Publishing bitrate constraints support

Since iOS SDK build 2.6.53 it is possible to set minimum and maximum publishing bitrate constrains using `FPWCSApi2VideoConstraints.minBitrate`, `FPWCSApi2VideoConstraints.maxBitrate` parameters. The bitrate constraints values are set in kbps.

ObjectiveC sample code

```
- (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 sample code

```
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;
}
```