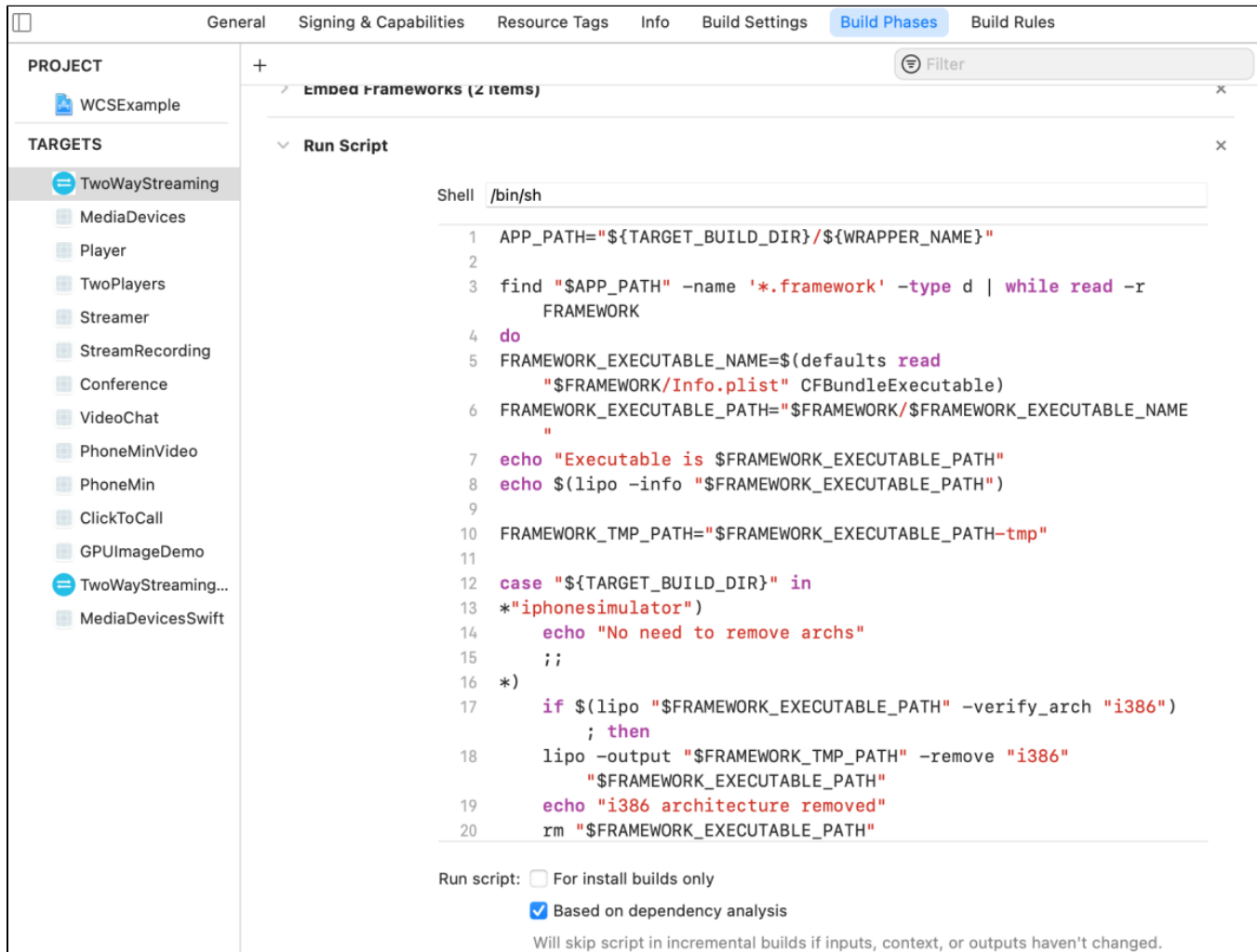


Исключение аппаратных архитектур перед выгрузкой в AppStore

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 with the 'Build Phases' tab selected. On the left, the 'PROJECT' pane shows 'WCSEExample' and the 'TARGETS' pane shows 'TwoWayStreaming' selected. The main area displays the 'Run Script' phase for the 'TwoWayStreaming' target. The script is written in shell and aims to remove i386 architecture from the framework executables. Below the script, there are checkboxes for 'Run script: For install builds only' (unchecked) and 'Based on dependency analysis' (checked). A note at the bottom states: 'Will skip script in incremental builds if inputs, context, or outputs haven't changed.'

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

Run script: ☐ For install builds only
☒ Based on dependency analysis
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

```