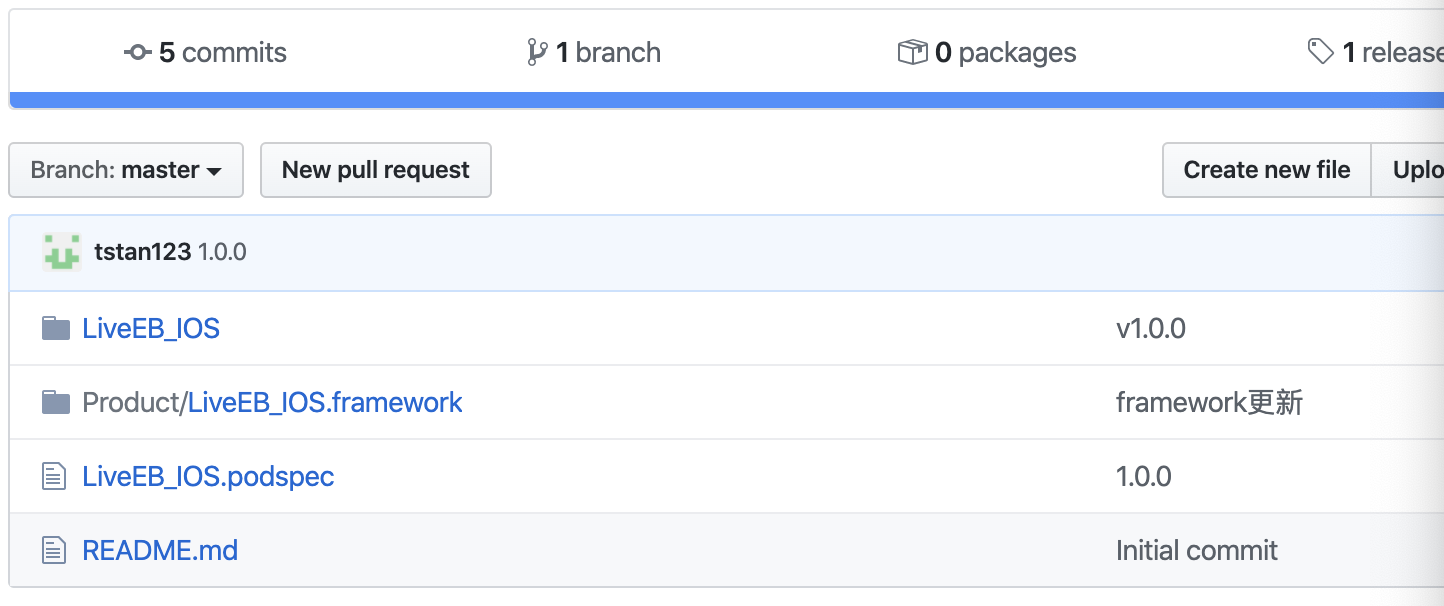
# 1. SDK信息

**链接：**https://github.com/tencentyun/leb-ios-sdk.git

****

# 2. XCode工程设置

### 2.1 支持平台

SDK支持IOS 9.0以上系统

### 2.2 开发环境

xcode10及以上环境

### 2.3 Xcode工程设置

1> pod依赖framework。后续会把sdk代码提交，也可以依赖code。设置bitcode为false.

eg:

source 'https://github.com/CocoaPods/Specs.git'

target 'LiveEB\_Demo' do

platform :ios, '9.0'

pod 'LiveEB\_IOS', :git=>'https://github.com/tencentyun/leb-ios-sdk.git' , :tag => '1.0.1'

end

3> 添加头文件

#import <LiveEB\_IOS/LiveEB\_IOS.h>

**四> 验证**

**1> 初始化sdk**

**\_\_weak typeof(self) weakSelf = self;**

**[[LiveEBManager sharedManager] initSDK:weakSelf];**

**2> 创建**LiveEBVideoView 用于渲染播放，设置播放url

\_remoteVideoView = [LiveEBVideoView new];

[self addSubview:\_remoteVideoView];

\_remoteVideoView2.liveEBURL = liveEBURL;

eg: webrtc://6721.liveplay.now.qq.com/live/6721\_c21f14dc5c3ce1b2513f5810f359ea15?txSecret=c96521895c01742114c033f3cb585339&txTime=5DDE5CBC

**3> 获取**LiveEBVideoViewControllerDelegate 进行播放控制

\_controlDelegate = \_remoteVideoView;

  -(void)start; //开始播放

    -(void)stop; //结束播放

4 释放sdk.

-(void)finitSDK;

**五 demo sdk 请联系开发人员**

demo: https://github.com/tencentyun/leb-ios-demo.git