

Publishing bitrate constraints support

Since iOS SDK build [2.6.53](#) it is possible to set minimum and maximum publishing bitrate constraints using `FPWCSEApi2VideoConstraints.minBitrate`, `FPWCSEApi2VideoConstraints.maxBitrate` parameters. The bitrate constraints values are set in kbps.

ObjectiveC sample [code](#)

```
- (FPWCSEApi2MediaConstraints *)toMediaConstraints {
    FPWCSEApi2MediaConstraints *ret = [[FPWCSEApi2MediaConstraints alloc]
    init];
    if ([_sendVideo.control isOn]) {
        FPWCSEApi2VideoConstraints *video = [[FPWCSEApi2VideoConstraints alloc]
        init];
        ...
        video.minBitrate = [_minVideoBitrate.input.text integerValue];
        video.maxBitrate = [_maxVideoBitrate.input.text integerValue];
        ret.video = video;
    }
    return ret;
}
```

Swift sample [code](#)

```
func toMediaConstraints() -> FPWCSEApi2MediaConstraints {
    let ret = FPWCSEApi2MediaConstraints()
    if (self.videoSend.isOn) {
        let video = FPWCSEApi2VideoConstraints()
        ...
        video.minBitrate = Int(videoMinBitrate.text ?? "0") ?? 0
        video.maxBitrate = Int(videoMaxBitrate.text ?? "0") ?? 0
        ret.video = video;
    }
    return ret;
}
```

