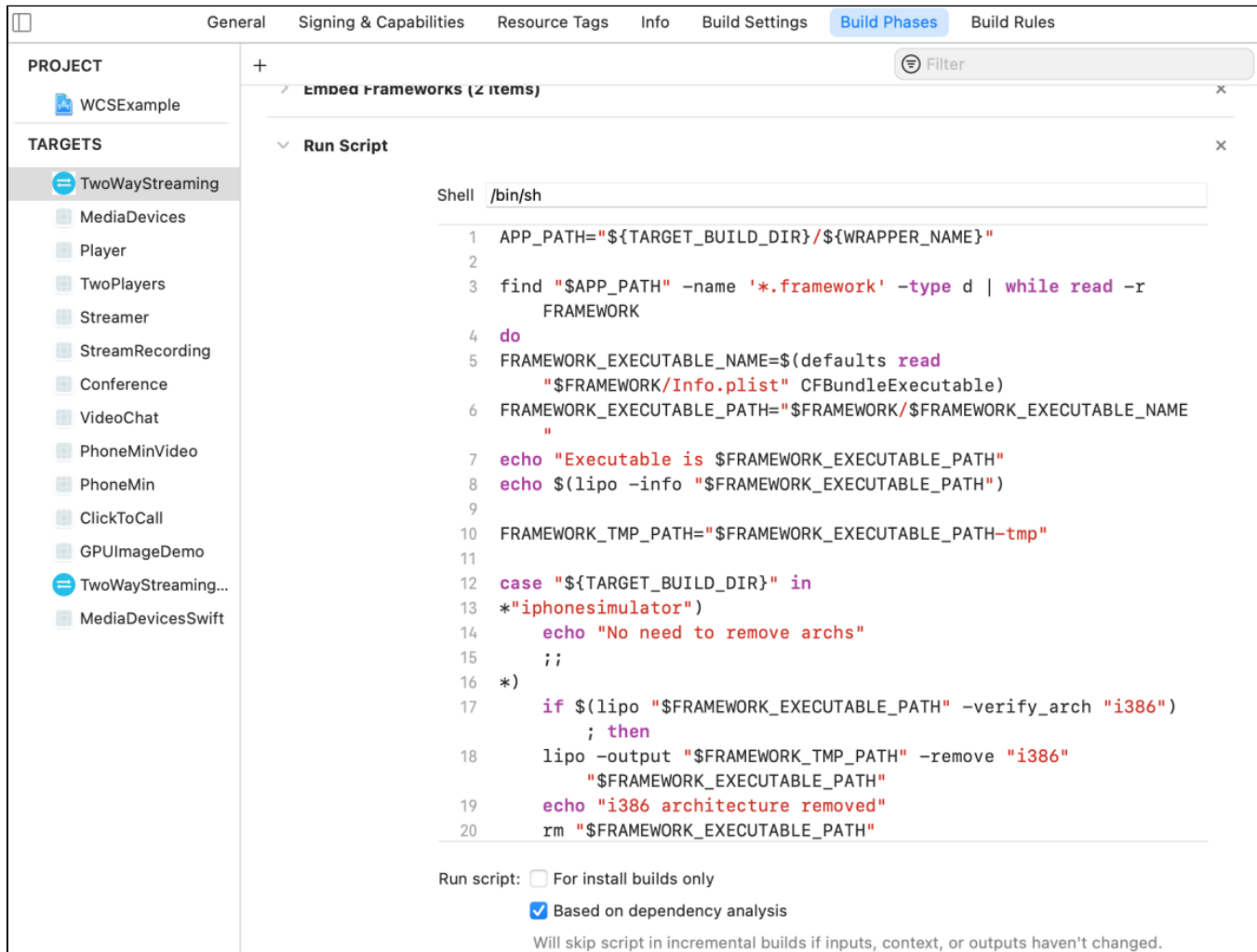


Исключение аппаратных архитектур перед выгрузкой в AppStore

Оба фреймворка iOS SDK, а также WebRTC фреймворк включают поддержку архитектур i386 и x86_64 для тестирования на эмуляторах устройств в процессе разработки приложений. Однако, при выгрузке приложения в AppStore или на реальное устройство, необходимо исключить эти архитектуры. Для этого добавьте в настройки Build Phases, раздел Run Script для каждого приложения



