

# iOS Media Devices Swift

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## Example of iOS application managing media devices

This example allows to publish WebRTC stream on Web Call Server and demonstrates selection of source camera and specification of the following parameters for published and played video

- resolution (width, height)
- bitrate
- FPS (Frames Per Second) - for published video
- quality - for played video

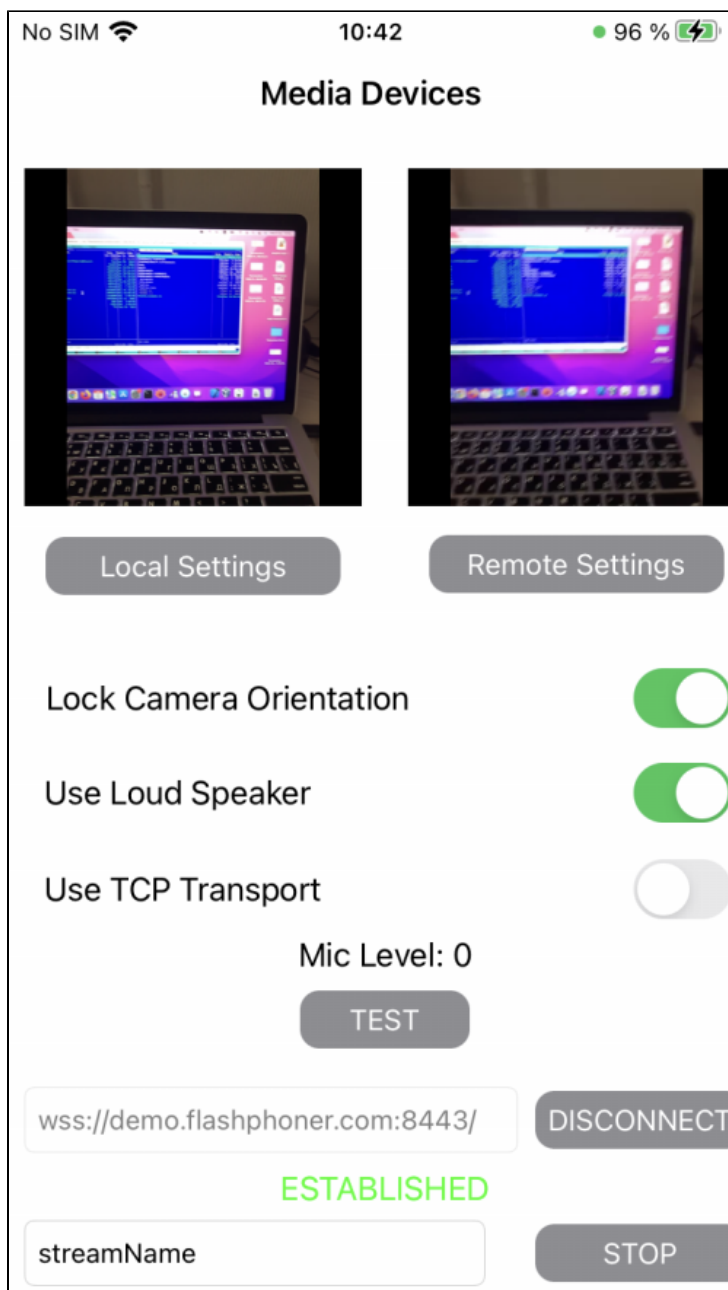
As well as publishing streams with audio and video, it allows to publish audio-only and video-only streams.

Audio and video can be muted when publishing is started (if corresponding controls has been set to ON before streaming was started), or while stream is being published.

Video streams can be played with or without video.

Some codecs may be excluded while publishing/plauing if needed.

On the screenshot below the example is displayed when a stream is being published and played. Stream published is displaing in the left view, and stream played is displaing in the right view.



View with controls for publishing settings is displayed when 'Local settings' button is tapped

No SIM 10:41 96 %

< Back

Local Settings

Send Audio

☒

Microphone

iPhone Microphone

FEC

☐

Stereo

☐

Bitrate

Mute Audio

☐

Send Video

☒

Camera

Back Camera

Size

640 x 360

FPS

25

Min Bitrate (kbps)

