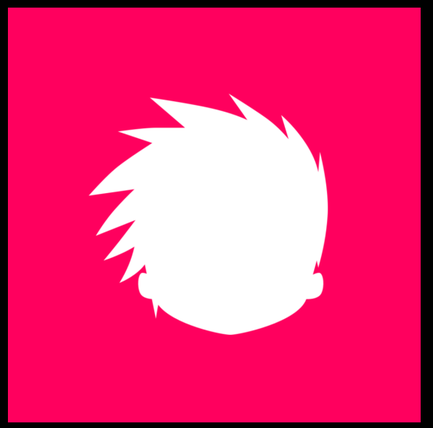
MULTIPEERCONNECTIVITY


Hello


NOVO



NEARBY

PROXIMIDADE, VARIA DE ACORDO COM A TECNOLOGIA WIRELESS DISPONÍVEL

PEER

COLEGUINHA

~~COLEGUINHA~~

COLEGUÍNEA

~~COLEGUINHA~~

~~COLEGUÍNEA~~

Dispositivo que está próximo

ADVERTISER

DISPOSITIVO QUE ESTÁ "SE ANUNCIANDO" PARA DISPOSITIVOS PRÓXIMOS

BROWSER

DISPOSITIVO QUE ESTÁ PROCURANDO DISPOSITIVOS PRÓXIMOS

FASES

DISCOVERY

SESSION

TIPOS DE COMUNICAÇÃO

DATA

```
{
    "hello": "world"
}
```

```
let peers = ...
let mode = ... // (.reliable | .unreliable)

guard let message = "{\"hello\": \"world\"}".data(using: .utf8) else { return }

do {
    try session.send(data, toPeers: peers, with: mode)
} catch {
    // something went wrong
}
```

RELIABLE

UNRELIABLE

Data

```
struct User: Codable {
    let id: UUID
    let name: String
}

struct Message: Codable {
    let sender: User
    let contents: String
}
```

```
let message = Message(
    sender: User(id: UUID(), name: "Guilherme Rambo"),
    contents: "Hello, peer!"
)

do {
    let data = try PropertyListEncoder().encode(message)

    try session.send(data, toPeers: peers, with: mode)
} catch {
    // something went wrong
}
```


STREAMS

```
do {
    let outputStream = try session.startStream(withName: "Audio", toPeer: peer)
} catch {
    // something went wrong
}
```

```
let lengthWritten = outputStream.write(myAudioBuffer, maxLength: length)
```

```
func session(_ session: MCSession,
             didReceive stream: InputStream,
             withName streamName: String,
             fromPeer peerID: MCPeerID)
{
    mySuperSpecialAudioQueue.async {
        var lengthRead: Int = -1

        repeat {
            lengthRead = stream.read(&myAudioBuffer, maxLength: length)

            // send to CoreAudio or something
        } while lengthRead > 0
    }
}
```

RESOURCES

```
let progress = session.sendResource(at: fileURL,
                                    withName: filename,
                                    toPeer: peer,
                                    withCompletionHandler: completion)

let observer = progress?.observe(\.fractionCompleted) { _, change in
    guard let fraction = change.newValue else { return }

    print("Upload progress: %.2f%", fraction * 100)
}
```

```swift
func session(_ session: MCSession,
             didStartReceivingResourceWithName resourceName: String,
             fromPeer peerID: MCPeerID,
             with progress: Progress)
{
    myCurrentProgressObserver = progress.observe(\.fractionCompleted) { _, change in
        guard let fraction = change.newValue else { return }

        print("Download progress: %.2f%", fraction * 100)
    }
}
```

```swift
func session(_ session: MCSession,
             didFinishReceivingResourceWithName resourceName: String,
             fromPeer peerID: MCPeerID,
             at localURL: URL?,
             withError error: Error?)
{
    if let error = error {
        // something went wrong
        return
    }

    myCurrentProgressObserver.invalidate()

    guard let url = localURL else { return }

    do {
        try FileManager.default.moveItem(at: url, to: finalURLForReceivedFile)
    } catch {
        // something went wrong
    }
}
```

DEMO

OBRIGADO

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