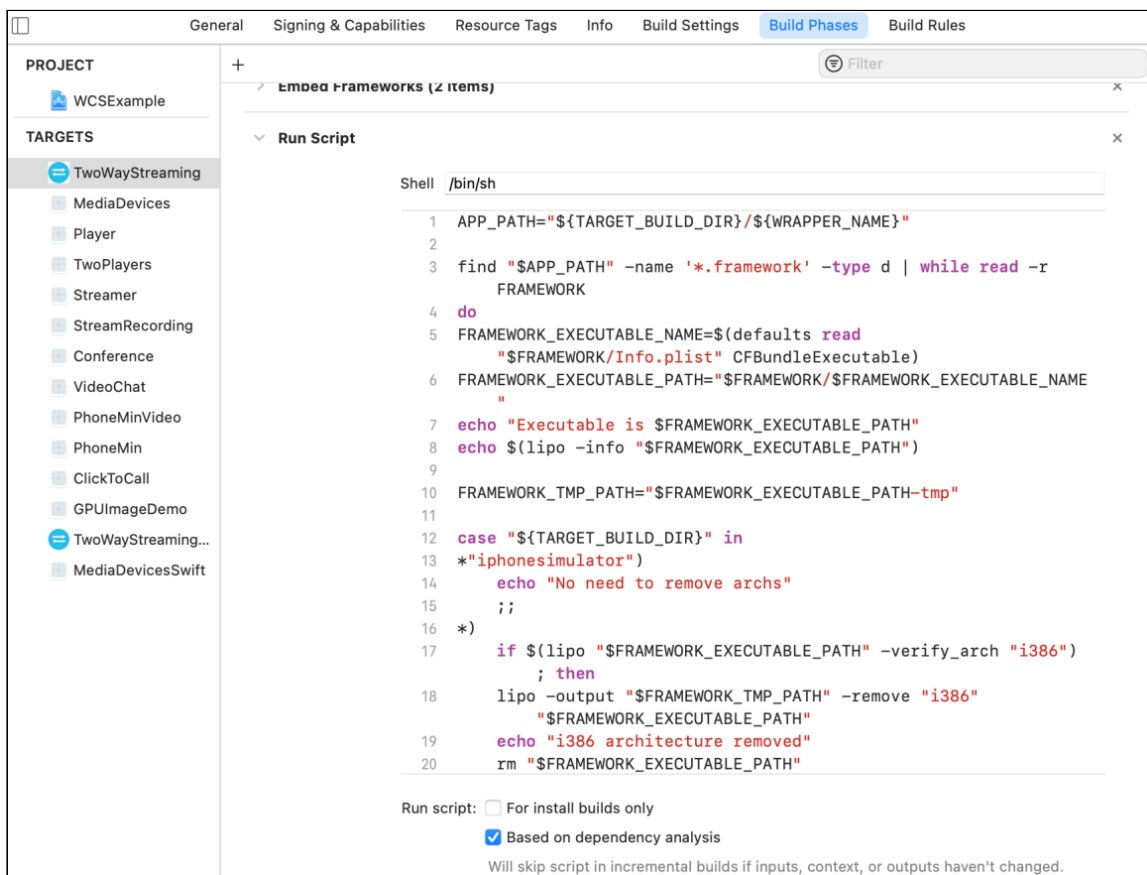


Excluding hardware architectures before uploading to AppStore

Both iOS SDK frameworks and WebRTC framework include i386 and x86_64 architecture support for testing on device emulators while developing an applications. However, those architectures should be removed before uploading the application to AppStore or to a real device. To do this, add to **Build Phases** settings, section **Run Script**



the following script for each application:

```
APP_PATH="${TARGET_BUILD_DIR}/${WRAPPER_NAME}"

find "$APP_PATH" -name '*.framework' -type d | while read -r FRAMEWORK
do
FRAMEWORK_EXECUTABLE_NAME=$(defaults read "$FRAMEWORK/Info.plist"
CFBundleExecutable)
FRAMEWORK_EXECUTABLE_PATH="$FRAMEWORK/$FRAMEWORK_EXECUTABLE_NAME"
echo "Executable is $FRAMEWORK_EXECUTABLE_PATH"
echo $(lipo -info "$FRAMEWORK_EXECUTABLE_PATH")

FRAMEWORK_TMP_PATH="$FRAMEWORK_EXECUTABLE_PATH-tmp"
```

```
case "${TARGET_BUILD_DIR}" in
*"iphonesimulator")
    echo "No need to remove archs"
    ;;
*)
    if $(lipo "$FRAMEWORK_EXECUTABLE_PATH" -verify_arch "i386") ; then
        lipo -output "$FRAMEWORK_TMP_PATH" -remove "i386"
"$FRAMEWORK_EXECUTABLE_PATH"
        echo "i386 architecture removed"
        rm "$FRAMEWORK_EXECUTABLE_PATH"
        mv "$FRAMEWORK_TMP_PATH" "$FRAMEWORK_EXECUTABLE_PATH"
        fi
    if $(lipo "$FRAMEWORK_EXECUTABLE_PATH" -verify_arch "x86_64") ; then
        lipo -output "$FRAMEWORK_TMP_PATH" -remove "x86_64"
"$FRAMEWORK_EXECUTABLE_PATH"
        echo "x86_64 architecture removed"
        rm "$FRAMEWORK_EXECUTABLE_PATH"
        mv "$FRAMEWORK_TMP_PATH" "$FRAMEWORK_EXECUTABLE_PATH"
        fi
    ;;
esac

echo "Completed for executable $FRAMEWORK_EXECUTABLE_PATH"
echo $(lipo -info "$FRAMEWORK_EXECUTABLE_PATH")

done
```