

iOS SDK 2.0 - EN

- Overview
- How to build examples using Xcode before 10
- How to build examples using Xcode 10 and higher
- Swift Package Manager support
- iOS SDK Swift framework integration
- Using WebRTC framework shipped with iOS SDK
- ARM64 architecture support to build on ARM based Mac
- Excluding hardware architectures before uploading to AppStore
- iOS SDK streaming video examples
 - iOS Streamer
 - iOS Player
 - iOS 2 Players
 - iOS Media Devices
 - iOS Stream Recording
 - iOS Two-way Streaming
 - iOS Video Conference
 - iOS Video Chat
 - iOS GPUImageDemo
- iOS SDK SIP functions examples
 - iOS Click to Call
 - iOS Phone
 - iOS Phone Video
- iOS SDK Swift framework examples
 - iOS Media Devices Swift
 - iOS Two Way Streaming Swift
 - iOS MCU Client Swift
 - iOS Image Overlay Swift
 - iOS WebView Swift
 - iOS Screen Capturer Swift
 - iOS GPUImageDemo Swift
 - iOS Call Kit Demo Swift
- iOS SDK error handling
- Logging
- Using RTCMTLVideoView to display a video
- Full screen video displaying
- Custom HTTP headers using while establishing Websocket connection
- Using UDP or TCP transport for WebRTC
- Muting playback volume
- Audio/video track status detection: muted/unmuted
- Sending JSON data to stream subscribers
- Stream availability checking
- Publishing bitrate constraints support
- Connection to an existing session
- Publish/playback channel quality control