

Facebook Video Downloader

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Introduction:

Facebook Video Downloader allows you to download videos to your ios app and let you share the downloaded videos with others. It also allows you to export to other applications that supports "Open In..."

This Universal application provides a lot of features. Some of them are listed below:

- Native iOS application written fully in Xcode 6.3.2 and tested with iOS 8.3
- ARC
- Storyboard supported
- Universal Application
- Supports retina display
- Built in browser function
- Built in share function

Thanks for Purchase.

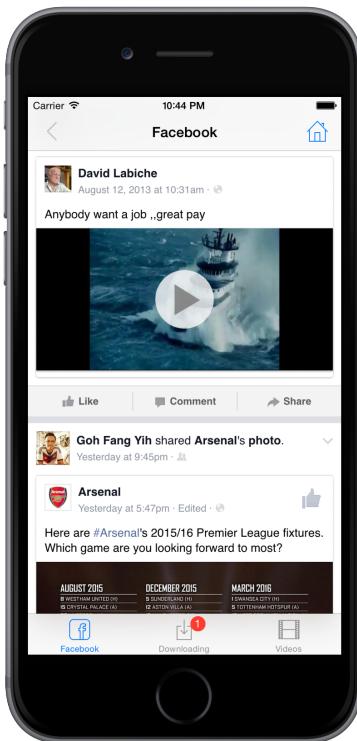
Application Description:

Facebook Video Downloader aims to provide a way for users to download videos from built-in browser and allows them to share the downloaded videos to friends via either standard sharing options or other apps that supports "open in".

Tabbar controllers:

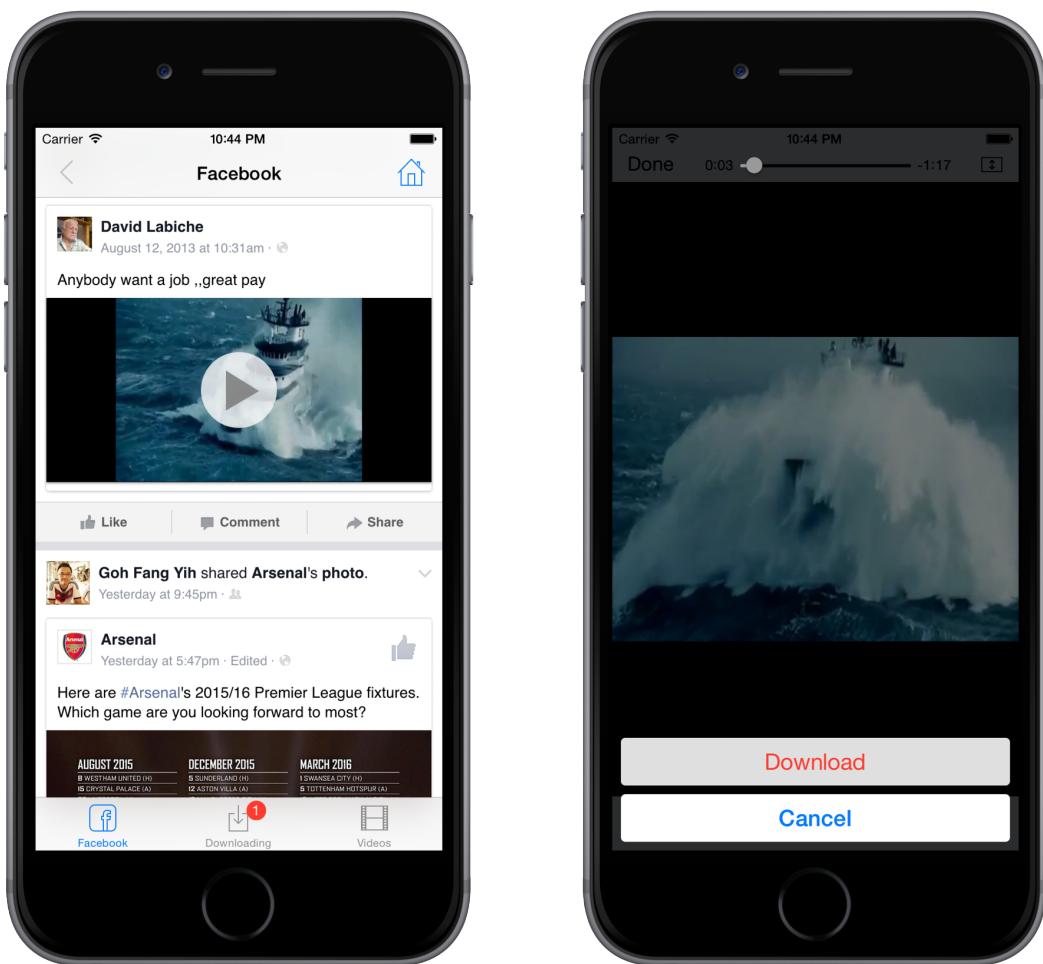
This application uses tabbar controller and there are three view controllers embedded in it. They are

1. Facebook – In-app browser that allows user to login and browse for videos
2. Download – Shows the status of downloading
3. Videos – Shows the downloaded videos in a nice looking tableview



Facebook Browser

This is in-app browser allows user to log in and let them browse as they would in safari or other web browser. Once they decided to download a video, the user has to tap the video for uwebview to detect the url. After this if the user tap and hold on the video, long press gesture is detected and download menu will appear. If the user presses download button, the link will be handed over to download manager. A badge is updated on the tab bar second view controller.

