

FFPmge 第一天

lipo - info libavcode.a//查看支持架构

```
2016-06-15 14:02:03.930 P2PCamera[2768:99652]
=====avInitialize=====
2016-06-15 14:02:36.926 P2PCamera[2768:99652] INIT:::: SVMHXJ7WMYULFX3WENE1 Camera admin
415926
2016-06-15 14:02:36.926 P2PCamera[2768:99652] Add Cam 0
IfNames[en1] IPNames[192.168.1.100] IPAddr[6401A8C0], Port[32761]
Broadcast Message(.): Addr[192.168.1.255:32761] size[52] flag[0]

19
20 //SVMHXJ7WMYULFX3WENE1 Camera admin 415926
21
```

教程

<https://www.cnblogs.com/xiaotouming/p/11269288.html>

chmod 777 /usr/local/bin/gas-preprocessor.pl

1、brew install yasm

<https://github.com/kewlbear/FFmpeg-iOS-build-script>

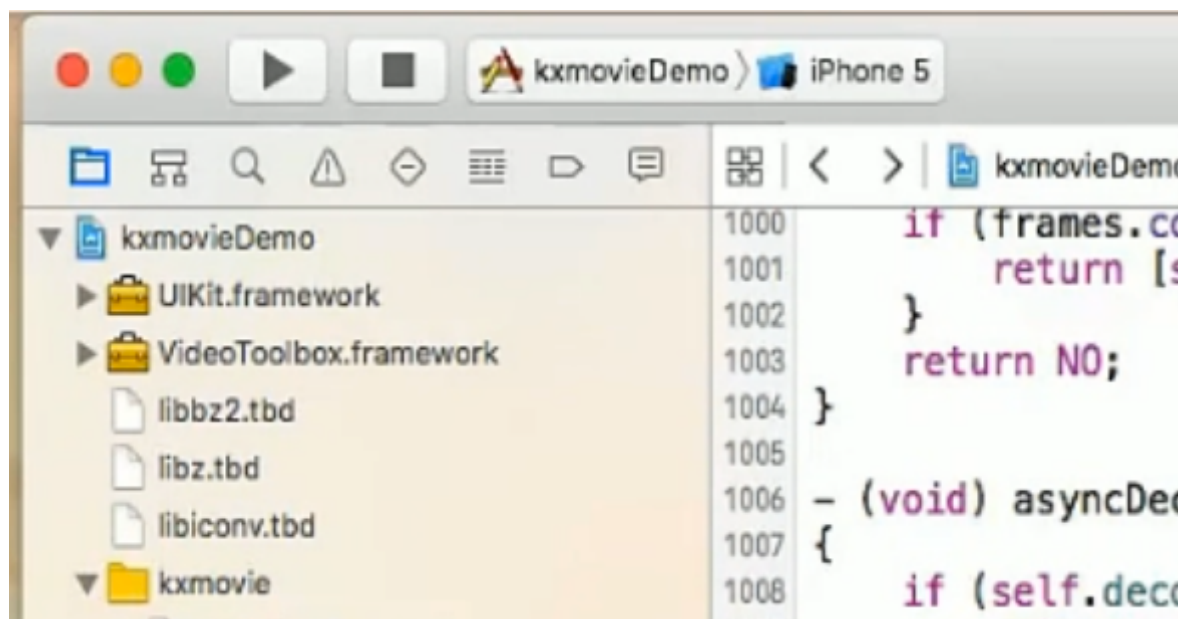
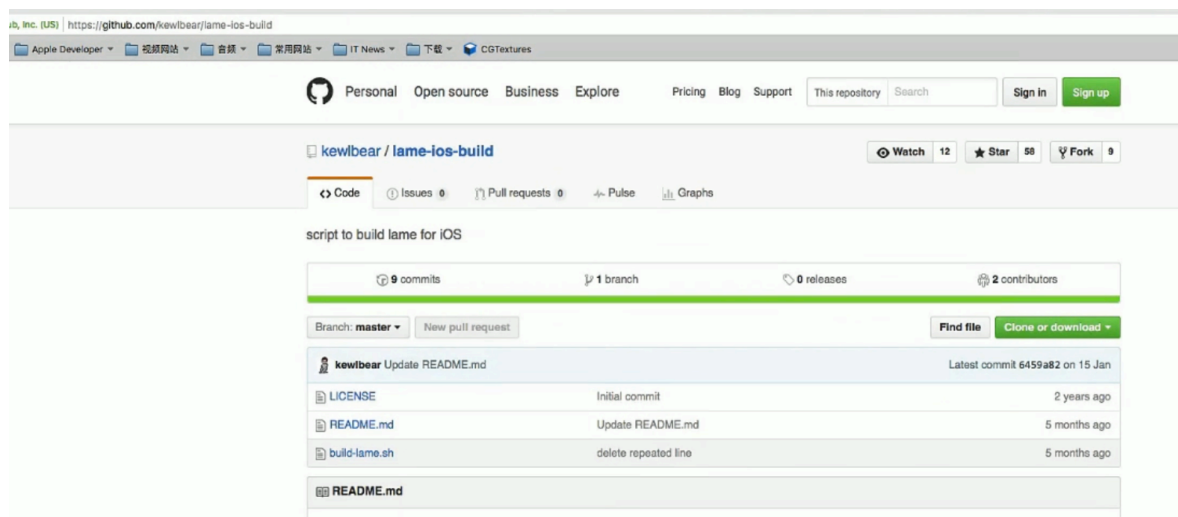
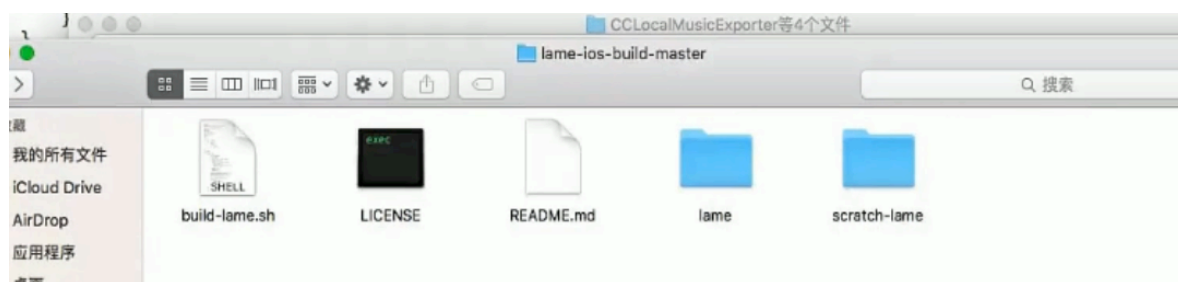
参考1

