Publishing bitrate constraints support

Since IOS SDK build2.6.53it is possible to set minimum and maximum publishing bitrate constrains usingFPWCSApi2VideoConstraints.minBitrate, FPWCSApi2VideoConstraints.maxBitrate parameters. The bitrate constraints values are set in kbps.

ObjectiveC samplecode

```
- (FPWCSApi2MediaConstraints *)toMediaConstraints {
    FPWCSApi2MediaConstraints *ret = [[FPWCSApi2MediaConstraints alloc] init];
    if ([_sendVideo.control isOn]) {
        FPWCSApi2VideoConstraints *video = [[FPWCSApi2VideoConstraints alloc] init];
        ...
        video.minBitrate = [_minVideoBitrate.input.text integerValue];
        video.maxBitrate = [_maxVideoBitrate.input.text integerValue];
        ret.video = video;
    }
    return ret;
}
```

Swift samplecode

```
    func toMediaConstraints() -> FPWCSApi2MediaConstraints {
        let ret = FPWCSApi2MediaConstraints()
        if (self.videoSend.isOn) {
            let video = FPWCSApi2VideoConstraints()
            ...
            video.minBitrate = Int(videoMinBitrate.text ?? "0") ?? 0
            video.maxBitrate = Int(videoMaxBitrate.text ?? "0") ?? 0
            ret.video = video;
        }
        return ret;
    }
```