Camera360编辑SDK 接入指南(iOS)

1. 简介

这篇文档将指导您使用**iOS Camera360编辑SDK**创建一个简单的Demo工程

2. 前置条件

在您开始接入之前，请确定下面的条件已经满足:
- 您需要在官网上注册应用程序(http://sdk.camera360.com)
- 您需要获取到您的应用程序对应的API Key
- Demo代码无法通过模拟器编译

3. 系统要求

使用iOS Camera360编辑SDK需满足下面的系统要求:
- 支持xcode 5.0及以上版本
- 支持iOS SDK 6.1及以上版本

4. 工程环境配置

4.1 添加framework引用

1、在Your App->Project->TARGETS->Build Phases->Link Binary With Libraries中添加Camera360编辑SDK文件夹下doc/frameworks/中的framework:

PhotoEditFramework.framework
*pg_edit_sdk_common.framework*
pg_edit_sdk_cdb_piratesdk.framework

2、在Your App->Project->TARGETS->Build Phases->Link Binary With Libraries中添加Camera360编辑SDK依赖的系统framework:

CoreMotion.framework
AVFoundation.framework
CoreMedia.framework
CoreData.framework
CoreGraphics.framework
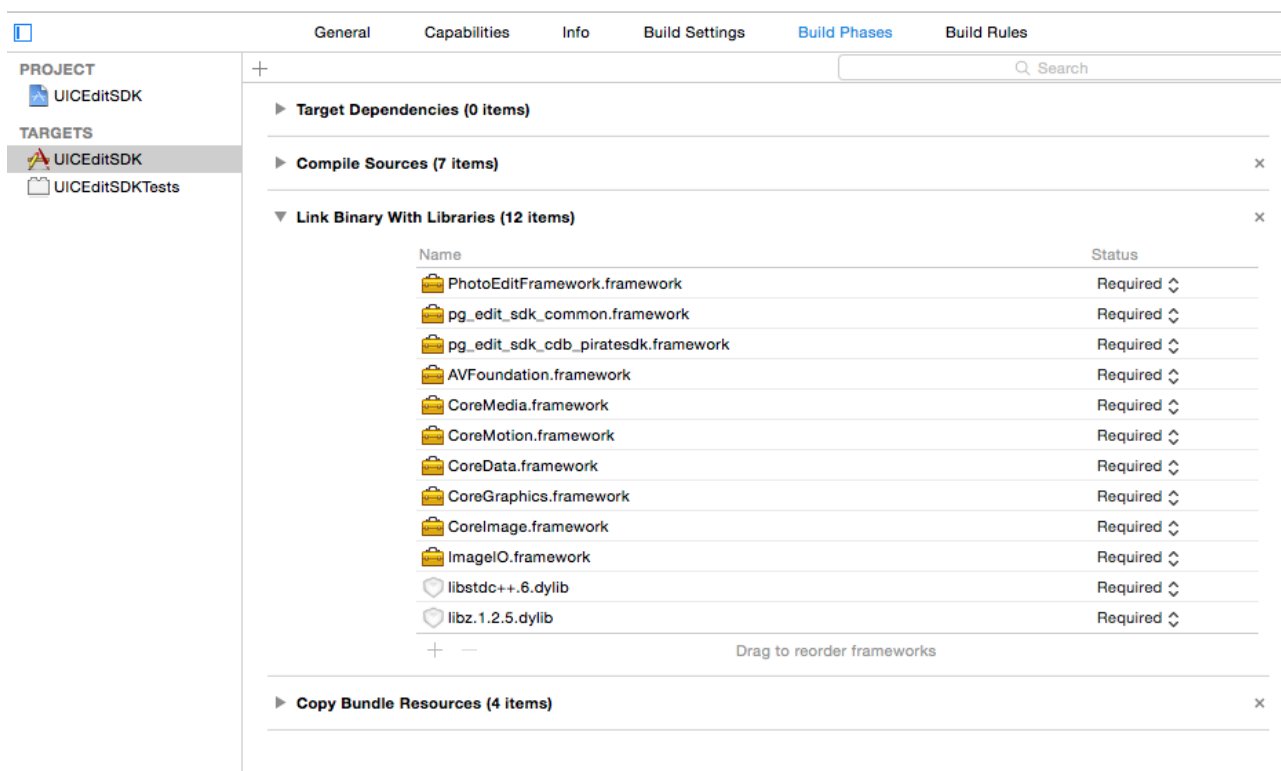
4.2 添加资源引用

