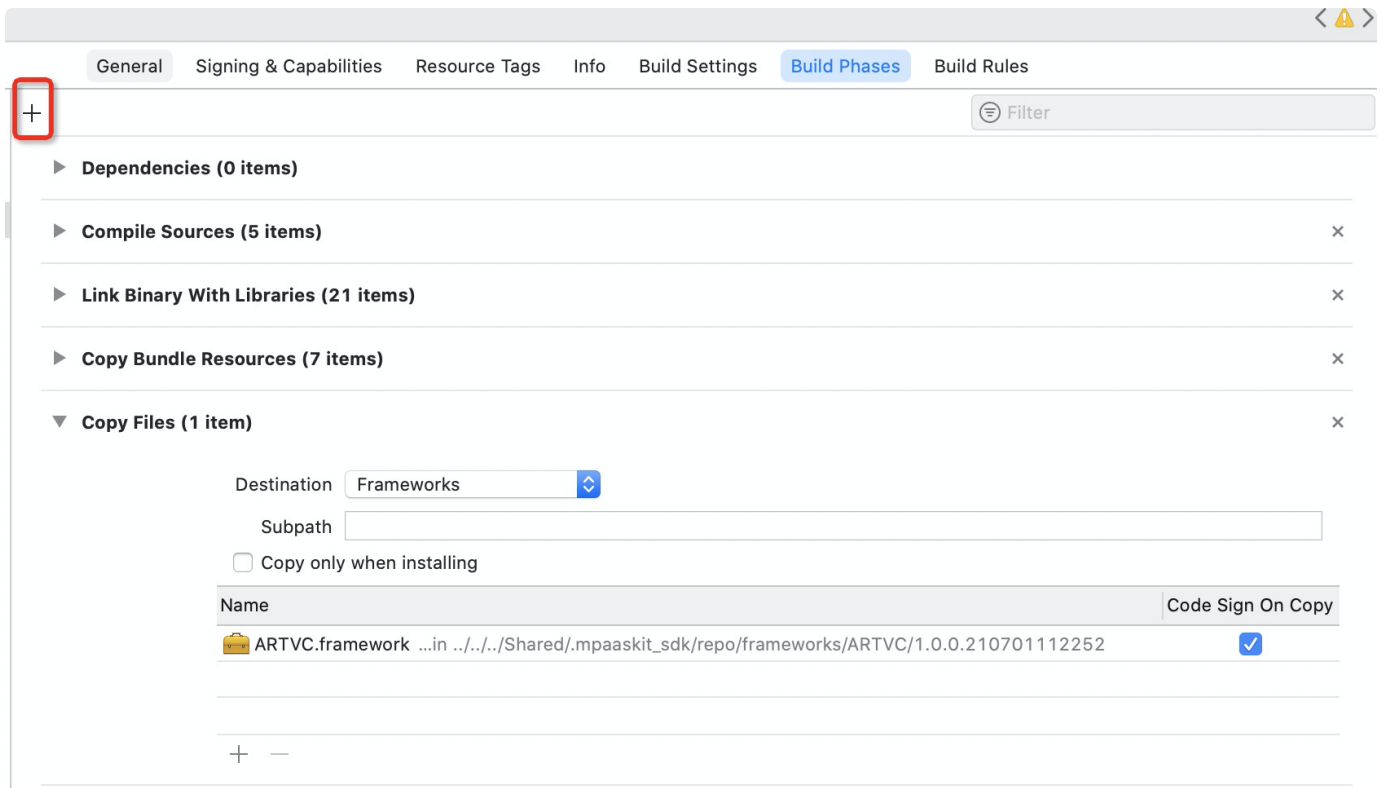# ARTVC常见接入问题

问题1、 dyld: Library not loaded: @rpath/ARTVC.framework/ARTVC .... Reason: image not found

问题二：Building for iOS, but the linked and embedded framework artvc.framework was built for iOS + iO...

问题1、 dyld: Library not loaded: @rpath/ARTVC.framework/ARTVC .... Reason: image not found

解决方法：点击 ➕ 号 新建 Copy Files，并按照如图配置

问题二：Building for iOS, but the linked and embedded framework artvc.framework was built for iOS + iOS Simulator

方法1、 TARGETS –> Build Settings –> Validate Workspace 设置YES即可

如果不想修改build setting，可参考方法2.

方法2、合成xcframework（未在工程中验证），步骤如下：
先把framrwork 拷贝到两个文件夹下边，我这里只需要armv7 arm64 x86_64

➜   combineSDKDir mkdir iphoneos iphonesimulator

➜   combineSDKDir ls

WebRTC.framework iphoneos   iphonesimulator

➜   combineSDKDir cp –R WebRTC.framework iphoneos

➜   combineSDKDir cp –R WebRTC.framework iphonesimulator

我们把 iphoneos 中的模拟器 指令集删除

➜   combineSDKDir lipo –remove i386 –remove x86_64 iphoneos/WebRTC.framework/WebRTC –o iphoneos/WebRTC.framework/WebRTC

➜   combineSDKDir lipo –info iphoneos/WebRTC.framework/WebRTC

Architectures in the fat file: iphoneos/WebRTC.framework/WebRTC are: armv7 arm64

再把 iphonesimulator 中的除模拟器之外的指令集删除

➜   combineSDKDir lipo –remove i386 –remove armv7 –remove arm64 iphonesimulator/WebRTC.framework/WebRTC –o iphonesimulator/WebRTC.framework/WebRTC

➜   combineSDKDir lipo –info iphonesimulator/WebRTC.framework/WebRTC

Architectures in the fat file: iphonesimulator/WebRTC.framework/WebRTC are: x86_64

使用xcodebuild 进行合成xcframework

➜   combineSDKDir xcodebuild –create–xcframework \

–framework iphoneos/WebRTC.framework \

–framework iphonesimulator/WebRTC.framework \

–output "WebRTC.xcframework"