# SDK集成指引

# 手动安装

目前 ZegoLiveRoom SDK 仅支持手动安装,集成步骤如下。

# 1 准备环境

请确保开发环境满足以下技术要求:

- Apple Xcode 5.0 或以上版本
- iOS 7.0 或以上版本
- 支持音视频功能的模拟器或真机

# 2 下载 SDK

请从 ZegoLiveRoom iOS 下载 SDK。

如果要实现播放本地音频、视频文件的功能(可用于播放背景音乐,播放MV,播放直播音效等场景),请下载包含 MediaPlayer 功能的 SDK,请下载 ZegoLiveRoom MediaPlayer iOS

历史版本更新,请查看: ZegoLiveRoom iOS 历史更新日志

# 3 集成 SDK

将 SDK 集成到项目中有以下两种方式:

- 动态库。iOS 8 及以上才支持动态库。推荐兼容 iOS 8 及以上系统版本的用户,选择动态库集成。
- 静态库。iOS 7 仅支持静态库。如需兼容 iOS 7 系统,请选择静态库集成。

3.1 集成动态库

#### 添加 SDK 动态库文件

- 1. 手动将 SDK 动态库文件, 拷贝到项目目录下。
- 2. 打开 Xcode, 使用 [Add Files to "xxx" (xxx 为用户的项目名)], 添加 SDK 动态库文 件到项目。



#### 导入 SDK

注意, SDK 库文件中有两个文件夹: iphoneos 和 iphoneos\_simulator, 区别如下:

- 1. iphoneos 仅用于真机调试。用户在最终发布时,需要使用此文件下的 ZegoLiveRoom. framework,否则可能被苹果打回。
- iphonos\_simulator 包含了真机和模拟器调试的库。如果用户开发过程中使用模拟器调试,需要导入此文件夹下的 ZegoLiveRoom.framework。但是最终发布时,要切换回 iphoneos 文件下的 framework。
  - 注意,在下面的设置步骤中,请选择符合开发要求的 framework 文件。

1. 打开 Xcode, 选择: 项目 TARGET -> General -> Embedded Binaries, 添加 ZegoLiveRoom.framework。

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 继续在 Xcode 中,选择:项目 TARGET -> General -> Link Binary With Libraries, 添加 ZegoLiveRoom.framework, Status 设置为 Requied。

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## 项目设置

1. 打开 Xcode, 选择: 项目 TARGET -> General -> Deployment Target, 设置 8.0 或以上 版本。

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2. 继续在 Xcode 中,选择:项目 TARGET -> Build Settings -> Build Options -> Setting,设置要编译的项目 TARGET。

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#### 添加系统依赖库

集成 SDK 动态库,不需要额外添加其他系统依赖库。

### 3.2 集成静态库

#### 添加 SDK 静态库文件

- 1. 手动将 SDK 静态库文件, 拷贝到项目目录下。
- 2. 打开 Xcode, 使用 [Add Files to "xxx" (xxx 为你的项目名)], 添加 SDK 静态库文件 到项目中。



### 导入 SDK

1. 打开 Xcode, 选择: 项目 TARGET -> General -> Link Binary With Libraries, 添加 ZegoLiveRoom. framework, Status 设置为 Requied。

#### 项目设置

打开 Xcode,选择:项目TARGET -> General -> Deployment Target,设置 7.0 或以上版本(如果项目不需要兼容 iOS 7.0,建议采用动态库集成)。

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 继续在 Xcode 中,选择:项目 TARGET -> Build Settings -> Apple LLVM 8.1 -Language - C++ -> C++ Standard Library,设置为 "libc++(LLVM C++ standard library with C++11 support)"。

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### 添加系统依赖库

集成 SDK 静态库,需要额外添加系统依赖库。

步骤: 打开 Xcode > 项目 TARGET > Build Phases > Link Binary With Libraries, 添加 SDK 依赖的系统 framework 和 library:

- VideoToolbox.framework
- SystemConfiguration.framework
- CoreTelephony. framework
- GLKit.framework
- libc++.tbd
- libiconv.tbd

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