1、在Your App->Project->TARGETS->Build Phases->Copy Bundle Resources中添加Camera360编辑SDK文件夹下doc/frameworks/中的pg_edit_sdk_resource.bundle
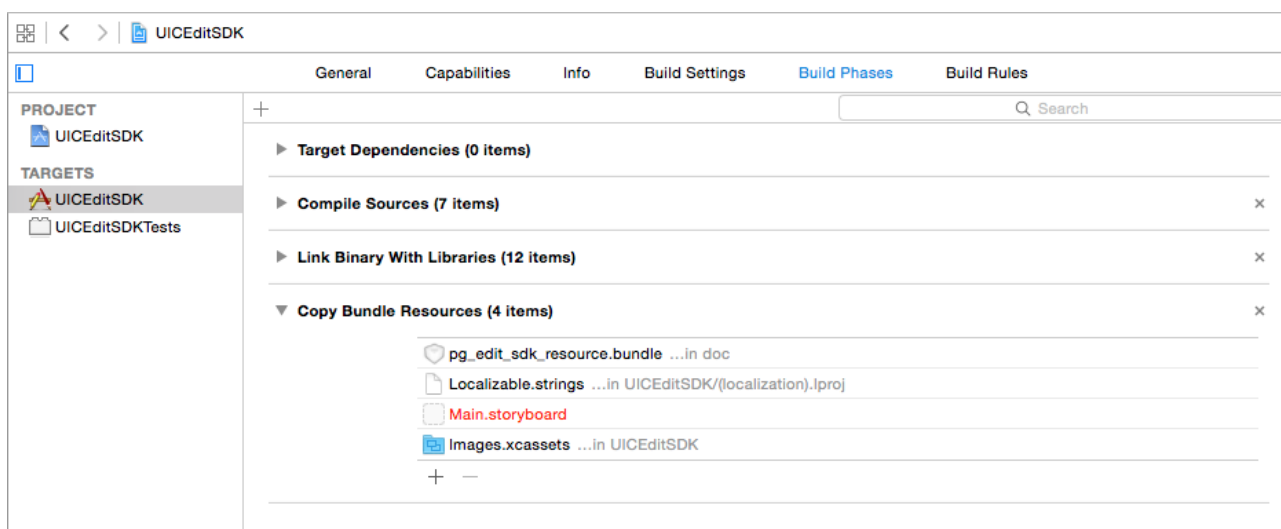
4.3 修改编译选项

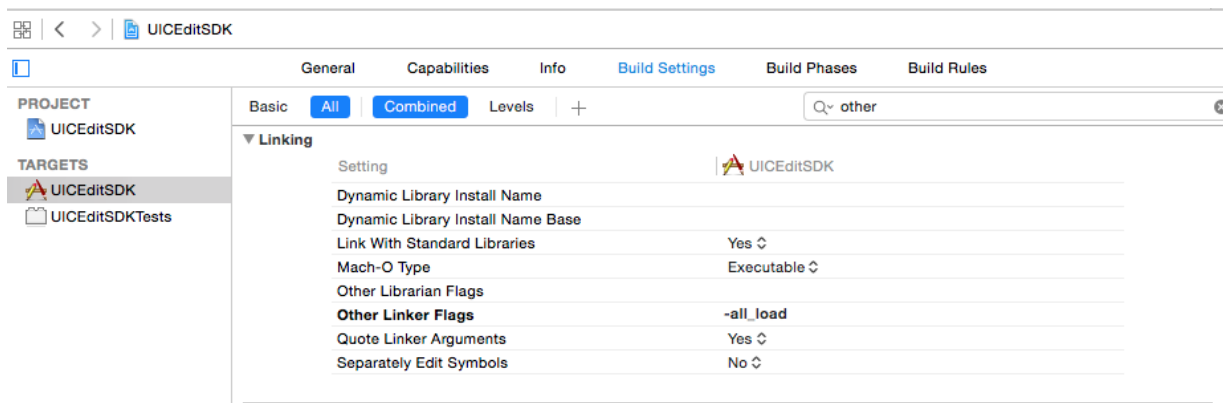1、找到Your App->Project->TARGETS->Build Settings->Apple LLVM 6.0-Language-C++选项：

