How to build examples using Xcode before 10

- Preparing examples for buildingBuilding and launching examples using Xcode

Preparing examples for building

1. Install Cocoapods to build dependencies.

sudo gem install cocoapods

2. Download the source code of the examples for Mac.

git clone https://github.com/flashphoner/wcs-ios-sdk-samples.git

• • •	alexey — mc bash — 119×31
<pre>[bash-3.2\$ git clone https://github.com/flash Cloning into 'wcs-ios-sdk-samples' remote: Counting objects: 179, done. remote: Compressing objects: 100% (119/119), remote: Total 179 (delta 92), reused 132 (de Receiving objects: 100% (179/179), 96.28 KiB Resolving deltas: 100% (92/92), done. Checking connectivity done. bash-3.2\$</pre>	phoner/wcs-ios-sdk-samples.git]

3. Download the iOS SDK

wget http://flashphoner.com/downloads/builds/flashphoner_client/wcs-ios-sdk/WCS-iOS-SDK-2.2.2.tar.gz

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[bash-3.2\$ wget http://flashphoner.com/downloads/builds/flashphoner_client/wcs-ios-sdk/WCS-iOS-SDK-2.2.2.tar.gz] 2016-11-18 21:06:20 http://flashphoner.com/downloads/builds/flashphoner_client/wcs-ios-sdk/WCS-iOS-SDK-2.2.2.tar.g						
Resolving flashphoner.com (flashphoner.com) 216.224.182.33 Connecting to flashphoner.com (flashphoner.com) 216.224.182.33 :80 connected. HTTP request sent, awaiting response 200 OK Length: 11505812 (11M) [application/x-gzip] Saving to: < <wcs-ios-sdk-2.2.2.tar.gz>></wcs-ios-sdk-2.2.2.tar.gz>						
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4. After unpacking, the iOS SDK is a framework in the FPWCSApi2.framework folder

tar -xvzf WCS-iOS-SDK-2.2.2.tar.gz

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bash-3.2\$ tar -xvzf WCS-iOS-SDK-2.2.2.tar.oz	
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x FPWCSApi2.framework/Headers/	
x FPWCSApi2.framework/Info.plist	
x FPWCSApi2.framework/Version.txt	
x FPWCSApi2.framework/Headers/FPWCSApi2.h	
x FPWCSApi2.framework/Headers/FPWCSApi2Model.h	
x FPWCSApi2.framework/Headers/FPWCSApi2Session.	1
x FPWCSApi2.framework/Headers/FPWCSApi2Stream.h	
x FPWCSApi2.framework/Headers/RTCAudioSource.h	
x FPWCSApi2.framework/Headers/RTCAudioTrack.h	
x FPWCSApi2.framework/Headers/RTCAVFoundationVi	ieoSource.h
x FPWCSApi2.framework/Headers/RTCDataChannel.h	
x FPWCSApi2.framework/Headers/RTCEAGLVideoView.	
x FPWCSApi2.framework/Headers/RTCFileLogger.h	
x FPWCSApi2.framework/Headers/RTC1420Frame.h	
x FPWCSApi2.framework/Headers/RTCICECandidate.h	
x FPWCSApi2.framework/Headers/RTCICEServer.h	
x FPWCSApi2.framework/Headers/RicLogging.n	
x FPWCSApi2.framework/Headers/RicMediaConstrain	s.n
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cp -R FPWCSApi2.framework wcs-ios-sdk-samples

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[bash-3.2\$ cp -R FPWCSApi2.framework wcs-io	os-sdk-samples] 🗎
bash-3.2\$		
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6. As a result, we have got the sample folder with the framework (iOS SDK). Now we can start building.

