Installation

In order to build your app on a SmartDeviceLink (SDL) Core, the SDL software development kit (SDK) must be installed in your app. The following steps will guide you through adding the SDL SDK to your workspace and configuring the environment.

NOTE

The SDL SDK is currently supported on iOS 8.0 and above.

Install SDL SDK

There are four different ways to install the SDL SDK in your project: Accio, CocoaPods, Carthage, or manually.

CocoaPods Installation

1. Xcode should be closed for the following steps.