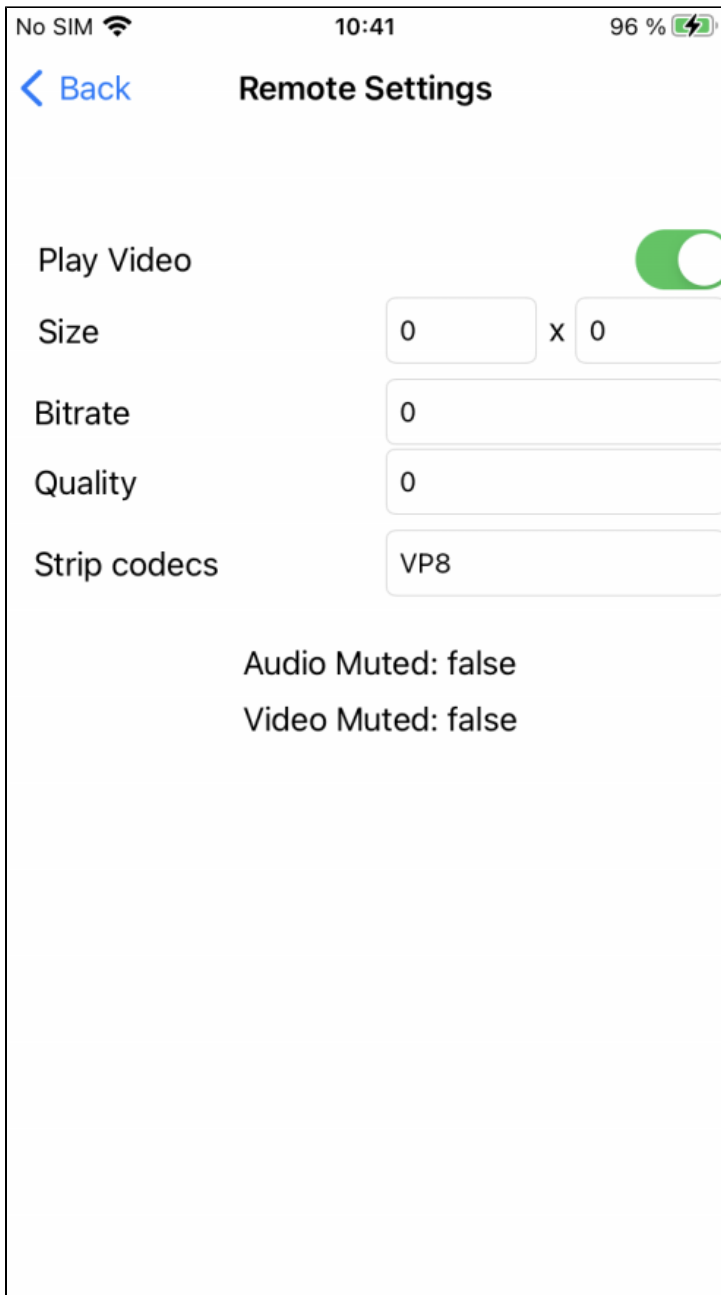
400

Max Bitrate (kbps)

Mute Video

☐

and view with controls for playback settings - when 'Remote settings' button is tapped.



## Work with code of the example

To analyze the code, let's take `MediaDevices` example, which can be downloaded from [GitHub](#).

View classes

- class for the main view of the application: `ViewController` (implementation file [ViewController.swift](#))
- class for view with publishing settings: `LocalViewController` (implementation file [LocalViewController.swift](#))
- class for view with playback settings: `RemoteViewController` (implementation file [RemoteViewController.swift](#))

1. Import of API.

[code](#)

```
import FPWCSPi2Swift
```

2. List available media devices.

WCSEApi2.getMediaDevices [code](#)

```
localDevices = WCSEApi2.getMediaDevices()
```

### 3.Default microphone and camera selection

FPWCSEApi2MediaDeviceList.audioFPWCSEApi2MediaDeviceList.video [code](#)

```
if (localDevices?.audio?.count ?? 0 > 0) {  
    microphone.text = (localDevices?.audio[0] as AnyObject).label  
}  
if (localDevices?.video?.count ?? 0 > 0) {  
    camera.text = (localDevices?.video[0] as AnyObject).label  
}
```

### 4.Constraints for stream publishing.

FPWCSEApi2AudioConstraints, FPWCSEApi2AudioConstraints [code](#)

```
func toMediaConstraints() -> FPWCSEApi2MediaConstraints {  
    let ret = FPWCSEApi2MediaConstraints()  
    if (self.audioSend.isOn) {  
        let audio = FPWCSEApi2AudioConstraints()  
        audio.useFEC = audioFEC.isOn  
        audio.useStereo = audioStereo.isOn  
        audio.bitrate = Int(audioBitrate.text ?? "0") ?? 0  
        ret.audio = audio  
    }  
    if (self.videoSend.isOn) {  
        let video = FPWCSEApi2VideoConstraints()  
        for device in localDevices!.video {  
            if ((device as AnyObject).label == camera.text) {  
                video.deviceID = (device as AnyObject).deviceID;  
            }  
        }  
        video.minWidth = Int(videoWidth.text ?? "0") ?? 0  
        video.maxWidth = video.minWidth  
        video.minHeight = Int(videoHeight.text ?? "0") ?? 0  
        video.maxHeight = video.minHeight  
        video.minFrameRate = Int(videoFPS.text ?? "0") ?? 0  
        video.maxFrameRate = video.minFrameRate  
        video.minBitrate = Int(videoMinBitrate.text ?? "0") ?? 0  
        video.maxBitrate = Int(videoMaxBitrate.text ?? "0") ?? 0  
        ret.video = video;  
    }  
    return ret;  
}
```

