Agora iOS How-to Guide

Contents

This manual explains how to use the Agora voice SDK by presenting a demo app and explaining how to use the SDK functions. The demo app is included when you unzip the SDK.

Demo App

The demo app shows the basics of how to join a call and leave a call.

Requirements:

- Xcode development environment.
- Two iOS devices (You could use one, but you need two to make a phone call from one device to another.)

Contents of SDK

./sample   : the demo app project,

 ./libs   :   the SDK file: AgoraAudioKit.framework

 ./docs   : the SDK document

Installation

Import AgoraVoice-SDK-<version number>-iOS-xcode6\AgoraVoice-SDK-<version number>-iOS-xcode6\sample\sample.xcodeproj\project.xcodeproj into the workspace
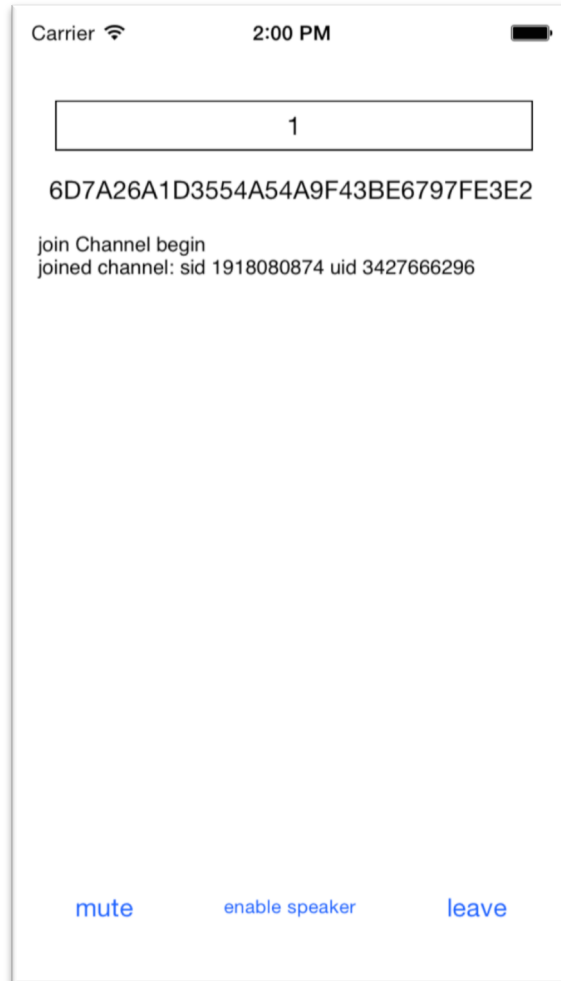
Demonstration

There are five basic functions to the Agora Voice SDK:

1. Initialization
2. Join Channel
3. Leave Channel
4. Mute Call
5. Set Speaker

We explain those below with code samples. But first run the demo app to see what it does.

enter channel name

6D7A26A1D3554A54A9F43BE6797FE3E2
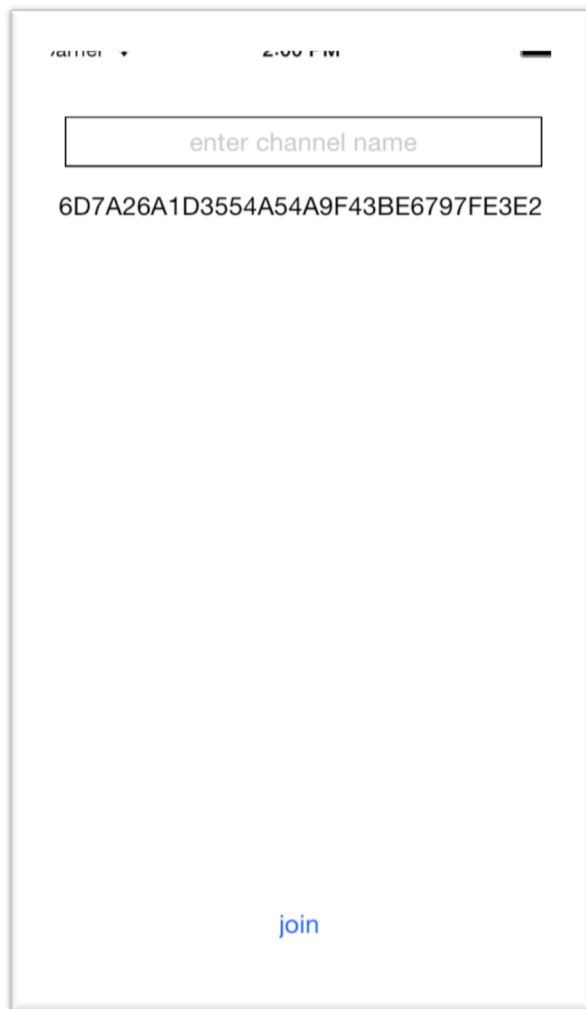
join

To join a call enter a name like "game 1" or "call 2" and press join.

