

2024.5.1-FB-IOS-SDK 升级-需要复核的问题汇总

1、FB framework 引入方式变更:

1.1 import 变更:

```
//#import <FBSDKCoreKit/FBSDKCoreKit.h>
//#import <FBSDKShareKit/FBSDKShareKit.h>
//#import <FBSDKLoginKit/FBSDKLoginKit.h>

#import <FBSDKCoreKit/FBSDKCoreKit-Swift.h>
#import <FBSDKShareKit/FBSDKShareKit-Swift.h>
#import <FBSDKLoginKit/FBSDKLoginKit-Swift.h>
```

Bash

1.2 新增框架引入,解决编译错误:

```
#import <AuthenticationServices/AuthenticationServices.h>
#import <SafariServices/SafariServices.h>
#import <FBSDKGamingServicesKit/FBSDKGamingServicesKit-Swift.h>
```

Bash

2、处理一些警告:

```

frameworks/runtime-src/Classes/AppDelegate.cpp
@@ -251,7 +251,7 @@ vector<string> getSearchPath(const string appName)

//缓存中的文件已经删除, 此时运行的是包内的js。并会在下载时检测md5, 由于gameLoader.js已被删除, 所以会清除整个下载目录, 重新下载
char buff[256];
sprintf(buff, "%s/gameLoader.js", appName.c_str());
snprintf(buff, 256, "%s/gameLoader.js", appName.c_str());
sc->runScript(buff);
CrashReport::log(CrashReport::CRLogLevel::Info, "Run gameLoader", "run gameLoader in package!!!");
}

frameworks/runtime-src/Classes/AppDelegate.h
@@ -28,19 +28,19 @@ public:
    @return true    Initialize success, app continue.
    @return false   Initialize failed, app terminate.
    */
    virtual bool applicationDidFinishLaunching();
    virtual bool applicationDidFinishLaunching() override;

```

[Adjust]w: AdServices framework not found in the app (AAAttribution class not found)

添加 AdServices.framework

3、dyld[1861]: Library not loaded: @rpath/FBAEMKit.framework/FBAEMKit

[ios 关于将 facebook sdk 从 9.3.0 升级到 16.1.3 遇到的问题_fb sdk login kit-CSDN 博客](#)

[从 objective-c 代码编译 15.1.0 困难 · 问题 #2140 · 脸书/facebook-ios-sdk · GitHub 上](#)

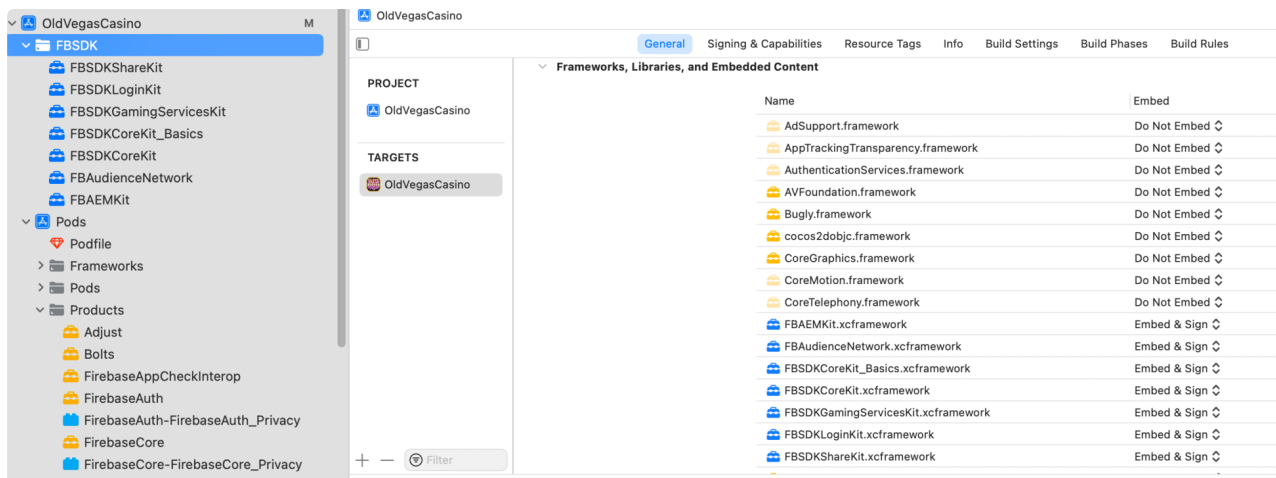
Bash

```

Referenced from: <C1EDCBC2-A2A3-3E46-9CB4-C373907D85AC> /private/var/c
Reason: tried: '/usr/lib/swift/FBAEMKit.framework/FBAEMKit' (no such f
'/private/preboot/Cryptexes/OS/usr/lib/swift/FBAEMKit.framework/FBAEMK
'/private/var/containers/Bundle/Application/A6A82005-FE60-4A10-9C9E-77
'/private/var/containers/Bundle/Application/Frameworks/FBAEMKit.framew
'/private/var/containers/Bundle/Application/A6A82005-FE60-4A10-9C9E-77