### 5.Constraints for stream playback.

FPWCSEApi2AudioConstraints, FPWCSEApi2AudioConstraints [code](#)

```

func toMediaConstraints() -> FPWCSEApi2MediaConstraints {
    let ret = FPWCSEApi2MediaConstraints();
    ret.audio = FPWCSEApi2AudioConstraints();
    if (playVideo.isOn) {
        let video = FPWCSEApi2VideoConstraints();
        video.minWidth = Int(videoWidth.text ?? "0") ?? 0
        video.maxWidth = video.minWidth
        video.minHeight = Int(videoHeight.text ?? "0") ?? 0
        video.maxHeight = video.minWidth
        video.bitrate = Int(videoBitrate.text ?? "0") ?? 0
        video.quality = Int(videoQuality.text ?? "0") ?? 0
        ret.video = video;
    }
    return ret;
}

```

## 6. Local camera and microphone testing

WCSEApi2.getMediaAccess [code](#)

```

@IBAction func testPressed(_ sender: Any) {
    if (testButton.title(for: .normal) == "TEST") {
        let constraints = FPWCSEApi2MediaConstraints(audio: true, video: true)!
        do {
            try WCSEApi2.getMediaAccess(constraints, localDisplay.videoView)
        } catch {
            print(error)
        }
        testButton.setTitle("RELEASE", for: .normal)
    } else {
        WCSEApi2.releaseLocalMedia(display: localDisplay.videoView);
        testButton.setTitle("TEST", for: .normal)
    }
}

```

## 7. Session creation and connection to the server.

WCSSession, WCSSession.connect [code](#)

The options include:

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

```

@IBAction func connectPressed(_ sender: Any) {
    changeViewState(connectButton, false)
    if (connectButton.title(for: .normal) == "CONNECT") {
        if (session == nil) {
            let options = FPWCSEApi2SessionOptions()
            options.urlServer = urlField.text
            options.appKey = "defaultApp"
            do {
                session = try WCSSession(options)
            } catch {
                print(error);
            }
        }
        ...
        changeViewState(urlField, false)
        session?.connect()
    }
}

```

## 8. Stream publishing.

WCSSession.createStream, WCSSStream.publish [code](#)

Object with the following stream options is passed to createStream method:

- options.name - stream name
- options.display - view to display video
- options.constraints - audio and video constraints
- options.stripCodecs - codecs array to exclude from local SDP while publishing
- options.transport - WebRTC transport to use

```
@IBAction func publishPressed(_ sender: Any) {
    changeViewState(publishButton, false)
    if (publishButton.title(for: .normal) == "PUBLISH") {
        let options = FPWCSTransportOptions()
        options.name = publishName.text
        options.display = localDisplay.videoView
        options.constraints = localMediaConstraints;
        options.stripCodecs = localStripCodecs?.split(separator: ",")
        options.transport = tcpTransport.isOn ? kFPWCSTransport.fpwcsTransportTCP : kFPWCSTransport.fpwcsTransportUDP;
        do {
            try publishStream = session!.createStream(options)
        } catch {
            print(error);
        }
        ...
        do {
            try publishStream?.publish()
        } catch {
            print(error);
        }
    }
}
```

## 9.Stream playback

WCSSession.createStream, WCSSStream.play [code](#)

Object with the following stream options is passed to createStream method:

- [options.name](#) - stream name
- options.display - view to display video
- options.constraints - audio and video constraints
- options.stripCodecs - codecs array to exclude from local SDP while playing
- options.transport - WebRTC transport to use

```
@IBAction func playPressed(_ sender: Any) {
    changeViewState(playButton, false)
    if (playButton.title(for: .normal) == "PLAY") {
        let options = FPWCSTransportOptions()
        options.name = playName.text;
        options.display = remoteDisplay.videoView;
        options.constraints = remoteMediaConstraints;
        options.stripCodecs = remoteStripCodecs?.split(separator: ",")
        options.transport = tcpTransport.isOn ? kFPWCSTransport.fpwcsTransportTCP : kFPWCSTransport.fpwcsTransportUDP;
        do {
            playStream = try session!.createStream(options)
        } catch {
            print(error);
        }
        ...
        do {
            try playStream?.play()
        } catch {
            print(error);
        }
    }
}
```

## 10.Stream playback stop.

WCSSStream.stop [code](#)

```

@IBAction func playPressed(_ sender: Any) {
    changeViewState(playButton,false)
    if (playButton.title(for: .normal) == "PLAY") {
        ...
    } else{
        do {
            try playStream?.stop();
        } catch {
            print(error);
        }
    }
}

```

11.Stream publishing stop.

WCStream.stop [code](#)

```

@IBAction func publishPressed(_ sender: Any) {
    changeViewState(publishButton,false)
    if (publishButton.title(for: .normal) == "PUBLISH") {
        ...
    } else {
        do {
            try publishStream?.stop();
        } catch {
            print(error);
        }
    }
}

```