

AFTEK LIMITED
RELEASE NOTES (EVALUATION BUILD)

Component ID	Component iPhone RTMP Library		Date 01 Oct 2010
Release Number Build 10			CVS Tag
Build Overview <ol style="list-style-type: none">1. RTMP basic protocol implementation is complete.2. RTMP input stream implementation is complete with audio and video support.3. User of the library shall have logic to render the audio/video data received via RTMP.4. Evaluation copy is compiled against iPhone SDK 4.1. The binaries are compatible with iPad SDK 3.2.			
Known limitations/issues in the release <ol style="list-style-type: none">1. RTMP publish stream is work-in-progress so not included in this build.			
Installation Procedure <ol style="list-style-type: none">1. ApplicationInterface.h and RtmpLib.h shall be included or referenced in the project.2. Click Projects \ Active Target Settings \ Build tab and set other linker flag to '-ObjC'.3. RtmpLibSim.a shall be used to compile the application against simulator.4. RtmpLibDevice.a shall be used to compile the application against device.5. Open the source code file where RTMP library is to be used.6. RTMP library shall be used with following steps,7. Implement a class and implement RtmpLibDelegate protocol. Code for processing the received audio or video data shall be written.8. Go to the location in code where RTMP data needs to be fetched (e.g. button click).9. Create 'RTMPLib' object and call 'start' method with URL of RTMP server of that object.			
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