iOS Player

Example of player for iOS

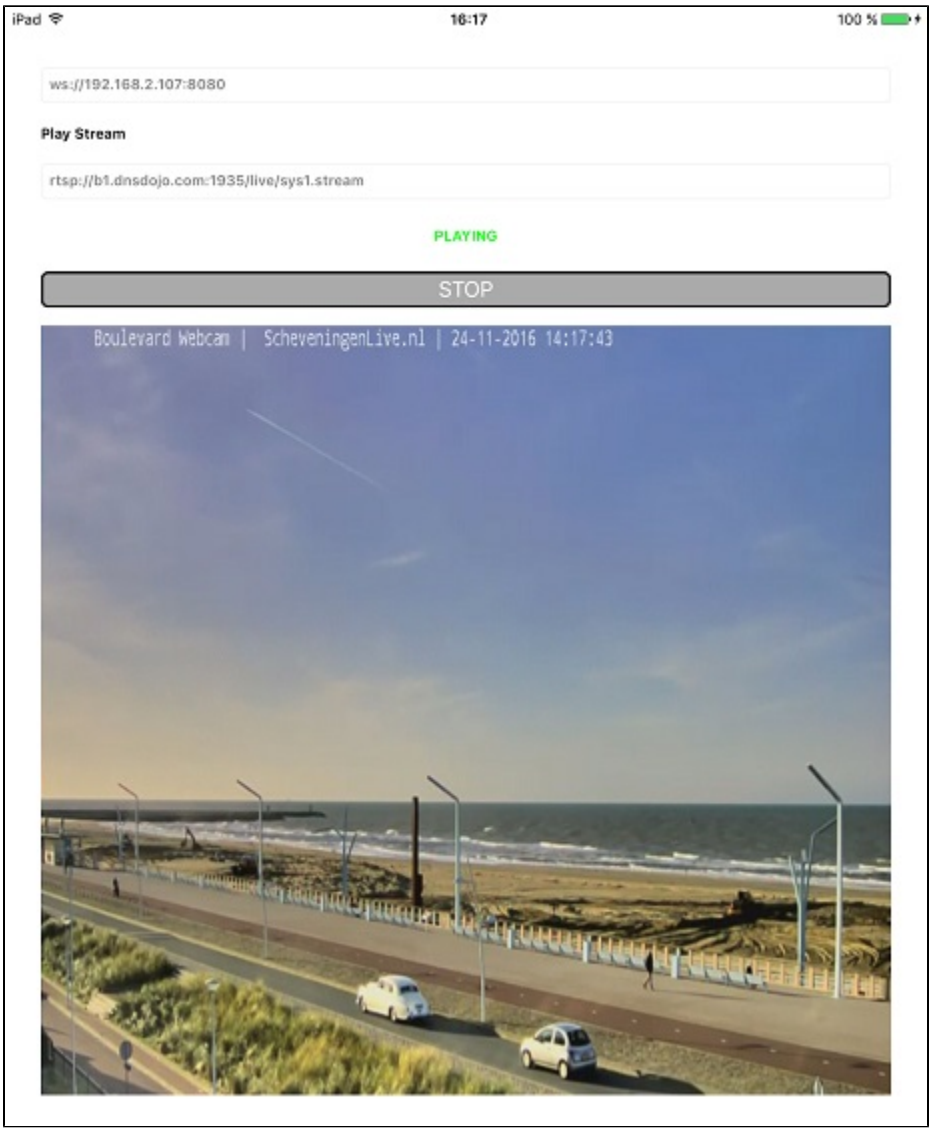
This player can be used to play any type of stream on Web Call Server

- RTSP
- WebRTC
- RTMP
- RTMFP

On the screenshot below an RTSP stream is being playing.

In the input fields

- 192.168.2.107 in the URL is the address of the WCS server
- stream name is entered in to the 'Play Stream' field (RTSP URL in this case)



Work with code of the example

To analyze the code, let's take Player example, which can be downloaded with corresponding build2.5.2.

View class for the main view of the application: ViewController (header file ViewController.h; implementation file ViewController.m).

1. Import of API.code

```
#import <FPWCSApi2/FPWCSApi2.h>
```

2. Session creation.

FPWCSApi2 createSessioncode

The options include:

- URL of WCS server
- appKey of internal server-side application (defaultApp)

```
FPWCSApi2SessionOptions *options = [[FPWCSApi2SessionOptions alloc] init];
options.urlServer = _connectUrl.text;
options.appKey = @"defaultApp";
NSError *error;
FPWCSApi2Session *session = [FPWCSApi2 createSession:options error:&error];
```

3. Connection to the server

FPWCSApi2Session connectcode

```
[session connect];
```

4. Receiving the event confirming successful connection.

ViewController onConnectedcode

On this event, ViewController playStream method is called to play stream

```
- (void)onConnected:(FPWCSApi2Session *)session {
    [self changeViewState:_remoteStreamName enabled:NO];
    [self playStream];
}
```

5. Stream playback.

FPWCSApi2Session createStream, FPWCSApi2Stream playcode

Object with next stream options is passed to createStream method:

- stream name
- view to display video

```
- (FPWCSApi2Stream *)playStream {
    FPWCSApi2Session *session = [FPWCSApi2 getSessions][0];
    FPWCSApi2StreamOptions *options = [[FPWCSApi2StreamOptions alloc] init];
    options.name = _remoteStreamName.text;
    options.display = _remoteDisplay;
    NSError *error;
    FPWCSApi2Stream *stream = [session createStream:options error:nil];
    ...
    if(![stream play:&error]) {
        UIAlertController * alert = [UIAlertController
                                     alertControllerWithTitle:@"Failed to play"
                                     message:error.localizedDescription
                                     preferredStyle:UIAlertControllerStyleAlert];

        UIAlertAction* okButton = [UIAlertAction
                                   actionWithTitle:@"Ok"
                                   style:UIAlertActionStyleDefault
                                   handler:^(UIAlertAction * action) {

                                   }];

        [alert addAction:okButton];
        [self presentViewController:alert animated:YES completion:nil];
    }
    return stream;
}
```

6. Disconnection.

FPWCSApi2Session disconnectcode

```
- (void)startButton:(UIButton *)button {
    [self changeViewState:button enabled:NO];
    if ([button.titleLabel.text isEqualToString:@"STOP"]) {
        if ([FPWCSApi2 getSessions].count) {
            FPWCSApi2Session *session = [FPWCSApi2 getSessions][0];
            NSLog(@"Disconnect session with server %@", [session getServerUrl]);
            [session disconnect];
        } else {
            NSLog(@"Nothing to disconnect");
            [self onDisconnected];
        }
    } else {
        [self changeViewState:_connectUrl enabled:NO];
        [self connect];
    }
}
```

7. Receiving the event confirming successful disconnection.

ViewController onDisconnectedcode

```
- (void)onDisconnected {
    [self changeViewState:_connectUrl enabled:YES];
    [self onStopped];
}
```