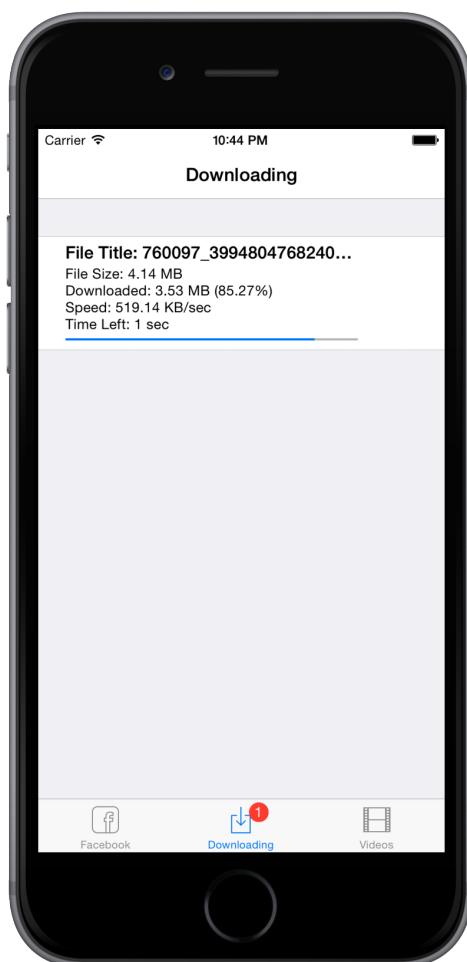


If you are adding more than three tab bars, then make sure you set the delegate correctly. To do this, change the “object at index” to the appropriate number. What this means if the downlaoding view controller is the fourth tab then you need to set this number to “3” as the counting starts from zero. For my case, the downloading view controller is set as the second tab, I set it to 2. Setting this wrongly will cause error. You can find following line of code in FacebookViewController.m

```
UINavigationController *mzDownloadingNav =  
[self.tabBarController.viewControllers objectAtIndex:1];
```

Downloading View:

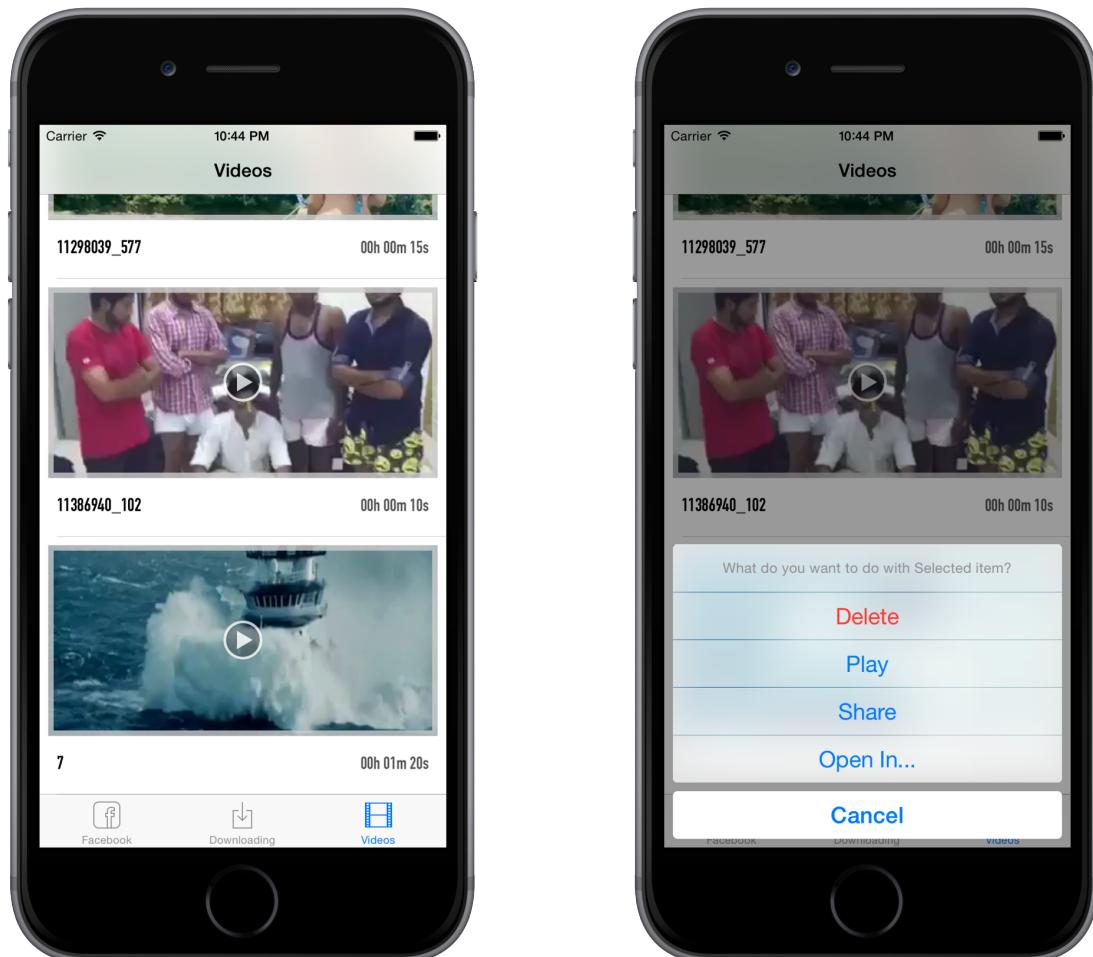
This page is managed by MZDownloadingManager. This also supports pause and delete options. For pause to work, the server must support pause and resume function. Upon downloading finishes, the item is removed from the tableview and added to videos view. If the app goes to background mode, notification will be triggered and shown in the lockscreen. This page supports multiple downloads at a time.