```

解决方法是将新版本 FBSDK 添加到项目的 **Frameworks, Libraries, and Embedded Content** 中,因尝试各种方式添加无效,故将 FB 相关 Framework 通过 **引用方式** 添加到主工程后,add 到 **Frameworks, Libraries, and Embedded Content** 关联;



4、Info.plist 补充参数:

登录成功后获取 fb 用户信息的 Graph Api

`FBSDKGraphRequest.startWithCompletion` 回调不触发,核对接入文档后补充参数到 Info.plist 后解决;

frameworks/runtime-src/proj.ios_mac_oldvegas/ios/oldvegas/Info.plist

@ -75,8 +75,12 @@

```
<string>$(CURRENT_PROJECT_VERSION)</string>
<key>FacebookAppID</key>
<string>372970919566210</string>
<key>FacebookClientToken</key>
<string>f7b4079e504d2c1a0364ee90a3cb9b1b</string>
<key>FacebookDisplayName</key>
<string>Vegas Slots</string>
<string>Slots - Classic Vegas Casino</string>
<key>FacebookAutoLogAppEventsEnabled</key>
<true/>
<key>GADApplicationIdentifier</key>
<string>ca-app-pub-6946623159131351~9313020428</string>
<key>IosAppId</key>
```

5、[*]部分接口变动:

5.1 hashtagWithString 废弃:

```
content.hashtag = [FBSDKHashtag hashtagWithString:hashTag];
content.hashtag = [[FBSDKHashtag alloc] initWithString:hashTag];
```

5.2 FBSDKSharePhoto 创建和初始化接口变动:(询问 QA 游戏中只有数年前的一个周年活动用到分享接口)

```

    for(NSString* filePath in array){
        UIImage *img = [UIImage imageWithContentsOfFile:filePath];
        if(img != nil){
            FBSDKSharePhoto *photo = [[FBSDKSharePhoto alloc] init];
            photo.image = img;
            photo.userGenerated = YES;
            FBSDKSharePhoto *photo = [[FBSDKSharePhoto alloc] initWithImage:img isUserGenerated:YES];
//            FBSDKSharePhoto *photo = [[FBSDKSharePhoto alloc] init];
//            photo.image = img;
//            photo.userGenerated = YES;
            [photos addObject:photo];
        }
    }
}

```

5.3 [*]sqlite 接口变动:函数类型变更,用版本号做了区分

```

7 // 从用户提供的缓冲区中得到一个加密密钥
8 static BYTE * DeriveKey(const void *pKey, int nKeyLen)
9 @@ -276,7 +333,9 @@ int sqlite3CodecAttach(sqlite3 *db, int nDb, const void *pKey, int nKeyLen)
10 {
11     LPCryptBlock pBlock = CreateCryptBlock(hKey, sqlite3BtreePager(db->aDb[nDb].pBt), NULL);
12     m_bt = db->aDb[nDb].pBt;
13     #if (SQLITE_VERSION_NUMBER >= 3006016)
14     #if (SQLITE_VERSION_NUMBER >= 3006022)
15         mySqlite3PagerSetCodec(sqlite3BtreePager(db->aDb[nDb].pBt), sqlite3Codec1, sqlite3CodecSizeChange, sqlite3CodecFree, pBlock);
16     #elif (SQLITE_VERSION_NUMBER >= 3006016)
17         mySqlite3PagerSetCodec(sqlite3BtreePager(db->aDb[nDb].pBt), sqlite3Codec, sqlite3CodecSizeChange, sqlite3CodecFree, pBlock);
18     #else
19         #if (SQLITE_VERSION_NUMBER >= 3003014)
20         @@ -324,7 +383,9 @@ int sqlite3_rekey_interop(sqlite3 *db, const void *pKey, int nKeySize)
21         pBlock = CreateCryptBlock(hKey, pPager, NULL);
22         pBlock->ReadKey = 0; // 原始数据库未加密
23         m_bt = db->aDb[0].pBt;
24         #if (SQLITE_VERSION_NUMBER >= 3006016)
25         #if (SQLITE_VERSION_NUMBER >= 3006022)
26             mySqlite3PagerSetCodec(pPager, sqlite3Codec1, sqlite3CodecSizeChange, sqlite3CodecFree, pBlock);
27         #elif (SQLITE_VERSION_NUMBER >= 3006016)
28             mySqlite3PagerSetCodec(pPager, sqlite3Codec, sqlite3CodecSizeChange, sqlite3CodecFree, pBlock);
29         #else
30         #if (SQLITE_VERSION_NUMBER >= 3003014)
31         @@ -450,4 +511,4 @@ int sqlite3_rekey_interop(sqlite3 *db, const void *pKey, int nKeySize)
32

