

Apple MeetingSDK Release 0.4

API/Feature Changes:

Logging Related

MeetingSDK:

```
public func setTraceLevel(_ level: DebugLevel)
```

Sets debug level on all logging in both IGAudio and IGVideo

```
public audioSetTraceLevel(_ level: DebugLevel)
```

Sets debug level on all logging coming from IGAudio

```
public videoSetTraceLevel(_ level: DebugLevel)
```

Sets debug level on all logging coming from IGVideo

```
public func enableInlineAudioVideoLogging(_ enable: Bool)
```

Informs SDK (if parameter is true) that the application wants log messages from IGAudio, IGVideo and the SDK to be sent to the application using the new `logMessage` MeetingSDKDelegate method as they happen.

MeetingSDKDelegate:

```
func logMessage(level: Int, message: String)
```

Called everytime IGAudio, IGVideo or the SDK wish to log a message *if* `enableInlineAudioVideoLogging` has been called with an argument of `true`.

Screen Sharing Related

Detect when user cancels screen sharing from an iOS system-level control and call the following new MeetingSDKDelegate method:

```
func screenShareCancelled()
```

Added method to the `VideoInfo` class to determine if the associated video stream is a screen share (as opposed to a camera):

```
public func isScreenShare()->Bool
```

Sound Related

Added ability to play WAV (audio) via `IGAudio`. Any audio played in this manner will be included in local echo-cancellation algorithms employed by `IGAudio` when sending sound up to the audio bridge. The `playSound` method returns a 64-bit integer which is used as an identifier for the sound being played. Returns 0 if there was a problem playing the sound. Use `stopSound` (passing the sound id returned by `playSound`) to stop playing a given sound.

```
public func playSound(_ resource:String)->UInt64
```

`playSound` takes the name of a .wav file in the application bundle to be played (without the .wav extension)

```
public func stopSound(_ id:UInt64)
```

Stops the sound currently playing with the specified id.

In addition to the methods above, two new `MeetingSDKDelegate` methods are added to provide feedback on sounds played through this API:

```
func binaryPlaybackEnded(id: UInt64)
```

Called when a sound played with `playSound` has completed.

```
func binaryPlaybackFailed(id: UInt64)
```

Called if there is a problem playing a sound with `playSound`.

Joining Meetings

Updated `joinMeeting` method to `MeetingSDK` to allow the user's unique identifier (UUID) to be specified by the caller as opposed to being generated as a guest id by the SDK. If an empty string is

passed for the userUUID parameter, the SDK will generate a guest-based user identifier to be used for the connection.

```
public func joinMeeting(name: String, userUUID: String = "",  
completion: @escaping(Bool) -> ())
```