1. 引入
2. 初始化

Anychat.init(func, func);

1. 登录

Obj = {pwd:xxx, //密码

name:hhh,//用户名

anychaturl:xxx.xxx.xxx.xxx, //ip

anychatport:xxxxx//端口号

}

Anychat.login(obj, func, func);

1. 登出

AnyChat.loginOut();

1. 进入房间

Obj = {roomId:xxx, //房间Id

remoteId:hhh,//柜员Id

}

AnyChat.enterRoom(obj, func,func)

1. 退出房间

Obj = {roomId:xxx, //房间Id

}

AnyChat.outRoom(obj, func, func)

1. 开启视频

Obj = { userNativeViewId:xxx, //用户视频窗口的nativeId

remoteNativeViewId:xxx, //远程视频窗口的nativeId

}

AnyChat.anyChatPlay(obj, func ,func)

1. 关闭摄像头

参数Bool close true(关闭) false(开启)

AnyChat. closeCamera(close, func, func)

1. 关闭录音

参数Bool close true(关闭) false(开启)

AnyChat. closeSpeak(close, func, func)

1. 挂断

Obj = {roomId:xxx, //房间Id

}

AnyChat.hangUp(obj, func, func)

1. 更改视频窗口形状(方形)

参数 String nativeId 要改变的PlayView的nativeId

AnyChat. changePlayViewRect(nativeId, func, func)

1. 更改视频窗口形状(圆形)

参数 String nativeId 要改变的PlayView的nativeId

AnyChat. changePlayViewCircle(nativeId, func, func)