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-rw-rr	1 ale	exey adm	in 39	Nov	18	21:04	.gitignore	
drwxr-xr-x	6 ale	exey adm	in 204	Nov	18	21:08	FPWCSApi2.framework	
-rw-rr	1 ale	exey adm	in 245	Nov	18	21:04	Info.plist	
-rw-rr	1 ale	exey adm	in 242	Nov	18	21:04	Podfile	
-rw-rr	1 ale	exey adm	in 35	Nov	18	21:04	README.txt	
drwxr-xr-x :	10 ale	exey adm	in 340	Nov	18	21:04	WCSExample	
drwxr-xr-x	6 ale	exey adm	in 204	Nov	18	21:04	WCSExample.xcodeproj	
drwxr-xr-x	5 ale	exey adm	in 170	Nov	18	21:04	WCSExample.xcworkspace	
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bash-3.2\$								
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7. Run the build script and wait while all dependencies and examples are built

./build_example.sh

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CodeSign /Users/alexey/Library/Developer/Xcode/DerivedData/WCSExample-ezpwslnmpaxstzddvlfihmnhclcl/Build/Intermediates/ArchiveIntermediates/Player/InstallationBuildProductsLocation/Ap plications/Player.app cd /Volumes/Data/projects/wcs-ios-sdk-samples export CDESIGN_ALLOCATE=/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/bin/codesign_allocate export PATH="/Applications/Xcode.app/Contents/Developer/Toolchains/XcodeDefault.xctoolchain/usr/bin/codesign_allocate bin/usr/bin:/bin:/bin:/usr/locat/bin:/opt/local/bin:/opt/local/bin:/opt/local/slin:/bin/isr/bin:/bin/usr/bin:/bin/usr/bin:/bin/isr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/slin:/bin/usr/bin/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/slin:/bin/usr/bin/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/bin/usr/bin/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/code.app/Contents/Developer/usr/bin:/opt/local/slin:/bin/usr/bin/slin:/bin/usr/bin/slin:/bin/usr/bin/slin:/bin/usr/bin/slin:/bi
Signing Identity: "iPhone Developer: (UDA328ES3S)" Provisioning Profile: "iOS Team Provisioning Profile: com.flashphoner.*" (771d6251-1d59-4169-96c4-9d520f2c3798)
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** ARCHIVE SUCCEEDED **
2016-11-18 21:16:08.206 xcodebuild[9728:396289] [MT] IDEDistribution: -[IDEDistributionLogging _createLoggingBundleAtPath:]: Created bundle at path '/var/folders/hj/sy47yp4x0vd_2hg0q7 5h4t440000gn/T/Player_2016-11-18_21-16-08.205.xcdistributionlogs'. 1.2.840.113635.1080.1.61 Exported Player.xcarchive to: /Volumes/Data/projects/wcs-ios-sdk-samples/out-build ** EXPORT SUCCEEDED **
Build complete bash-3.2\$

Building and launching examples using Xcode

8. Now, as soon as all dependencies are ready (thanks, cocoapods), open workspace in Xcode.

ImportantlYou should open the workspace, not the project file. Otherwise, the build may be broken.



9. If you have 'Setting team' problems on step 7, try specifying the team in Xcode in the settings of each of the compiled projects.

To do this, click WCSExample in the left menu. After specifying the Team, build the examples again using the script as shown on the step 6.



10. Now, we build the Media Devices example in Xcode. To do this, select Generic iOS Device in the build targets.



11. Run the build from the Product - Build menu



12. If the build successfully completes, you should see the Build MediaDevices message:Succeeded



13. Connect your iPhone or iPad via the USB and select it in the targets to run the Media Devices example

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🔻 🛅 WCSExample M	Related Items	General Resource Tags	Info Build Settings Build Phases	Bulid Rules	Identity and Type
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TwoWayStreaming	Pods-MediaDevices	Bundle Identi	fier org.cocoapods.JSONModel		Pods.xcodeproj O
Main.storyboard	Pods-Player	Vers	sion 1.7.0		
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14. After successful run, the debug information is displayed in the lower part. This means, the Media Devices example has been correctly installed to iPhone or iPad and is running.



15. On iPhone, you should see the interface of the application you can start testing using the WCS server



16. Connect to the server and send a video stream from the web camera to the iPhone.



17. In Xcode logs we can see the debug information.

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So, we have built Media Devices on Mac OS Sierra from the source code using the iOS SDK (FPWCSApi2.framework) and executed this example on iPhone 6 working under iOS 10.1.1. The example demonstrated successful streaming of a video through Web Call Server 5.