

客席上頻頻尖叫

ios 疫 国 : sdk

● C++ 接種 図 :

api

• 接口实现, 管理 Record 实例: proc, call

● 截取数据据: video

- <https://github.com/HackWebRTC/webrtc/commit/dfbcd2c75d27dafd24512d6ca3d24c6d86d63b82>

iOS/macOS 我们需要修改 `sdk/objc/api/peerconnection/RTCPeerConnection.[h/mm]` 文件:

```
// RTCPeerConnection.h
- (int32_t)startRecorder:(int32_t)dir path:(NSString*)path;
- (int32_t)stopRecorder:(int32_t)dir;

// RTCPeerConnection.mm
- (int32_t)startRecorder:(int32_t)dir path:(NSString*)path {
    return _peerConnection->StartRecorder(dir, [path UTF8String]);
}

- (int32_t)stopRecorder:(int32_t)dir {
    return _peerConnection->StopRecorder(dir);
}
```


首先我们是修改 `api/peer_connection_interface.h`, 为 C++ 的 PC 类增加接口:

```
virtual int32_t StartRecorder(int32_t dir, std::string path) = 0;  
virtual int32_t StopRecorder(int32_t dir) = 0;
```

接着我们修改其实现类的代码 `pc/peer_connection.[h/cc]`:

```
// peer_connection.h
```

```
int32_t StartRecorder(int32_t dir, std::string path) override;
```

```
int32_t StopRecorder(int32_t dir) override;
```

```
// peer_connection.cc
```

```
int32_t PeerConnection::StartRecorder(int32_t dir, std::string path) {
```

```
    // TODO
```

```
}
```

```
int32_t PeerConnection::StopRecorder(int32_t dir) {
```

```
    // TODO
```

```
}
```

从 PC 到 VideoSendStreamImpl/VideoReceiveStream/AudioCodingModuleImpl/NetEqImpl，这中间还有不少环节，限于篇幅，这里不展开分析过程，只把相关类的头文件路径总结如下。

PC 到 Call

```
pc/peer_connection.h  
call/call.h
```

由于 VideoSendStreamImpl/VideoReceiveStream/AudioCodingModuleImpl/NetEqImpl 这四种对象都将汇聚到 Call 对象这里，所以 Recorder 对象由 Call 进行维护。

Call 到 VideoSendStreamImpl

call/call.h

call/video_send_stream.h

video/video_send_stream.h

video/video_send_stream_impl.h

Call 到 VideoReceiveStream

`call/call.h`

`call/video_receive_stream.h`

`video/video_receive_stream.h`

客户端视频录制

- iOS 接口: sdk
- C++ 接口: api
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Thanks!

Q&A