Build Kofax Mobile Capture SDK for iOS using Xcode on 64-bit devices

Question / Problem:

For Kofax Mobile Capture SDK for iOS, using Xcode, how can I get the SDK to build on 64-bit devices?

Answer / Solution:

In the Xcode IDE, Targets | Build Settings | Architectures section:

1. Set Build Active Architectures only to No for both Debug and Release.
2. Remove arm64 from the list of Valid Architectures.

Applies to:

<table>
<thead>
<tr>
<th>Product</th>
<th>Version</th>
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<tbody>
<tr>
<td>MOBILESDK</td>
<td>2.0</td>
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