<https://www.jianshu.com/p/a45ae3bd7d88>

参考2

<https://blog.csdn.net/wj610671226/article/details/84557658>

```
7 //
8
9 #import <Foundation/Foundation.h>
10 #include "faac.h"
11
12 @interface Mp4VideoRecorder : NSObject
```



推流

<https://www.jianshu.com/p/447df915984e>

//服务端教程

<https://blog.csdn.net/bxf2080/article/details/100948151>

sudo nginx

<rtmp://192.168.43.137:1935/rtmplive/stream>

//七牛

<https://www.cnblogs.com/qiniu/p/6089097.html>

ksert815!!!

live_524362984_3ye2aRvJlgvIYqk7bonhSYnBb0RdzO

live_524362984_3ye2aRvJlgvIYqk7bonhSYnBb0RdzO

1、香港财经

香港财经,rtmp://202.69.69.180:443/webcast/bshdlive-pc (推荐, 信号好不卡顿)

2、湖南卫视 (推荐)

湖南卫视,rtmp://58.200.131.2:1935/livetv/hunantv (实测可用)

iOS OpenGL

<https://www.jianshu.com/p/9ff174a15d24>

```
    }
    else if (readSize >= 0)
    {
        if (frmInfo.flags == IPC_FRAME_FLAG_IFRAME || frmNo == (prevFrmNo + 1))
        {
            prevFrmNo = frmNo;
            if (frmInfo.codec_id == MEDIA_CODEC_VIDEO_H264)
            {
                printf("RECV H.264 =====size: %d\n", readSize);
                printf("\n");
                for(int i=0; i<readSize; i++){
                    printf("%x ", recvBuf[i]);
                }
                printf("\n");
                [decoder DecodeH264Frames:(unsigned char*)recvBuf withLength:readSize];
            }
            videoBps+=readSize;
        }
        else
        {
            NSLog(@"\t[H264] Incorrect %@ frame no(%d), prev:%d -> drop frame", (frmInfo.flags == IPC_FRAME_FLAG_IFRAME ? @"I" : @"P"), frmNo, prevFrmNo);
            usleep(1*1000);
            continue;
        }
    }
}
```

```
153 }
154
155 - (void)TestInfoFrameData: (unsigned char *)pszData withSize: (int)aSize
156 {
157
158     MP4ENC_NaluUnit nalu;
159     memset(&nalu, 0, sizeof(nalu));
160
161     int len = 0;
162     int pos = 0;
163
164     while ((len = [self readOneNaluFromBuffer:pszData withSize:aSize withOffset:pos naluUnit: &nalu]))
165     {
166         if(nalu.type==0x07)//SPS
167         {
168             printf("SPS \n");
169         }
170
171         if(nalu.type==0x08)//PPS
172         {
173             printf("PPS \n");
174         }
175
176         if(nalu.type == 0x05) //I帧
177         {
178             printf("I Frame \n");
179         }
180
181         else if(nalu.type == 0x01)//P B
182         {
183             printf("P B Frame \n");
184         }
185         pos += len;
186     }
187 }
188
189
190
191 }
192
```

iOS 编译

<http://www.cocoachina.com/articles/31668>

iOS 真机 + 模拟器

<https://www.jianshu.com/p/17c9cc72e09c>

iOS 集成 FFmpeg

//教程 **OS** 利用 **FFmpeg** 解码音频数据并播放

<https://www.jianshu.com/p/452ee7c6559e>

ios 使用 ffmpeg 解码 h264 数据封装。

<https://blog.csdn.net/u011270282/article/details/77770227>

ffmpeg 参考学习

<https://www.jianshu.com/p/3a7fea90e921>

FFmpeg 参数讲解

<https://www.cnblogs.com/XYQ-208910/p/5857239.html>

技术贴

<https://www.jianshu.com/p/db964ca48697>

FFmpeg Xcode9 冲突

报错信息： Typedef 'AVMediaType' cannot be referenced with a enum specifier
xxx....

Last login: Mon May 4 22:27:13 on ttys000

saeipi@athena ~ % export LC_COLLATE='C'

saeipi@athena ~ % export LC_CTYPE='C'

saeipi@athena ~ % cd /Users/saeipi/Desktop/saeipi/FFmpeg/FFmpeg-iOS

saeipi@athena FFmpeg-iOS % grep -rl 'AVMediaType' ./ | xargs sed -i "" 's/

AVMediaType/FFAVMediaType/g"

saeipi@athena FFmpeg-iOS %

//git 操作

<https://www.jianshu.com/p/3dc0139b6601>