Camera360 Edit SDK Access Guide(iOS)

`Version 1.0`

1. Introduction

This document will guide you on how to use Camera360 Edit SDK (iOS) to create a simple Demo Project

2. Preconditions

Before you start, make sure the following conditions are met:

- You need to register the APP(http://sdk.camera360.com)
- You need to obtain the corresponding API Key
- Demo code cannot be compiled using a simulator

3. Requirements

Make sure the following conditions are met:

- xcode 6.0 or higher
- iOS SDK 6.1 or higher

4. Configurations

4.1 Add frameworks

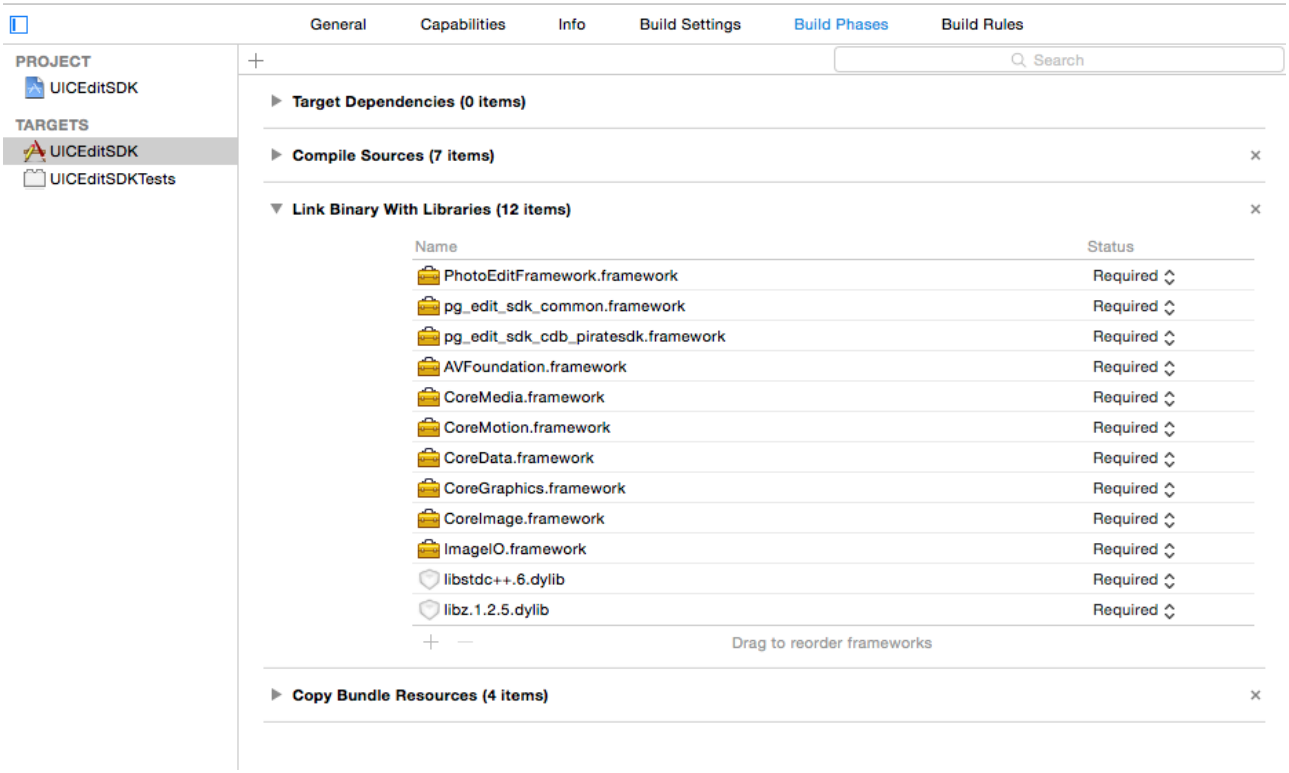
1. In Your App -> Project -> TARGETS -> Build Phases -> Link Binary With Libraries add framework to Camera360 Edit SDK folder's doc/frameworks/:

