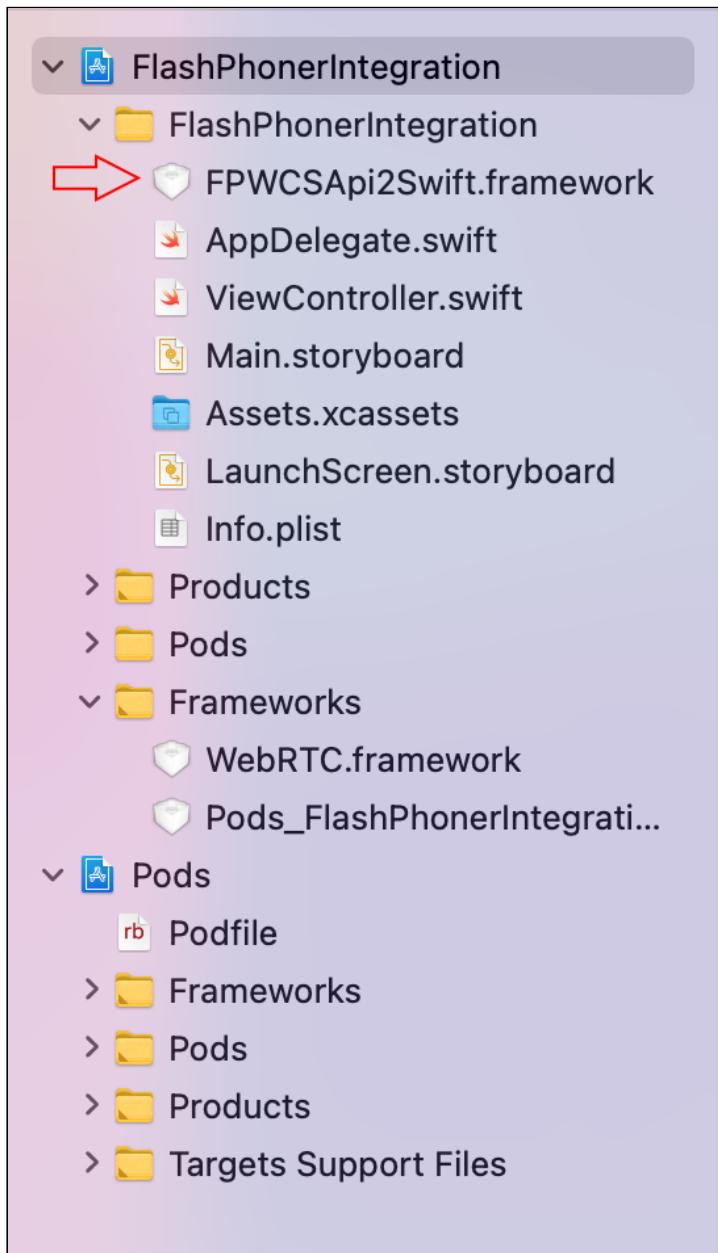


# iOS SDK Swift framework integration

To integrate Swift framework into your project, do the following

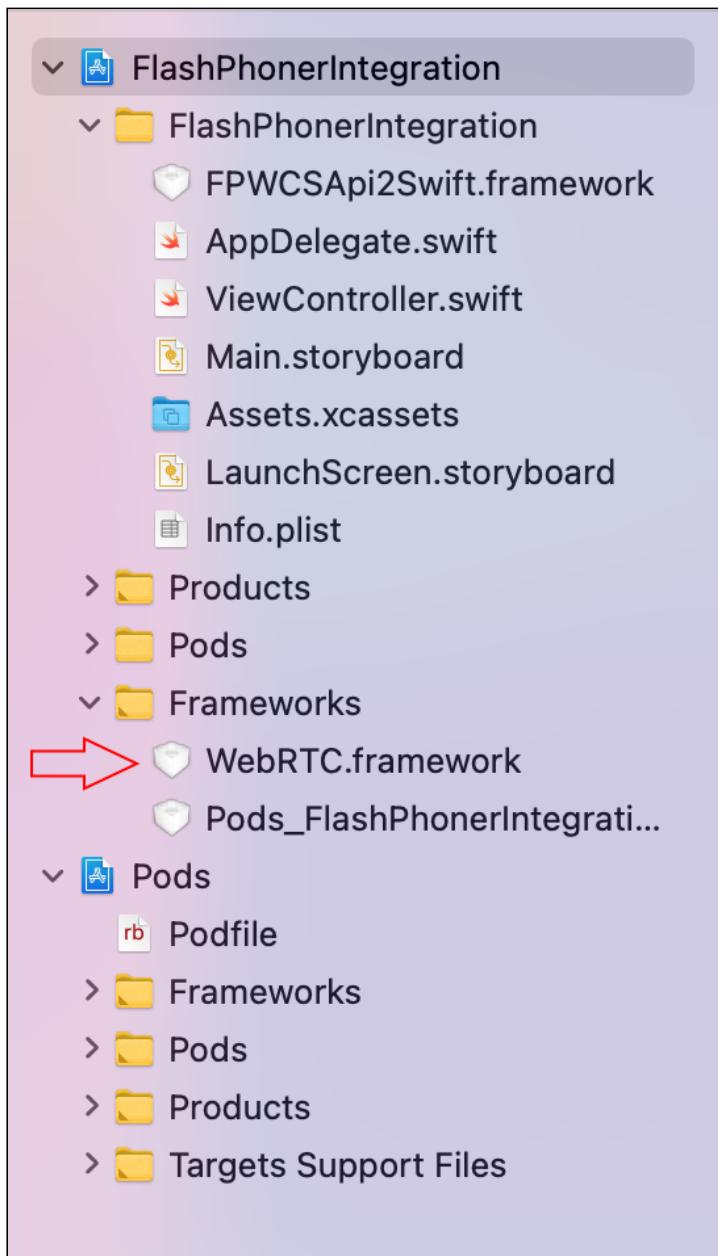
## 1. Add Swift framework to the project