The screenshot shows the Xcode interface for configuring a Run Script phase. The left sidebar shows the project 'WCSEExample' and a list of targets, with 'TwoWayStreaming' selected. The main area displays the 'Run Script' phase configuration. The shell is set to '/bin/sh'. The script content is as follows:

```
1 APP_PATH="${TARGET_BUILD_DIR}/${WRAPPER_NAME}"
2
3 find "$APP_PATH" -name '*.framework' -type d | while read -r
  FRAMEWORK
4 do
5   FRAMEWORK_EXECUTABLE_NAME=$(defaults read
  "$FRAMEWORK/Info.plist" CFBundleExecutable)
6   FRAMEWORK_EXECUTABLE_PATH="$FRAMEWORK/$FRAMEWORK_EXECUTABLE_NAME
  "
7   echo "Executable is $FRAMEWORK_EXECUTABLE_PATH"
8   echo $(lipo -info "$FRAMEWORK_EXECUTABLE_PATH")
9
10  FRAMEWORK_TMP_PATH="$FRAMEWORK_EXECUTABLE_PATH-tmp"
11
12  case "${TARGET_BUILD_DIR}" in
13    *"iphonesimulator")
14      echo "No need to remove archs"
15      ;;
16  *)
17    if $(lipo "$FRAMEWORK_EXECUTABLE_PATH" -verify_arch "i386")
18      ; then
19      lipo -output "$FRAMEWORK_TMP_PATH" -remove "i386"
20      "$FRAMEWORK_EXECUTABLE_PATH"
21      echo "i386 architecture removed"
22    fi
23  done
24  rm "$FRAMEWORK_EXECUTABLE_PATH"
```

At the bottom, the 'Run script' options are shown: 'For install builds only' is unchecked, and 'Based on dependency analysis' is checked. A note below states: 'Will skip script in incremental builds if inputs, context, or outputs haven't changed.'

следующий скрипт:

```
APP_PATH="${TARGET_BUILD_DIR}/${WRAPPER_NAME}"

find "$APP_PATH" -name '*.framework' -type d | while read -r FRAMEWORK
do
FRAMEWORK_EXECUTABLE_NAME=$(defaults read "$FRAMEWORK/Info.plist" CFBundleExecutable)
FRAMEWORK_EXECUTABLE_PATH="$FRAMEWORK/$FRAMEWORK_EXECUTABLE_NAME"
echo "Executable is $FRAMEWORK_EXECUTABLE_PATH"
echo $(lipo -info "$FRAMEWORK_EXECUTABLE_PATH")

FRAMEWORK_TMP_PATH="$FRAMEWORK_EXECUTABLE_PATH-tmp"

case "${TARGET_BUILD_DIR}" in
*"iphonesimulator")
    echo "No need to remove archs"
    ;;
*)
    if $(lipo "$FRAMEWORK_EXECUTABLE_PATH" -verify_arch "i386") ; then
lipo -output "$FRAMEWORK_TMP_PATH" -remove "i386" "$FRAMEWORK_EXECUTABLE_PATH"
echo "i386 architecture removed"
rm "$FRAMEWORK_EXECUTABLE_PATH"
mv "$FRAMEWORK_TMP_PATH" "$FRAMEWORK_EXECUTABLE_PATH"
fi
    if $(lipo "$FRAMEWORK_EXECUTABLE_PATH" -verify_arch "x86_64") ; then
lipo -output "$FRAMEWORK_TMP_PATH" -remove "x86_64" "$FRAMEWORK_EXECUTABLE_PATH"
echo "x86_64 architecture removed"
rm "$FRAMEWORK_EXECUTABLE_PATH"
mv "$FRAMEWORK_TMP_PATH" "$FRAMEWORK_EXECUTABLE_PATH"
fi
    ;;
esac

echo "Completed for executable $FRAMEWORK_EXECUTABLE_PATH"
echo $(lipo -info "$FRAMEWORK_EXECUTABLE_PATH")

done
```