Videos View:

The table view is drawn very nicely with thumbnails from video and we also collect the length of the video and show to user. A play button is added on top of the imageview and connected to IBAction. When user tap on the play button, we initiate movie player and pass the video play.

If the user tap on else where, we trigger uiaction sheet to show a couple of options such as delete, play, share and open in.



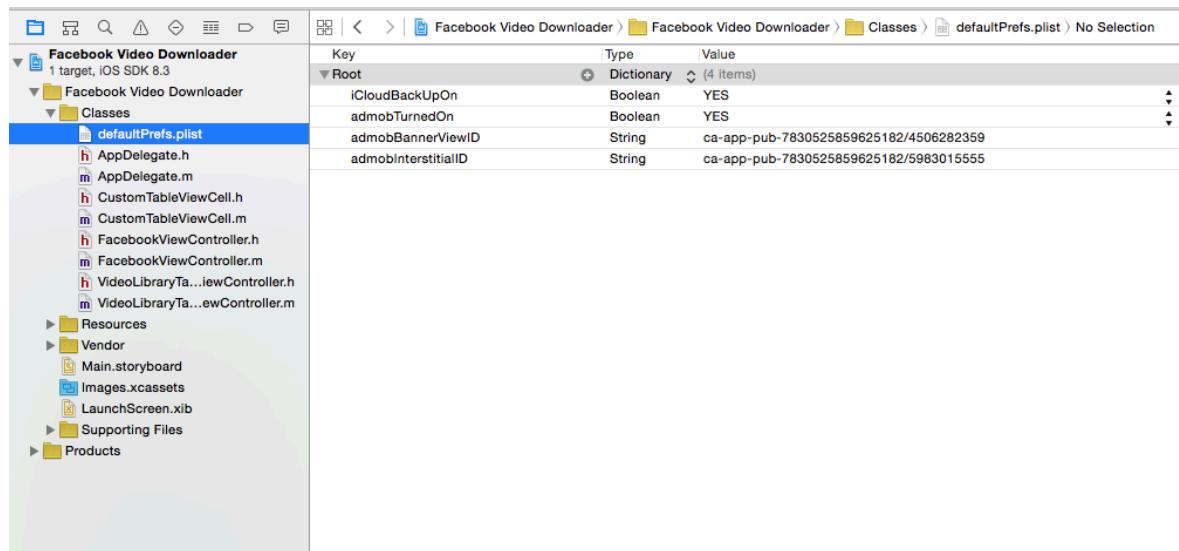
Sharing option:

If the user presses, "share button", we bring the uiactivity controller and present it to user. For iPad, we use popover to display the activity controller.



Configuration:

All the configurations can be done in a single plist file easily. Look for the defaultPrefs.plist file and change the Boolean Value to YES or NO for respective row whether you want icloud backup and admob advertsemets. Fill in your admob banner and interstitial ad IDs here as well. That's easy.



Change Product Name:

If you want to change the product name of this app, simply head over to Xcode and change the application name as shown in the image below and you are ready to submit the app with your own product name.

