

PP云弹幕SDK使用说明 (IOS)

一. 功能特点

- [收弹幕]: 通过长连接接收实时弹幕
- [发弹幕]: 通过短连接发送弹幕

二. 运行环境

最低支持版本为IOS8.0

支持的CPU架构: armv7,armv7s,arm64

三. 快速集成

配置工程文件:

在工程文件->General->Embedded Binaries项中导入动态库: PPDanmuSDK

引入头文件:

```
#import <PPDanmuSDK/PPDanmuSDK.h>
```

接口说明:

1. PPDanmuPublisher 发送弹幕

初始化

```
PPDanmuPublisher *danmu = [[PPDanmuPublisher alloc] initWithToken:token
                           userName:name
                           platform:@"pplive"];
```

//创建弹幕对象

```
DanmuAddBean *bean = [[DanmuAddBean alloc]
initWithChannelId:channelID
                  content:message
                  playPoint:120
                  fontColor:@"#11FFFF"
                  fontName:@"字体名称"
                  fontSize:PPDanmuFontSizeBig
                  fontPosition:PPDanmuFontPositionTopCenter
                  motion:PPDanmuFontMotionNatant];

[danmu publishDanmu:bean
 completion:^(PPYError * _Nullable error) {
    if (error == nil) {
        NSLog(@"发表成功");
    }
}
```

```

    } else {
        NSLog(@"发布失败:%@",error.message);
    }
}

}];

```

2. PPDanmuReceiver 接受弹幕

初始化

```

PPDanmuReceiver *receiver = [[PPDanmuReceiver alloc]
initWithAppID:@"xxxxxx"
                        appKey:@"xxxxxxxxx"];
receiver.delegate = self;
[receiver addTag:@"danmu/live_300403"]; //添加需要接受弹幕的tag
[receiver addTag:@"danmu/vod_25992089"];
[receiver start]; //开始连接，接受弹幕

```

接受弹幕回调

```

/**
 * 连接结果回调
 */
- (void)receiver:(nonnull PPDanmuReceiver *)receiver connectState:
(PPReceiverConnectState)state;
/**
 * 收到消息回调
 */
- (void)receiver:(nonnull PPDanmuReceiver *)receiver receiveDanmu:
(nonnull DanmuList *)danmu;
/**
 * 连接断开回调
 */
- (void)receiverDidLostConnection:(nonnull PPDanmuReceiver *)receiver;

```