```

Bash

//被sqlite 和 sqlite3_key_interop 调用, 附加密钥到数据库.

```

int sqlite3CodecAttach(sqlite3 *db, int nDb, const void *pKey, int nKeyLen)
{
    int rc = SQLITE_ERROR;
    BYTE* hKey = 0;

    //如果没有指定密匙,可能标识用了主数据库的加密或没加密.
    if (!pKey || !nKeyLen)
    {
        if (!nDb)
        {
            return SQLITE_OK; //主数据库, 没有指定密钥所以没有加密.
        }
        else //附加数据库,使用主数据库的密钥.
        {
            //获取主数据库的加密块并复制密钥给附加数据库使用
            LPCryptBlock pBlock = (LPCryptBlock)mySqlite3PagerGetCodec(s

```

```

        if (!pBlock) return SQLITE_OK; //主数据库没有加密
        if (!pBlock->ReadKey) return SQLITE_OK; //没有加密

        memcpy(pBlock->ReadKey, &hKey, 16);
    }
}
else //用户提供了密码,从中创建密钥.
{
    hKey = DeriveKey(pKey, nKeyLen);
}

//创建一个新的加密块,并将解码器指向新的附加数据库.
if (hKey)
{
    LPCryptBlock pBlock = CreateCryptBlock(hKey, sqlite3BtreePager(
        m_bt = db->aDb[nDb].pBt);
#ifdef SQLITE_VERSION_NUMBER >= 3006022
    mySqlite3PagerSetCodec(sqlite3BtreePager(db->aDb[nDb].pBt), sqlite
#elif SQLITE_VERSION_NUMBER >= 3006016
    mySqlite3PagerSetCodec(sqlite3BtreePager(db->aDb[nDb].pBt), sqlite
#else
    #if SQLITE_VERSION_NUMBER >= 3003014
        sqlite3PagerSetCodec(sqlite3BtreePager(db->aDb[nDb].pBt), sqlite3C
    #else
        sqlite3pager_set_codec(sqlite3BtreePager(db->aDb[nDb].pBt), sq
    #endif
    db->aDb[nDb].pAux = pBlock;
    db->aDb[nDb].xFreeAux = sqlite3CodecFree;
#endif
    rc = SQLITE_OK;
}
return rc;
}

```

void * sqlite3Codec(void *pArg, BYTE *data, Pgno nPageNum, int nMode);

BYTE *data 改为 void *data

原始函数:

