**MediaPlayerSDK note**

1. Apple no longer supports OpenGLES. High resolution video will jam when displayed with OpenGLES. Therefore, in order to adapt to Metal, the minimum version of IOS is changed to 12.0。
2. A new metal library——”default.metallib”, is added to the development project together with “libMediaPlayer.a”.
3. The protocol (playermessage) in “Player\_define.h”, adds/modifies/deletes some contents, and your project needs to be adapted again.
4. “MediaPlayer.h” has added/modified/deleted some contents, and your project needs to be adapted again. In addition, please call the class method [MediaPlayer createSharedSource] before calling the functions of the library.