ios, '9.1'
use_frameworks!

post_install do |installer|
  installer.pods_project.targets.each do |target|
    target.build_configurations.each do |config|
      config.build_settings["ONLY_ACTIVE_ARCH"] = "YES"
      config.build_settings["VALID_ARCHS[sdk=iphonesimulator*]"] = "arm64
x86_64"
      config.build_settings["VALID_ARCHS[sdk=iphoneos*]"] = "arm64"
      config.build_settings["VALID_ARCHS[sdk=ipados*]"] = "arm64"
      config.build_settings["ARCHS"] = "arm64 x86_64"
    end
  end
end

target 'MyObjCApplication' do
  pod 'FPWCSApi2'
  pod 'FPWebRTC'
end

target 'MySwiftApplication' do
  pod 'FPWCSApi2Swift'
  pod 'FPWebRTC'
end
```