Bash

```

//加密/解密函数，被pager调用
void * sqlite3Codec(void *pArg, BYTE *data, Pgno nPageNum, int nMode)
{
    LPCryptBlock pBlock = (LPCryptBlock)pArg;
    int len = 0;

    if (!pBlock) return data;

    // 确保pager的页长度和加密块的页长度相等.如果改变,就需要调整.
    if (nMode != 2)
    {
        Pager *pageHeader = sqlite3BtreePager(m_bt);
        if (pageHeader->pageSize != pBlock->PageSize) //适用旧版
        {
            CreateCryptBlock(0, pageHeader, pBlock);
        }
    }

    switch(nMode)
    {
    case 0: // Undo a "case 7" journal file encryption
    case 2: //重载一个页
    case 3: //载入一个页
        if (!pBlock->ReadKey) break;

        len = 0 - (pBlock->PageSize / 4);
        xxtea((int*)data, len, (int*)pBlock->ReadKey);

        break;
    case 6: //加密一个主数据库文件的页
        if (!pBlock->WriteKey) break;

        memcpy(pBlock->Data + CRYPT_OFFSET, data, pBlock->PageSize);
        data = pBlock->Data + CRYPT_OFFSET;

        len = pBlock->PageSize / 4;
        xxtea((int*)data, len, (int*)pBlock->WriteKey);
        break;
    case 7: //加密事务文件的页
        /*在正常环境下，读密钥和写密钥相同。当数据库是被重新加密的,读密钥和写密钥

```

回滚事务必要用数据库文件的原始密钥写入.因此,当一次回滚被写入,总是用数据库的
这是为了保证与读取原始数据的密钥相同.

```
*/  
if (!pBlock->ReadKey) break;  
  
memcpy(pBlock->Data + CRYPT_OFFSET, data, pBlock->PageSize);  
data = pBlock->Data + CRYPT_OFFSET;  
  
len = pBlock->PageSize / 4;  
xxtea((int*)data, len, (int*)pBlock->ReadKey);  
break;  
}  
  
return data;  
}
```

适配函数:

```
Bash  
void * sqlite3Codec1(void *pArg, void *data, Pgno nPageNum, int nMode)  
{  
    LPCryptBlock pBlock = (LPCryptBlock)pArg;  
    int len = 0;  
  
    if (!pBlock) return data;  
  
    // 确保pager的页长度和加密块的页长度相等.如果改变,就需要调整.  
    if (nMode != 2)  
    {  
        Pager *pageHeader = sqlite3BtreePager(m_bt);  
        if (pageHeader->pageSize != pBlock->PageSize) //适用旧版  
        {  
            CreateCryptBlock(0, pageHeader, pBlock);  
        }  
    }  
  
    switch(nMode)  
    {  
        case 0: // Undo a "case 7" journal file encryption  
        case 2: //重载一个页
```

```

case 3: //载入一个页
    if (!pBlock->ReadKey) break;

    len = 0 - (pBlock->PageSize / 4);
    xxtea((int*)data, len, (int*)pBlock->ReadKey);

    break;
case 6: //加密一个主数据库文件的页
    if (!pBlock->WriteKey) break;

    memcpy(pBlock->Data + CRYPT_OFFSET, data, pBlock->PageSize);
    data = pBlock->Data + CRYPT_OFFSET;

    len = pBlock->PageSize / 4;
    xxtea((int*)data, len, (int*)pBlock->WriteKey);
    break;
case 7: //加密事务文件的页
    /*在正常环境下，读密钥和写密钥相同。当数据库是被重新加密的，读密钥和写密钥
    回滚事务必要用数据库文件的原始密钥写入。因此，当一次回滚被写入，总是用数据库的
    这是为了保证与读取原始数据的密钥相同。
    */
    if (!pBlock->ReadKey) break;

    memcpy(pBlock->Data + CRYPT_OFFSET, data, pBlock->PageSize);
    data = pBlock->Data + CRYPT_OFFSET;

    len = pBlock->PageSize / 4;
    xxtea((int*)data, len, (int*)pBlock->ReadKey);
    break;
}

return data;
}

```

5.4 setAdvertiserTrackingEnabled 接口废弃,AdvertiserTracking 默认开启


```

M m platform/ios/AppControllerImpl.mm
@@ -101,7 +101,7 @@ NSString* GetPInfoStrByKey(NSString* key)
    [dict setObject:[NSString stringWithUTF8String:itr->second.c_str()] forKey:[NSString strin
    }

    [FBSDKSettings setAdvertiserTrackingEnabled:YES];
//    [FBSDKSettings setAdvertiserTrackingEnabled:YES];
    [[ZenSDK sharedInstance] registerZenTracking: [[ZenAdjustTracking alloc] initWithAdjustAppToke
    [[ZenSDK sharedInstance] registerZenTracking: [[ZenFacebookTracking alloc] initWithFBAppID:Get
    [[ZenSDK sharedInstance] registerSocialManager: [[ZenFBHelperObjc alloc] init]];

