

iOS

Use the following instructions to build the Objective-C endpoint SDK for iOS.

First, ensure the following components are installed on your machine.

- XCode 7.x or later
- CocoaPods 0.39.0 or later

Then, proceed as follows:

1. [Generate](#) the Objective-C endpoint SDK in Admin UI.
2. Download and untar the Kaa Objective-C SDK archive.
3. Run the following command with script available in the SDK root directory:

```
./build.sh compile
```

Under the hood Objective-C endpoint SDK uses [CocoaLumberjack](#) framework for logging. By default SDK logs only warnings and errors. In order to change current SDK logging level open Kaa/KaaLogging.m file and assign to ddLogLevel variable one of the following constants:

- DDLogLevelVerbose
- DDLogLevelDebug
- DDLogLevelInfo
- DDLogLevelWarning
- DDLogLevelError
- DDLogLevelAll
- DDLogLevelOff