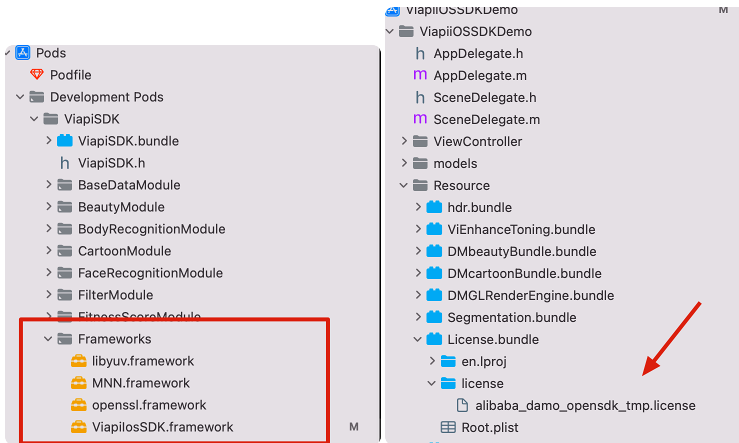


# IOS端opensdk滤镜集成说明文档

## 一、Xcode配置工程

1、获取相关资源压缩包（由阿里云相关人员提供下载链接）后，解压压缩包，可看到如下资源文件framework包及支持相关能力的license文件。如下图：



注意：临时tmp license，不能改名字，正式license可以改名字，但是不能与tmp license重名。

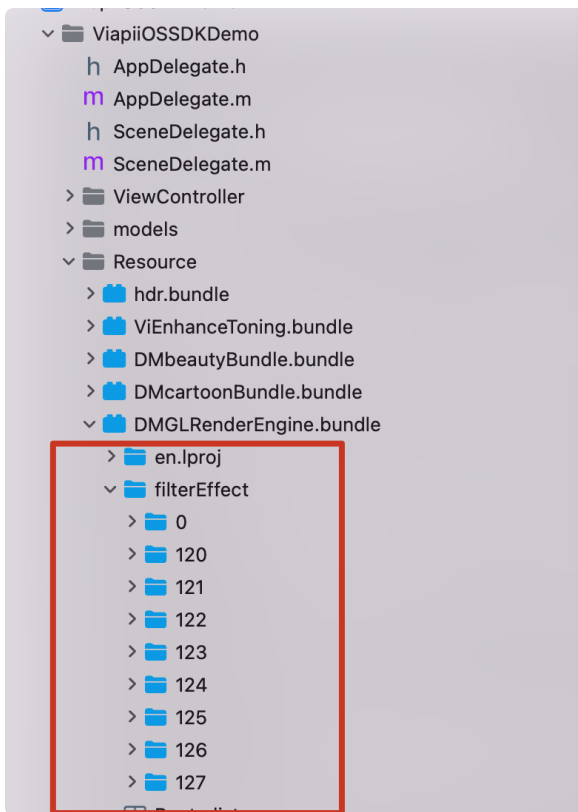
2、需要配置相机的权限，项目下的Info.plist文件,如下图：

Property Name	Type	Value
Localization native development region	String	\$(DEVELOPMENT_LANGUAGE)
Executable file	String	\$(EXECUTABLE_NAME)
Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)
InfoDictionary version	String	6.0
Bundle name	String	\$(PRODUCT_NAME)
Bundle OS Type code	String	\$(PRODUCT_BUNDLE_PACKAGE_TYPE)
Bundle version string (short)	String	1.0
Bundle version	String	1
Application requires iPhone environment	Boolean	YES
Privacy - Camera Usage Description	String	是否允许访问您的相机?
Privacy - Location When In Use Usage Description	String	是否允许使用定位
Privacy - Microphone Usage Description	String	是否允许使用麦克风
Privacy - Photo Library Usage Description	String	是否允许访问相册?
Application Occurrence Manifest	Dictionary	(6 items)
Application supports indirect input events	Boolean	YES
Launch screen interface file base name	String	LaunchScreen
Main storyboard file base name	String	Main
Required device capabilities	Array	(1 item)
Supported interface orientations	Array	(3 items)
Supported interface orientations (iPad)	Array	(4 items)