```

6、pods 工程、cocos2d 工程、libZenSdk 工程等,target 的最低 Minimum Deployments 改为了 12.0

7、Podfile 变动:

```

Bash

source 'https://github.com/CocoaPods/Specs.git'

platform :ios, '12.0'

use_frameworks!

project 'zensdk.xcodeproj'

pod 'Bolts', '1.9.0'
pod 'SDWebImage', '~> 5.0'

pod 'FBAEMKit', '~> 17.0.0'
pod 'FBSDKCoreKit_Basics', '~> 17.0.0'
pod 'FBSDKCoreKit', '~> 17.0.0'
pod 'FBSDKLoginKit', '~> 17.0.0'
pod 'FBSDKShareKit', '~> 17.0.0'
pod 'FBSDKGamingServicesKit', '~> 17.0.0'

pod 'Adjust', '~> 4.29.5'
# pod 'Helpshift', '7.7.1-withCampaigns'
# pod 'HelpshiftX', '10.2.0'
pod 'AIHelpSDK', '~> 4.3.6'
pod 'AppLovinSDK', '~> 11.5.5'
pod 'Firebase/Analytics'
pod 'Firebase/Auth'

```

```

def google_utilites
  pod 'GoogleUtilities/AppDelegateSwizzler'
  pod 'GoogleUtilities/Environment'
  pod 'GoogleUtilities/ISASwizzler'
  pod 'GoogleUtilities/Logger'
  pod 'GoogleUtilities/MethodSwizzler'
  pod 'GoogleUtilities/NSData+zlib'
  pod 'GoogleUtilities/Network'
  pod 'GoogleUtilities/Reachability'
  pod 'GoogleUtilities/UserDefaults'
end

target 'zensdkstatic' do
  # google_utilites
  pod 'AppLovinMediationGoogleAdapter', '~> 9.13.0.0'
  pod 'AppLovinMediationFacebookAdapter', '~> 6.12.0.0'
  pod 'AppLovinMediationIronSourceAdapter', '~> 7.2.5.1.2'
  pod 'AppLovinMediationChartboostAdapter', '~> 9.1.0.0'
  pod 'AppLovinMediationUnityAdsAdapter', '~> 4.4.1.0'
end

target 'zensdkstatic_cvs' do
  # google_utilites
  pod 'AppLovinMediationGoogleAdapter', '~> 9.13.0.0'
  pod 'AppLovinMediationFacebookAdapter', '~> 6.12.0.0'
  pod 'AppLovinMediationIronSourceAdapter', '~> 7.2.5.1.2'
  pod 'AppLovinMediationChartboostAdapter', '~> 9.1.0.0'
  pod 'AppLovinMediationUnityAdsAdapter', '~> 4.4.1.0'

end

post_install do |installer|
  installer.pods_project.targets.each do |target|
    target.build_configurations.each do |config|
      config.build_settings['MACH_O_TYPE'] = 'staticlib'

      # disable assertions for target
      if config.name == 'Release'

```

```

        config.build_settings['ENABLE_NS_ASSERTIONS'] = 'NO'
        config.build_settings['GCC_PREPROCESSOR_DEFINITIONS'] ||
    end
end
end
end

```

7.1 platform:ios 升级到 12.0,否则无法更新到 FBSDK17.0

```

platform :ios, '10.0'
1 source 'https://github.com/CocoaPods/Specs.git'
2
3 platform :ios, '12.0'
4

```

7.2 FBSDK 相关组件从 12.3.2 升级到 17.0.0:

```

pod 'FBAEMKit', '~> 12.3.2'
pod 'FBSDKCoreKit_Basics', '~> 12.3.2'
pod 'FBSDKCoreKit', '~> 12.3.2'
pod 'FBSDKLoginKit', '~> 12.3.2'
pod 'FBSDKShareKit', '~> 12.3.2'
# pod 'FBAEMKit', '~> 17.0.0'
pod 'FBSDKCoreKit_Basics', '~> 17.0.0'
pod 'FBSDKCoreKit', '~> 17.0.0'
pod 'FBSDKLoginKit', '~> 17.0.0'
pod 'FBSDKShareKit', '~> 17.0.0'
pod 'FBSDKGamingServicesKit', '~> 17.0.0'

