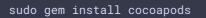
How to build examples using Xcode before 10

Preparing examples for building

1. Install Cocoapods to build dependencies.

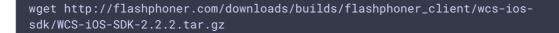


2. Download the source code of the examples for Mac.

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



3. Download the iOS SDK



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<pre>[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 z</pre>
<pre>2 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></pre>
WCS-iOS-SDK-2.2.2.tar.gz 100%[===================================
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bash-3.2\$

4. After unpacking, the iOS SDK is a framework in the FPWCSApi2.framework folder

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oash-3.2\$ tar -xvzf WCS-iOS		
FPWCSApi2.framework/	-SDK-2.2.2.tar.gz	
FPWCSApi2.framework/FPWCS	Ani2	
FPWCSApi2.framework/Heade		
FPWCSApi2.framework/Info.		
FPWCSApi2.framework/Versi		
FPWCSApi2.framework/Heade	rs/FPWCSApi2Stream.h	
FPWCSApi2.framework/Heade	rs/RTCAudioSource.h	
FPWCSApi2.framework/Heade	rs/RTCAudioTrack.h	
FPWCSApi2.framework/Heade	rs/RTCAVFoundationVideoSource.h	
FPWCSApi2.framework/Heade	rs/RTCDataChannel.h	
FPWCSApi2.framework/Heade		
	rs/RTCOpenGLVideoRenderer.h	
FPWCSApi2.framework/Heade		
FPWCSApi2.framework/Heade	rs/RTCPeerConnection.h rs/RTCPeerConnectionDelegate.h	

5. Copy the unpacked iOS SDK (framework) to the sample folder

cp -R FPWCSApi2.framework wcs-ios-sdk-samples

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[bash-3.2\$ cp -R FPWCSA] bash-3.2\$	pi2.framework wcs-ios-sdk-samples]
50311-5124		

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 alexey		
drwxr-xr-x 10 alexey		
drwxr-xr-x 6 alexey		
drwxr-xr-x 5 alexey		
	y admin 1588 Nov 18 21:04 build_example.sh	
bash-3.2\$		

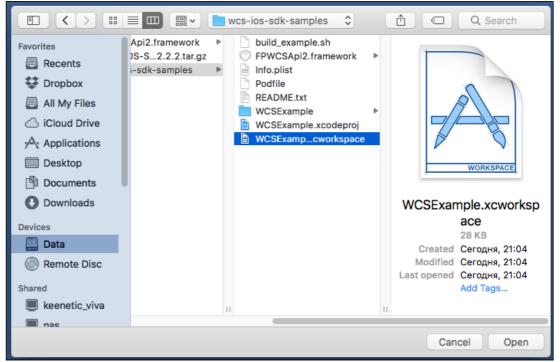
7. Run the build script and wait while all dependencies and examples are built



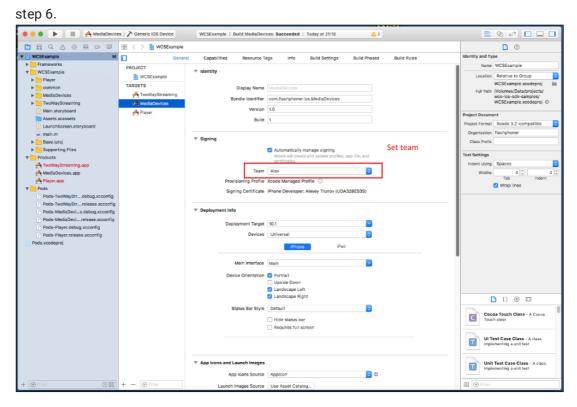
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** ARCHIVE SUCCEEDED **	
2015-11-18 21:16:08.206 xcodebuild[9728:396289] [MT] IDEDistribution: -IIDEDistributionLogging _createLoggingBundleAtPath:]: Created bundle at path '/var/folders/hj/sy47yp4x0vd_2hg07 Sh4t44000gnT/Player_2016-11-10_21-16-08.205.xcdistributionlogs'. 1.2.804.113535.100.1.61 Exported Player.xcarchive to: //volumes/Data/projects/wcs-ios-sdk-samples/out-build ** EXPORT SUCCEDED **	
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Building and launching examples using Xcode

 Now, as soon as all dependencies are ready (thanks, cocoapods), open workspace in Xcode. Important! You should open the workspace, not the project file. Otherwise, the build may be broken.



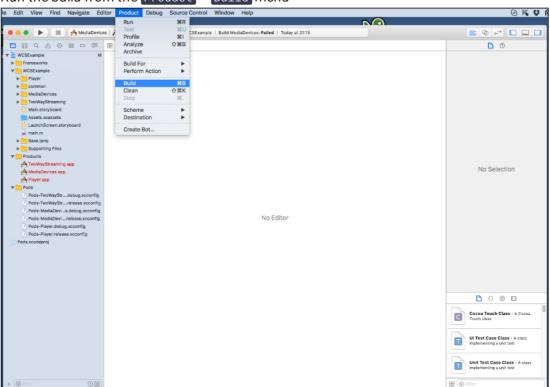
2. If you have <u>Setting team</u> problems on step 7, try specifying the team in Xcode in the settings of each of the compiled projects. To do this, click WCSExample in the left menu. After specifying the Team, build the examples again using the script as shown on the



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

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		Cocoa Touch Class - A Cocoa Touch class
		UI Test Case Class - A class implementing a unit test
		Unit Test Case Class - A class implementing a unit test
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4. Run the build from the Product - Build menu



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

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				Cocoa Touch Class - A Cocoa Touch class
				UI Test Case Class - A class implementing a unit test
				Unit Test Case Class - A class implementing a unit test
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6. Connect your iPhone or iPad via the USB and select it in the targets to run the Media Devices example

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TwoWayStreaming	Pods-MediaDevices		ntifier org.cocoapods.JSONModel		Pods.xcodeproj O
S Main.storyboard	Pods-Player	V	ersion 1.7.0		Project Document
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LaunchScreen.storyboard	SocketRocket				Organization
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7. 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.

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

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

10. 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.