## 二、功能实现：

Sdk中提供8种滤镜效果，正常，活力，清新，美食，日系，美颜，薄荷，黑白。保证图片质量的前提下达到相应的滤镜效果。集成过程如下：

1.引入对应的bundle资源，DMGLRenderEngine.bundle，不允许改名。如下图



2.在调用滤镜功能的类中引入下面的头文件:

```
1 #import <ViapiIosSDK/DMGPUImageFilter.h>
2 //具体调用代码如下:
3 - (void)viewWillAppear:(BOOL)animated {
4     [super viewWillAppear:animated];
5     [self.navigationController setNavigationBarHidden:YES animated:NO];
6     _resumed = YES;
7     //重新创建, 保证与滤镜content一致,
8     [self createGLView];
9     if (self.camera) {
10         [self.camera startRunning];
11     }
12 }
13
14 - (void)viewDidDisappear:(BOOL)animated {
15     [super viewDidDisappear:animated];
16     [self vi_removeObserver];
17     //移除glview
18     [self.glView removeFromSuperview];
19     self.glView = nil;
20     _resumed = NO;
21 }
22
23 -(void)initFilter{
24     NSString *licenseBundlePath = [[[NSBundle mainBundle] bundlePath] stri
ngByAppendingPathComponent:@"License.bundle"];
25     NSString *licensePath= [licenseBundlePath stringByAppendingPathCompone
nt:@"license/damo-viapi.license"];
26     int result = [DMGPUImageFilter filterCheckLicensePath:licensePath];
27     if (result == 0) {
28         self.filter = [[DMGPUImageFilter alloc] initWithContext:self.gLVie
w.glContext];
29     }else{
30         [ViProgressHub showMessage:[NSString stringWithFormat:@"滤镜检测证书
失败, 错误码%d",result] inView:self.view];
31     }
32 }
33
34 //配置数据
35 NSArray*array = @{
36     NSArray*titleArr = @[@"正常",@"活力",@"清新",@"美食",@"日系",@"美颜",@"薄
荷",@"黑白"];
37     NSMutableArray*mstr = [NSMutableArray array];
38     NSString *bundlePath = [[[NSBundle mainBundle] pathForResource:@"DMGLRe
nderEngine" ofType:@"bundle"];
39
```

```

40     NSString *filterEffectPath = [bundlePath stringByAppendingPathComponent:@"filterEffect"];
41
42     for (int i=0; i<titleArr.count; i++) {
43         VideoFilterModel*model = [[VideoFilterModel alloc]init];
44         model.imageName = @"filter";
45         model.title = titleArr[i];
46         if (i==0) {
47             model.filterID = @"0";
48             model.filePath = [filterEffectPath stringByAppendingPathComponent:@"0"];
49         }else
50         {
51             NSString* filterid = [NSString stringWithFormat:@"12%d",i-1];
52             model.filterID = filterid;
53             model.filePath = [filterEffectPath stringByAppendingPathComponent:filterid];
54         }
55         [mstr addObject:model];
56     }
57     return mstr.copy;
58 }
59
60
61 #pragma mark-VideoCaptureDelegate
62 - (void)videoCapture:(ViBodyRecognitionCamera*)camera didOutputSampleBuffer:(CMSampleBufferRef)sampleBuffer {
63     CVImageBufferRef imageRef = CMSampleBufferGetImageBuffer(sampleBuffer);
64     dispatch_sync(dispatch_get_main_queue(), ^{
65         CVPixelBufferRef pixbuffer = [self.filter processCVPixelBuffer:imageRef];
66         [self.glView displayPixelBuffer:pixbuffer == nil?imageRef:pixbuffer];
67         [self.glView displayRenderingResults];
68     });
69 }
70
71 ///选取某个滤镜，传入对应滤镜的path
72 /例如选择活力滤镜：传入path
73
74 /private/var/containers/Bundle/Application/E37172D7-CAD7-45A1-B5E1-8CA358E
75 AFF62/ViapiiOSSDKDemo.app/DMGLRenderEngine.bundle/filterEffect/120
76 #pragma mark-VideoFilterViewDelegate
77 -(void)clickItemWithfilterPath:(NSString *)filterPath{
78     [self.filter setEffectPath:filterPath];
79 }:

```

### 三、其他注意

#### license鉴权报错

-2001 未定义

-2011 license未初始化

-2012 bundleID 与license不一致。

-2014 license过期

-2015 不支持当前能力

-2016 获取bundle ID错误

-2017 debug过期时间错误

#### 常见问题

报错一堆std开头的错误时，请导入libc++.tdb

如果用到`ovp_face_tracking.framework` 请将其调整为`Embed&Sign`

报错一堆cv开头的错误时，请导入opencv2.framework

Bitcode设为NO