```

7.3 AiHelper 从 4.3.0 升级到 4.3.6:

```

pod 'Adjust', '~> 4.29.5'
# pod 'Helpshift', '7.7.1-withCampaigns'
# pod 'HelpshiftX', '10.2.0'
pod 'AIHelpSDK', '~> 4.3.0'
# pod 'Helpshift', '7.7.1-withCampaigns'
# pod 'HelpshiftX', '10.2.0'
pod 'AIHelpSDK', '~> 4.3.6'
pod 'AppLovinSDK', '~> 11.5.5'

```

7.4 删除了 target 'zensdkstatic',target 'zensdkstatic_cvs'对 google_utilites 的引入,否则会导致 Pods 工程下出现两个'google_utilites' target,从而导致编译错误;(编译器无法确定用哪个)

```
target 'zensdkstatic' do
  google_utilites
  # google_utilites
  pod 'AppLovinMediationGoogleAdapter', '~> 9.13.0.0'
  pod 'AppLovinMediationFacebookAdapter', '~> 6.12.0.0'
  pod 'AppLovinMediationIronSourceAdapter', '~> 7.2.5.1.2'
@@ -51,48 +48,13 @@ target 'zensdkstatic' do
end

target 'zensdkstatic_cvs' do
  google_utilites
  # google_utilites
  pod 'AppLovinMediationGoogleAdapter', '~> 9.13.0.0'
  pod 'AppLovinMediationFacebookAdapter', '~> 6.12.0.0'
  pod 'AppLovinMediationIronSourceAdapter', '~> 7.2.5.1.2'
  pod 'AppLovinMediationChartboostAdapter', '~> 9.1.0.0'
  pod 'AppLovinMediationUnityAdsAdapter', '~> 4.4.1.0'
```

7.5 setupCocosPods.sh 脚本打开了对 reOrder.py 脚本调用;

```
# if [[ $1 == "res_oldvegas" ]]
# then
#     python reOrder.py
# fi
3 if [[ $1 == "res_oldvegas" ]]
3 then
3     python reOrder.py
1 fi
```

用来写入两个配置,暂未发现问题:

```
Bash
debug_config ="Pods/Target Support Files/Pods-zensdkstatic/Pods-z
release_config ="Pods/Target Support Files/Pods-zensdkstatic/Pods-
```

8、[*]一些未处理的警告:

```
Bash
Traditional headermap style is no longer supported; please migrate to
```

```
Bash
'UILaunchImages' has been deprecated, use launch storyboards instead.
```

```
Bash
```

```
Metadata extraction skipped. No AppIntents.framework dependency found.
# AppIntents.framework 是一个用于支持 Siri 和意图 (Intents) 的框架, 它允许您的
```

```
Bash
/Users/XinCheng/Library/Developer/Xcode/DerivedData/ModuleCache.noindex
while processing /Users/XinCheng/Library/Developer/Xcode/DerivedData/ModuleCache.noindex
Linking a static library that was built with -gmodules, but the module
#没找到哪里写死的配置, 应该是中间文件, 看上去没有什么影响;
```

链接警告:

```
Link OldVegasCasino (arm64) 1.4 seconds
Ignoring duplicate libraries: '-lc++', '-lsqllite3', '-lxml2', '-lz'
Search path '/Users/ghost/work/native/WorldTourCasino/frameworks/runtime-src/proj.ios_mac_oldvegas/./Classes/platform/ios' not found
Ignoring extraneous label 'ltmp15' at end of section '__objc_protolist__DATA'
No platform load command found in '/Users/ghost/Library/Developer/Xcode/DerivedData/OldVegasCasino-caqecesyueeeafnenluqvhvmtmy/Build/Products/Debug-iphones/libcocos2d iOS.a[1532] (png.o)', assuming: iOS
No platform load command found in '/Users/ghost/Library/Developer/Xcode/DerivedData/OldVegasCasino-caqecesyueeeafnenluqvhvmtmy/Build/Products/Debug-iphones/libcocos2d iOS.a[1533] (pngerror.o)', assuming: iOS
No platform load command found in '/Users/ghost/Library/Developer/Xcode/DerivedData/OldVegasCasino-caqecesyueeeafnenluqvhvmtmy/Build/Products/Debug-iphones/libcocos2d iOS.a[1534] (pngget.o)', assuming: iOS
```

