sdk使用说明

工程导入unisoundlibrary.framework；

1、首先实例化AsrParam

例如

 let asrParam = AsrParam();

        asrParam.domain = "general";

        asrParam.lang = "cn";

        asrParam.format = "pcm";

        asrParam.sample = "16k";

        asrParam.variable = "true";

        asrParam.punctuation = 1;

        asrParam.post\_proc = 1;

        asrParam.acoustic\_setting = "near";

        asrParam.userid = "userid-001";

        asrParam.host = "wss://ws-rtasr.hivoice.cn/v1/ws?" ;

        asrParam.appKey = "ot3exwl56rbqud3zsrjds3burfimxi44ihju2vif" ;

        asrParam.secret = "e12974db6bda75ba4bfce5d8dacccd9a" ;

2、然后调用

  AsrClient.shared().connectServer(asrParam);

连接服务器

并设置代理

AsrClient.shared().delegate = self;

3 实现代理WebSocketManagerDelegate

    func webSocketMessage(\_ string: String!) {

        logVC?.log(type: .warning, content: string)

    }

    func webSocketError(\_ string: String!) {

        logVC?.log(type: .error, content: string)

}

1. 上传音频数据

AsrClient.shared().sendData(toServer: frame.buffer!);