PhotoEditFramework.framework
pg_edit_sdk_common.framework
pg_edit_sdk_cdb_piratesdk.framework

2. In Your App -> Project -> TARGETS -> Build Phases -> Link Binary With Libraries add Camera360 Edit SDK dependent system frameworks:

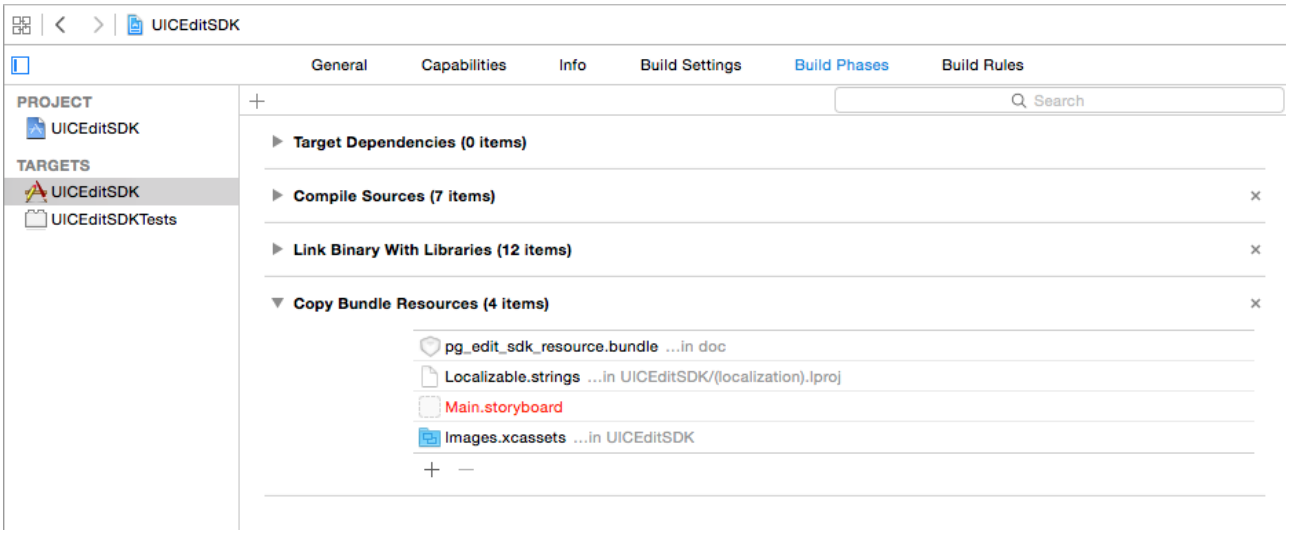
CoreMotion.framework
AVFoundation.framework
CoreMedia.framework
CoreData.framework
CoreGraphics.framework
CoreImage.framework

ImageIO.framework
libstdc++.6.dylib
libz.1.2.5.dylib



4.2 Add resources

1. In Your App -> Project -> TARGETS -> Build Phases -> Copy Bundle Resources add pg_edit_sdk_resource.bundle to Camera360 Edit SDK folder's doc/frameworks/