接口过期警告:(deprecated 接口比较多,暂不做处理)

```
Bash
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/de
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/au
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/ne
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/extensio
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/au
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/au
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/pl
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/ba
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/ba
/Users/ghost/work/native/WorldTourCasino/libZenSDK/core/miniboost/boos
```

```
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/pl  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/pl  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/ui  
/Users/ghost/Library/Developer/Xcode/DerivedData/0ldVegasCasino-caqece  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/pl  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/2d  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/2d  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/2d  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/2d  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/2d  
/Users/ghost/work/native/WorldTourCasino/frameworks/cocos2d-x/cocos/2d  
一系列类似openGL接口的废弃警告
```

9、上传报错:FBAudienceNetWork.framework 最低支持版本低于 12.0;

取消 FBAudienceNetWork.framework 的嵌入设置,Embed & Sign 改为 Do Not Embed;

关于提升 Minimum Deployments 到 12.0 的风险评估:

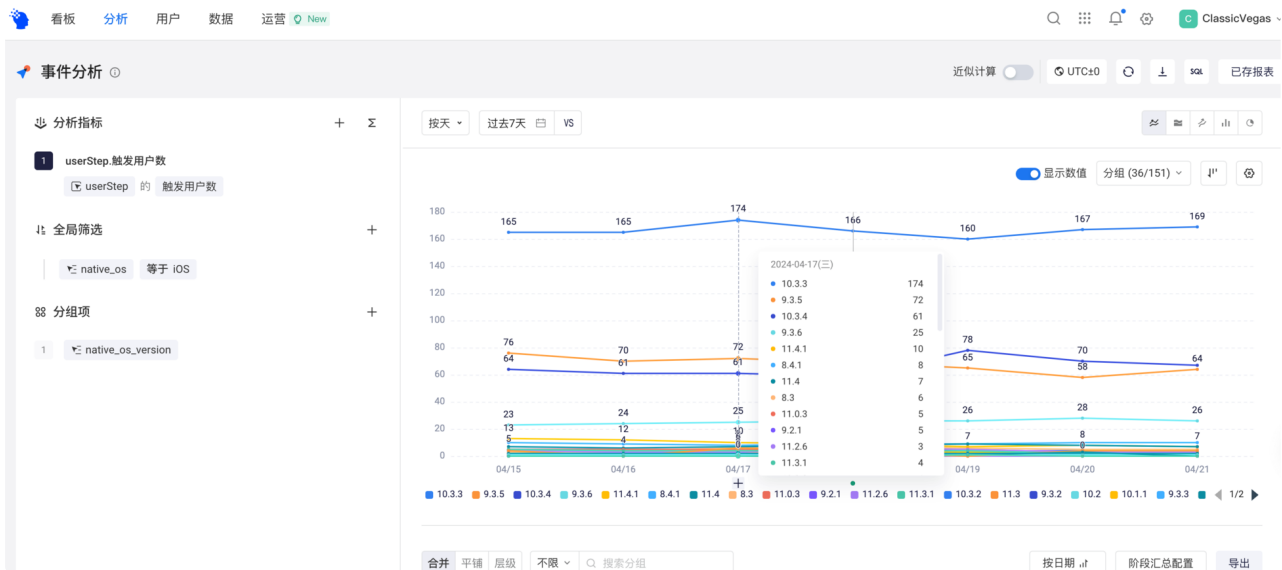
- 1、ios12 以下的用户将无法看到、获取后续 app 更新;
- 2、ios12 以下用户当前 app 暂不受影响,仍可继续使用,但是用户卸载 app 后将无法再次安装;

受影响用户分析:

