



Migration to 3.2.0

The following guide is intended to support you in migrating your App to version 3.2.0. With this version, we offer a new country selection feature. This allows you to select the countries in which you want the WDW-SDK function to be available for your app. Currently, the following countries are supported:

- ▶ ALL = [NSArray arrayWithObjects:@"AT", @"BE", @"CH", @"DE", @"ES", @"FR", @"GB", @"IE", @"IT", @"LU", @"NL", @"PL", @"PT", nil];

New WDWBuilder Method

Migrating without any changes

To facilitate the migration process, the WDW-SDK comes with a default setting. Integrate the new version without making any changes and automatically all available countries are supported within your app.

Migrating to new WDWBuilder method

The WDWBuilder provides a new method called - (WDWBuilder *)withSupportedCountries:(NSArray *)supportedCountries to set the list of countries in which the WDW-SDK shall generate data in your app. The country codes are based on the ISO3166 ALPHA 2 standard. Additionally, the WDWBuilder provides three predefined lists which can be used:

- ▶ ALL = [NSArray arrayWithObjects:@"AT", @"BE", @"CH", @"DE", @"ES", @"FR", @"GB", @"IE", @"IT", @"LU", @"NL", @"PL", @"PT", nil];
- ▶ EUROPE = [NSArray arrayWithObjects: @"AT", @"BE", @"CH", @"DE", @"ES", @"FR", @"GB", @"IE", @"IT", @"LU", @"NL", @"PL", @"PT", nil];
- ▶ GERMANY = [NSArray arrayWithObjects: @"DE", nil];

The following code snippet shows how to set a predefined array:

```
WDWClient *wdwClient = [[[[WDWBuilder new]
                           withFleetID:@"MyFleetId"]
                           withSupportedCountries:EUROPE] build];
```

Listing 1: Using predefined country codes

The following code snippet shows how to set a custom defined array:

```
WDWClient *wdwClient = [[[[WDWBuilder new]
                           withFleetID:@"MyFleetId"]
                           withSupportedCountries:@[@"DE", @"IT"] ] build];
```

Listing 2: Example how to use a custom list