修改C++ Language Dialect为C++ 11[-std=c++11]

修改C++ Standard Library为libc++(LLVM C++ standard library with C++ 11 support)

2、找到Your App->Project->TARGETS->Build Settings->Linking选项

在Other Linker Flags项添加参数-all_load

3、找到Your App->Project->TARGETS->Build Settings->Build Options选项

修改Enable Bitcode = NO

5. 调用Camera360编辑SDK

5.1 初始化SDK

1、添加头文件引用：

#import <PhotoEditFramework/PhotoEditFramework.h>

2、在AppDelegate.m添加启动代码：

```objc
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    // Override point for customization after application launch.

    if (![pg_edit_sdk_controller sStart:@"Your API Key"]) {

        /*
         * http://sdk.camera360.com
         */
        NSAssert(NO, @"Invalid key");
    }

    return YES;
}
```

3、修改文件后缀名：

AppDelegate.m -> AppDelegate.mm

5.2 开始调用编辑界面

1、添加头文件引用：

#import <PhotoEditFramework/PhotoEditFramework.h>

```objc
pg_edit_sdk_controller *editCtl = nil;
{
    //构建编辑对象    Construct edit target
    pg_edit_sdk_controller_object *obje = [[pg_edit_sdk_controller_object alloc] init];
    {
        //输入原图  Input original
        obje.pCSA_fullImage = [self.mV_displayImageView.mOrigImage copy];
    }
    editCtl = [[pg_edit_sdk_controller alloc] initWithEditObject:obje withDelegate:self];
}
NSAssert(editCtl, @"Error");
if (editCtl) {

    [self.navigationController pushViewController:editCtl animated:YES];

    /*
    [self presentViewController:editCtl animated:YES completion:^{
        //do nothing
    }];
    */
}
```

2、添加编辑界面启动代码：

3、修改上述代码所在文件的后缀名：

YourViewController.m -> YourViewController.mm

5.3 获取编辑结果

1、实现pg_edit_sdk_controller_delegate协议：

```objc
@protocol pg_edit_sdk_controller_delegate <NSObject>

/**
 *  完成后调用，点击保存，object 是 pg_edit_sdk_controller_object 对象
 *  Invoke after completion, click save, object's target is pg_edit_sdk_controller_object
 */
- (void)dgPhotoEditingViewControllerDidFinish:(UIViewController *)pController
                                       object:(pg_edit_sdk_controller_object *)object;

/**
 *  完成后调用，点击取消
 *  Invoke after completion, click cancel
 */
- (void)dgPhotoEditingViewControllerDidCancel:(UIViewController *)pController withClickSaveButton:(BOOL)isClickSaveBtn;

@optional

/**
 *  当需要长时间等待时会调用此接口，如果没有实现此协议，那么将用默认系统Loading代替，开始Loading回调
 *  This interface is invoked when waiting for long periods of time, if you did not implement this protocol, it will be
 *    replaced by system default Loading, start Loading callback
 */
- (void)dgPhotoEditingViewControllerShowLoadingView:(UIView*)view;

/**
 *  当需要长时间等待结束时会调用此接口，如果没有实现此协议，那么将用默认系统Loading代替，结束Loading回调
 *  This interface is invoked when waiting for long periods of time to end, if you did not implement this protocol, it
 *    will be replaced by system default Loading, end Loading callback
 */
- (void)dgPhotoEditingViewControllerHideLoadingView:(UIView*)view;

@end
```

2、获取编辑后图像:

```objc
- (void)dgPhotoEditingViewControllerDidFinish:(UIViewController *)pController
                                       object:(pg_edit_sdk_controller_object *)pOjbect
{
    //获取效果小图    Obtain effect thumbnail
    UIImage *image = [UIImage imageWithData:pOjbect.pOutEffectDisplayData];
    NSAssert(image, @" ");
    [self.mV_displayImageView pSetupPreviewImage:image];
    //启动一个完成界面  Start a completed screen
    [self pPushCompleteViewController];

    //获取效果大图    Obtain effect large image
    UIImage *imageOri = [UIImage imageWithData:pOjbect.pOutEffectOriData];
    NSAssert(imageOri, @" ");
    //保存到相册      Save to album
    UIImageWriteToSavedPhotosAlbum(imageOri, nil, NULL, NULL);
}
```