## 2. Add WebRTC framework from Swift framework dependencies to the project

### Warning

This step is not necessary since build [2.6.97](#)



The WebRTC framework is in `FPWCSApi2Swift.framework\Frameworks\WebRTC.framework` subfolder

**Identity and Type** Hide

Name WebRTC.framework

Location Relative to Group ↶ ↷

FlashPhonerIntegration/  
FPWCSApi2Swift.framework/  
Frameworks/  
WebRTC.framework

Full Path /Users/Flashphoner/  
FlashPhonerIntegration/  
FlashPhonerIntegration/  
FPWCSApi2Swift.framework/  
Frameworks/  
WebRTC.framework ↻

---

**On Demand Resource Tags**

Only resources are taggable

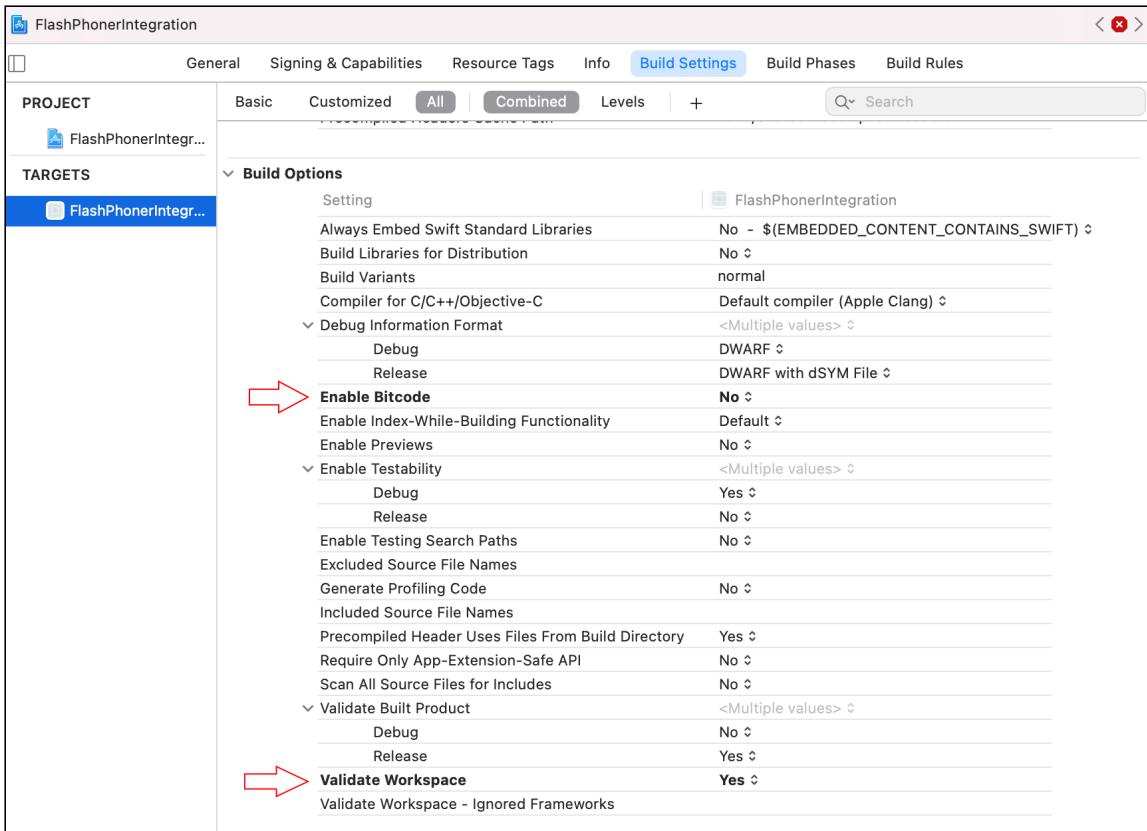
---

**Target Membership**

 FlashPhonerIntegr... Required ↶ ↷

3. Set the following target build options:

- `Enable Bitcode: No`
- `Validate Workspace: Yes`



You can download sample project with the changes made above here

[FlashPhonerIntegration.zip](#)