4.3 Modify compilation options

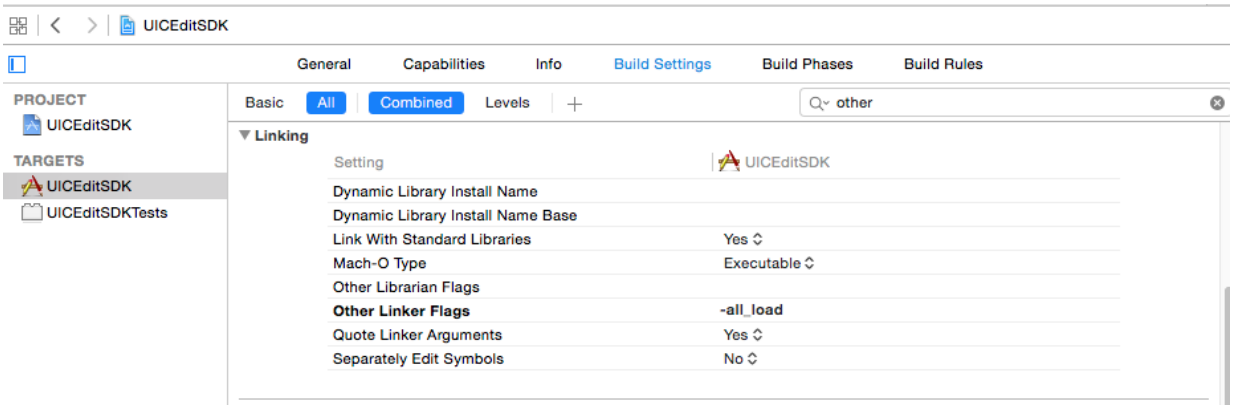
1. Find Your App -> Project -> TARGETS -> Build Settings -> Apple LLVM 6.0 - Language – C++ options

Modify C++ Language Dialect to C++11 [-std=c++11]

Modify C++ Standard Library to libc++(LLVM C++ standard library with C++ 11 support)

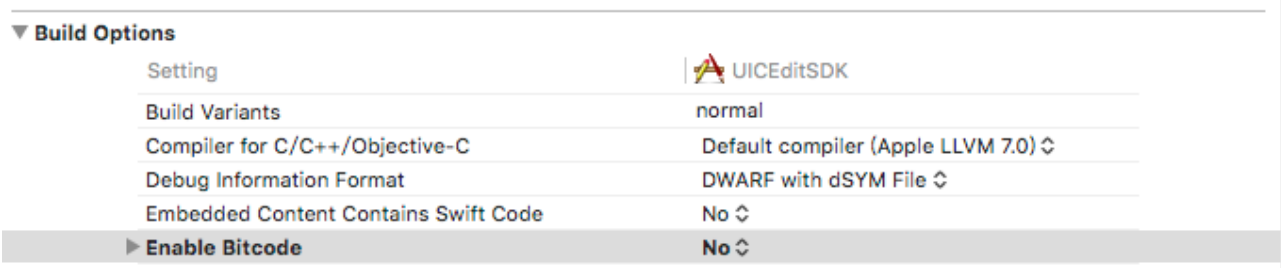
2. Find Your App -> Project -> TARGETS -> Build Settings -> Linking options

In Other Linker Flags add the parameters –all_load



3. Find Your App -> Project -> TARGETS -> Build Settings -> Build Options

Modify Enable Bitcode = NO



5. Use SDK

5.1 Initialise SDK

1. Initialise SDK:

#import <PhotoEditFramework/PhotoEditFramework.h>

2. Add startup code to AppDelegate.m:

```
- (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. Modify file extension:

AppDelegate.m -> AppDelegate.mm

5.2 Call edit interface

1. Add header file reference:

#import <PhotoEditFramework/PhotoEditFramework.h>

2. Add edit interface startup code:

```
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
     }];
     */
}
```

```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
```

3. Modify file extension:

```objc
- (void)dgPhotoEditingViewControllerDidFinish:(UIViewController *)pController
                                       object:(pg_edit_sdk_controller_object *)pObject
{
    //获取效果小图    Obtain effect thumbnail
    UIImage *image = [UIImage imageWithData:pObject.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:pObject.pOutEffectOriData];
    NSAssert(imageOri, @" ");
    //保存到相册     Save to album
    UIImageWriteToSavedPhotosAlbum(imageOri, nil, NULL, NULL);
}
```

YourViewController.m -> YourViewController.mm

5.3 Obtain Edit Results

1. Achieve pg_edit_sdk_controller_delegate protocol：

2. Obtain the edited image：