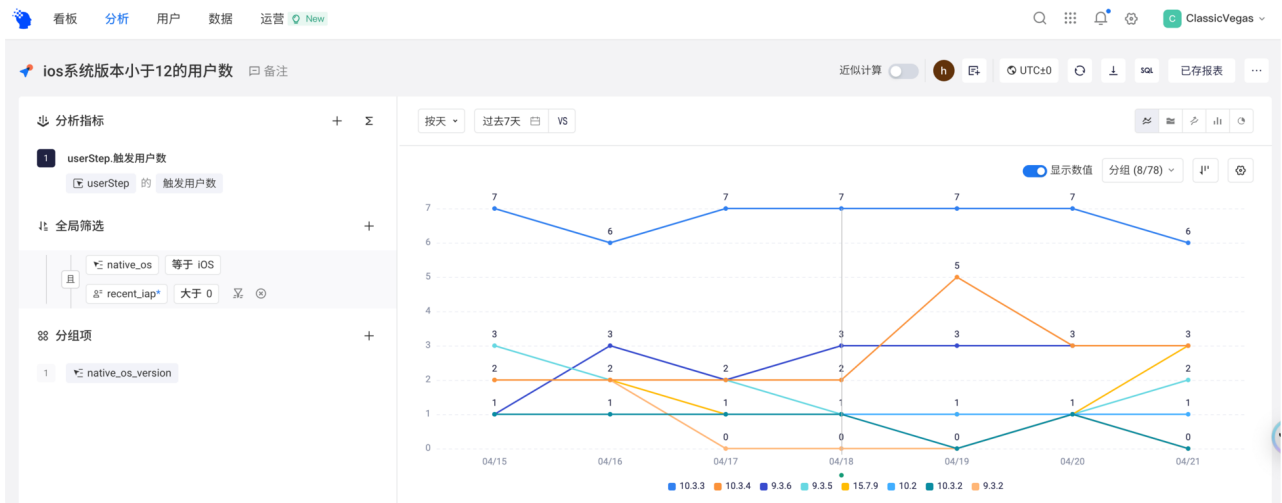
1、12.0 淘汰的机型:iPhoneSe,iPhone5s,iPhone6 ,iPhone6s

2、数数日志根据 userstep 过滤出来的,低于 12 的用户数量:

CV:



CV 七日内有过付费:



CV 七日内有过付费,且累计付费超过 100 刀:



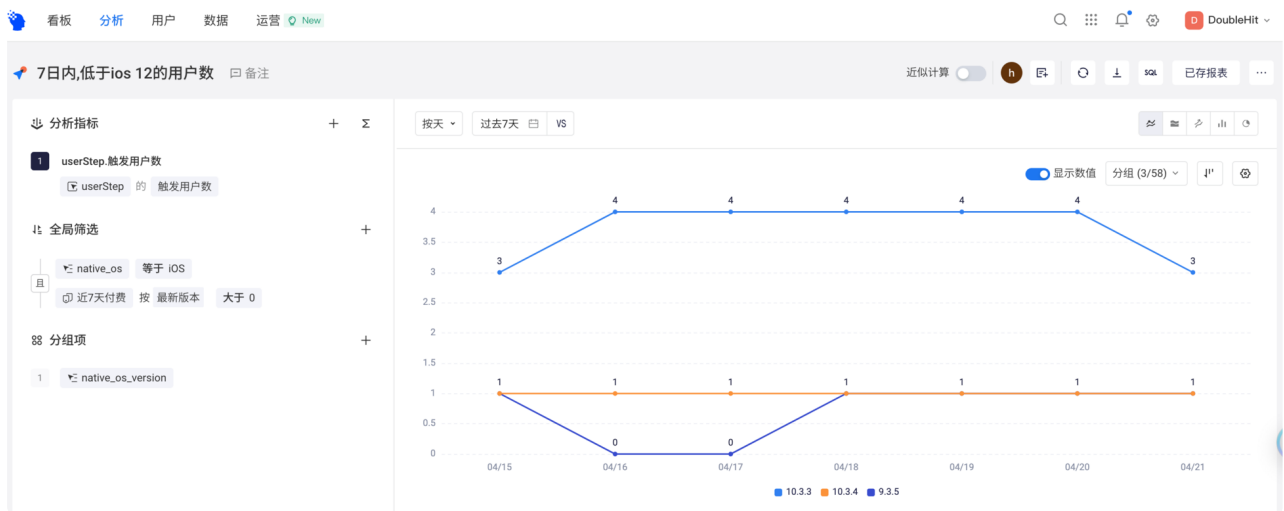
cv-七日有过付费-ios系统版本小于12的用户数_20240416-202404... 1.8 KB

看板 – CV 系统版本低于 ios12-近七日有过付费的用户数 (me2zengame.com)

DH:



DH 七日内有过付费:



DH 七日内有过付费,且累计付费超过 100 刀:



dh-七日有过付费-ios系统版本小于12的用户数_20240416-202404... 659 B

看板 – DH 系统版本低于 ios12-近七日有过付费的用户数
(me2zengame.com)