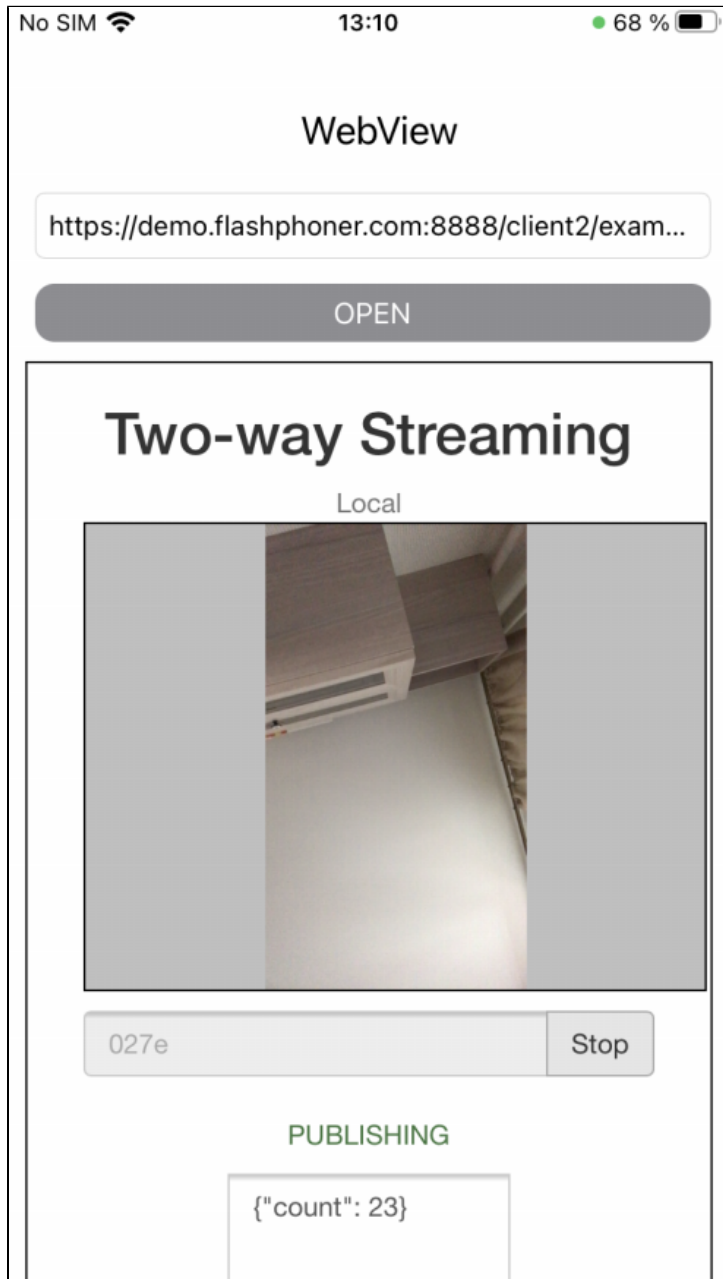


# iOS WebView Swift

## iOS WebView application example

This example can be used to open any [Web SDK](#) example page just like in browser. To open a page, an URL must be set. For example, Two Way Streaming example from demo server [https://demo.flashphoner.com/client2/examples/demo/streaming/two\\_way\\_streaming/two\\_way\\_streaming.html](https://demo.flashphoner.com/client2/examples/demo/streaming/two_way_streaming/two_way_streaming.html) looks like this



## Analyzing example code

To analyze the code, take WebViewSwift example version available on [GitHub](#):

- main application view class WebViewController (implementation file [WebViewController.swift](#))

1. WKWebView object initializing

[code](#)

Here applicationNameForUserAgent parameter is set to "Safari" for WebSDK old builds compatibility. In those builds, browser type for WKWebKit default user agent may be detected incorrectly. This is not required after updating WebSDK to build [2.0.171](#) or newer

```
lazy var webView: WKWebView = {
    let webConfiguration = WKWebViewConfiguration()
    webConfiguration.allowsInlineMediaPlayback = true
    webConfiguration.mediaTypesRequiringUserActionForPlayback = []
    webConfiguration.applicationNameForUserAgent = "Safari" //Fix for old version of WebSDK
    let webView = WKWebView(frame: .zero, configuration: webConfiguration)
    webView.uiDelegate = self
    webView.translatesAutoresizingMaskIntoConstraints = false
    return webView
}()
```

## 2. URL opening

[code](#)

```
if let url = URL(string: urlText) {
    webView.load(URLRequest(url: url));
}
```