SDK集成指引

1 准备环境

请确保开发环境满足以下技术要求:

- Apple Xcode 6.0 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 集成 SDK

方式一: 使用 Cocoapods 自动集成 SDK

- 1. 在执行以下步骤之前,请确保已安装CocoaPods。 请参阅 CocoaPods入门
- 2. 打开终端, cd 进入你的项目的根目录,并执行 pod init 命令创建 Podfile。
- 3. 打开 Podfile 并添加 pod'ZegoLiveRoom',如下所示

```
target 'MyProject' do
    use_frameworks!
    pod 'ZegoLiveRoom'
end
```

如果需要带媒体播放器的进阶版,请使用 pod' ZegoLiveRoom/Advanced',如下所示

```
target 'MyProject' do
    use_frameworks!
    pod 'ZegoLiveRoom/Advanced'
end
```

如果需要同时带 AudioPlayer 和 MediaPlayer 的版本,请使用 pod'ZegoLiveRoom/AudioPlayer',如下所示

```
target 'MyProject' do
    use_frameworks!
    pod 'ZegoLiveRoom/AudioPlayer'
end
```

4. 执行 pod install 命令安装 ZegoLiveRoom。

5. 如果提示搜索不到 ZegoLiveRoom:

- o 方法一:执行 pod repo update 更新索引,然后执行 pod install 重新安装
- 方法二:先执行 pod setup,然后执行 rm
 ⁻/Library/Caches/CoccoaPods/search_index.json 清空索引,最后执行 pod install 重新 安装

方式二: 手动添加 SDK 到项目中

此处下载集成的是动态库, iOS 8.0 及以上版本才支持, 如需支持 iOS 7.0, 请使用 方式 = 集成静态库

如果项目不需要兼容 iOS 7.0, 建议采用动态库集成, Xcode11 已不支持 iOS7。

1. 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 <u>ZegoLiveRoom MediaPlayer</u> <u>i0S</u>

历史版本更新,请查看: ZegoLiveRoom iOS 历史更新日志

2. 导入 SDK

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

- 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. 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。



3. 配置 SDK

在 Xcode 中,选择:项目 TARGET -> General -> Frameworks,Libraries,and Enbedded Content 中,添加 ZegoLiveRoom.framework,Embed 设置为 Embed & Sign。



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

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方式三: 手动添加静态库 SDK 到项目中

如需兼容 iOS 7 系统,请选择静态库集成。

- 1. 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。



2. 导入 SDK

在 Xcode 中,选择:项目 TARGET -> General -> Frameworks,Libraries,and Enbedded Content 中,添加 ZegoLiveRoom.framework,Embed 设置为 Do Not Embed。

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3. 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 方式- 或方式二 的动态库集成,Xcodel1 已不支持 iOS7)。

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继续在 Xcode 中,选择要编译的项目 TARGET。



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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4. 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 -> General -> Frameworks, Libraries, and Enbedded Content 中, , 添加 SDK 依赖的系统 framework 和 library:

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

添加完毕后,像这样:

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3 添加权限

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- 1. Privacy Camera Usage Description
- 2. Privacy Microphone Usage Description

添加完成后如图所示:

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4 相关文档

集成 SDK 后,可以使用 ZEGO SDK 依次完成如下功能来实现基础的通话或者直播。

快速开始一初始化