



index : wireguard-apple

iOS and macOS apps for WireGuard

 master

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```

1  # [WireGuard](https://www.wireguard.com/) for iOS and macOS
2
3  This project contains an application for iOS and for macOS, as well as many components shared between the two of them. You may
4
5  ## Building
6
7  - Clone this repo:
8
9  ```
10 $ git clone https://git.zx2c4.com/wireguard-apple
11 $ cd wireguard-apple
12 ```
13
14 - Rename and populate developer team ID file:
15
16 ```
17 $ cp Sources/WireGuardApp/Config/Developer.xcconfig.template Sources/WireGuardApp/Config/Developer.xcconfig
18 $ vim Sources/WireGuardApp/Config/Developer.xcconfig
19 ```
20
21 - Install swiftlint and go 1.15:
22
23 ```
24 $ brew install swiftlint go
25 ```
26
27 - Open project in Xcode:
28
29 ```
30 $ open WireGuard.xcodeproj
31 ```
32
33 - Flip switches, press buttons, and make whirling noises until Xcode builds it.
34
35 ## WireGuardKit integration
36
37 1. Open your Xcode project and add the Swift package with the following URL:
38
39 ```
40 https://git.zx2c4.com/wireguard-apple
41 ```
42
43 2. `WireGuardKit` links against `wireguard-go-bridge` library, but it cannot build it automatically
44 due to Swift package manager limitations. So it needs a little help from a developer.
45 Please follow the instructions below to create a build target(s) for `wireguard-go-bridge`.
46
47 - In Xcode, click File -> New -> Target. Switch to "Other" tab and choose "External Build
48 System".
49 - Type in `WireGuardGoBridge<PLATFORM>` under the "Product name", replacing the `<PLATFORM>`
50 placeholder with the name of the platform. For example, when targeting macOS use `macOS`, or
51 when targeting iOS use `iOS`.
52 Make sure the build tool is set to: `/usr/bin/make` (default).
53 - In the appeared "Info" tab of a newly created target, type in the "Directory" path under
54 the "External Build Tool Configuration":
55
56 ```
57 ${BUILD_DIR%Build/*}SourcePackages/checkouts/wireguard-apple/Sources/WireGuardKitGo
58 ```
59
60 - Switch to "Build Settings" and find `SDKROOT`.
61 Type in `macosx` if you target macOS, or type in `iphoneos` if you target iOS.
62
63 3. Go to Xcode project settings and locate your network extension target and switch to
64 "Build Phases" tab.
65
66 - Locate "Dependencies" section and hit "+" to add `WireGuardGoBridge<PLATFORM>` replacing
67 the `<PLATFORM>` placeholder with the name of platform matching the network extension
68 deployment target (i.e macOS or iOS).
69
70 - Locate the "Link with binary libraries" section and hit "+" to add `WireGuardKit`.
71
72 4. In Xcode project settings, locate your main bundle app and switch to "Build Phases" tab.
73 Locate the "Link with binary libraries" section and hit "+" to add `WireGuardKit`.
74
75 5. iOS only: Locate Bitcode settings under your application target, Build settings -> Enable Bitcode,
76 change the corresponding value to "No".
77
78 Note that if you ship your app for both iOS and macOS, make sure to repeat the steps 2-4 twice,
79 once per platform.
80
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