Guideline

1. Browser

* In command prompt Window

Ionic platform add browsr

And then you can see browser version in [project dir]/platforms/browser

1. Android

* In command prompt Window

Ionic platform add android

* Open android project with Android Studio Tool

Project path: [project dir]/platforms/android

* persmission settting

<**uses-permission android:name="android.permission.MODIFY\_AUDIO\_SETTINGS"** />  
<**uses-permission android:name="android.permission.RECORD\_AUDIO"** />  
<**uses-permission android:name="android.permission.WRITE\_EXTERNAL\_STORAGE"** />  
<**uses-permission android:name="android.permission.ACCESS\_NETWORK\_STATE"** />  
<**uses-permission android:name="android.permission.CAMERA"** />

<**uses-feature android:name="android.hardware.camera"** />

* **LoadUrlTimeoutValue : 60000**

1. iOS

* in Termial Window

ionic platform add ios

ionic build ios

* Open Xcode Project in [project dir]/platforms/ios/[project name].xcodeproj
* Set "iOS Deployment Target" to 7.0 or higher within your project settings.
* Set "Deployment Target" to 7.0 or higher within the project target settings.
* Within the project "Build Settings" add an entry to the "Runpath Search Paths" setting with value@executable\_path/Frameworks.
* Within the project "Build Settings" set "Objective-C Bridging Header" to PROJECT\_NAME/Plugins/cordova-plugin-iosrtc/cordova-plugin-iosrtc-Bridging-Header.h (read more about the "Bridging Header" above).
* Within the project "Build Settings" set "Enable Bitcode" to "No".

1. iOS 10.x

<config-file platform="ios" target="\*-Info.plist" parent="NSCameraUsageDescription">

<string>Use camera for video calling</string>

</config-file>

<config-file platform="ios" target="\*-Info.plist" parent="NSMicrophoneUsageDescription">

<string>Use microphone for video calling</string>

</config-file>