The number displayed is the license key supplied to the Agora Voice customer to make calls over the Agora Voice cloud.

sid—this is integer representation of the channel number your entered, which in this case is "1."

uid—User id. The AgoraAudioKit init method creates an ID automatically unless the program supplies one. This uniquely identifies the parties to the call. For this demo leave it blank.
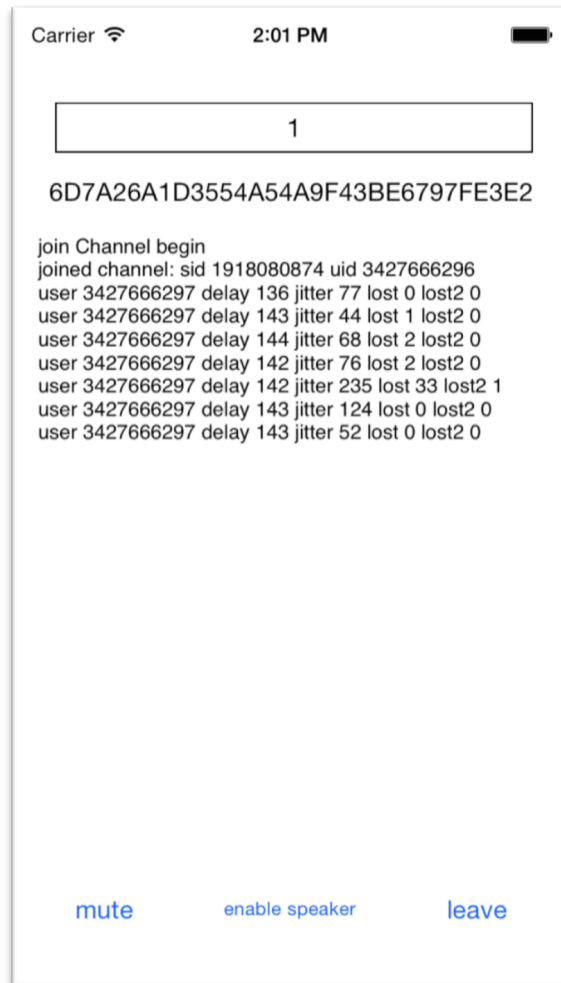
Now the screen echoes performance information:

delay—voice delay in ms.

jitter—means variation in the delay of received packets due to network congestion or queuing issues.

lost—lost packet ratio in percentage, from 0 to 99.

Sample Program

The four basic operations initialize, join, leave, and mute are called as below:

Init

```
//init

self.agoraAudio = [[AgoraAudioKit alloc] initWithQuality:^(NSUInteger
uid, NSUInteger delay, NSUInteger jitter, NSUInteger lost, NSUInteger
lost2) {
```

//handle the SDK call back parameters: uid, delay, jitter, lost, lost2

//in this sample, just print log in console

NSLog(@"user %ld delay %lu jitter %lu lost %lu lost2 %lu", (long)uid, (long)delay, (long)jitter, (long)lost, (long)lost2);

} error:^(AgoraAudioErrorCode errorCode) {

/handle the SDK errorCode call back

//in this demo app, just print log in console

NSLog(@"error code: %lu", (long)errorCode);

}];

Join Channel

NSString *key = @"key granted by Agora";

NSString *channel = @"channel to join";

NSString *extraInfo = @"extra info you pass to SDK";

int uid = UNIQUE_IDENTIFICATION_FOR_EACH_USER; // e.g. 321 or just 0

[agoraAudio joinChannelByKey:key channelName:channel info:extraInfo uid:uid

success:^{

//update app UI

}];

Mute and Unmute Call

[self.agoraAudio setMute:muteOrUnmuteSelf];

Turn Speaker on or Off

[self.agoraAudio setEnableSpeaker:speakerOnOrOff];

False means output audio to earphone.

True means output audio to speaker.

Leave Channel

//leave channel

[self.agoraAudio leaveChannel]