

Stream availability checking

Since iOS SDK build [2.6.48](#) it is possible to check if a stream with a given name is available on a server for playback, like [WebSDK function Stream.available\(\)](#).

To do this:

1. Create a separate Stream object with the stream name to check availability

Objective C [code](#)

```
FPWCSEApi2Session *session = [FPWCSEApi2 getSessions][0];
FPWCSEApi2StreamOptions *options = [[FPWCSEApi2StreamOptions alloc] init];
options.name = _remoteStreamName.text;
options.display = _remoteDisplay;
FPWCSEApi2Stream *stream = [session createStream:options error:nil];
```

Swift [code](#)

```
let options = FPWCSEApi2StreamOptions()
options.name = playName.text;
options.display = remoteDisplay.videoView;
do {
    playStream = try session!.createStream(options)
    ...
} catch {
    print(error)
}
```

2. Call `available()` method with callback function to get availability status and reason if stream is not available

Objective C [code](#)

```
[stream available:^(BOOL available, NSString *info) {
    [self changeViewState:button enabled:YES];
    if (available) {
        _remoteStreamStatus.text = @"AVAILABLE";
        _remoteStreamStatus.textColor = [UIColor greenColor];
    } else {
        _remoteStreamStatus.text = info;
        _remoteStreamStatus.textColor = [UIColor redColor];
    }
}];
```

Swift [code](#)

```
...
do {
    playStream = try session!.createStream(options)
    playStream?.available({ (available, info) in
        self.changeViewState(self.availableButton, true)
        if (available) {
            self.playStatus.text = "AVAILABLE"
            self.playStatus.textColor = .green
        } else {
            self.playStatus.text = info
            self.playStatus.textColor = .red
        }
    })
} catch {
    print(error)
}
```