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iOS IndependentVideo SDK Guide

1. Condition

1. Use Xcode 6 or higher
2. Run with iOS 7.0 or higher

2. SDK

1. SDK include libIndependentVideoSDK.a, IndependentVideoManager.h and IndependentVideo- Bundle.bundle

2. For API, SDK provide IndependentVideoManager for present IndependentVideoView, and provide point query and consumption management




3. Instructions for use

3.1 Get Publisher ID

Please get a Publisher ID first and check<UserGuide.pdf>















3.2 Add SDK

1. import libIndependentVideoSDK.a, IndependentVideoManager.h and IndependentVideo-Bundle.bundle

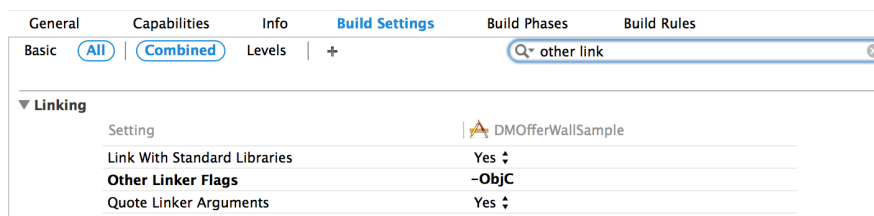
Name	
▼	Header
	IndependentVideoManager.h
	IndependentVideoBundle.bundle
	libIndependentVideoSDK.a

2. import some libraries :

▼ Link Binary With Libraries (14 items)

Name
 MessageUI.framework
 libIndependentVideoSDK.a
 SystemConfiguration.framework
 libsqlite3.dylib
 CoreLocation.framework
 CoreMedia.framework
 AVFoundation.framework
 CFNetwork.framework
 StoreKit.framework
 AdSupport.framework
 CoreTelephony.framework
 CoreGraphics.framework
 UIKit.framework
 Foundation.framework

3. Build Settings other link flags add **-ObjC**



4. Adaptation of Xcode 7 and iOS 9

SDK iOS9 compiler will default to the SSL security protocol for network transmission, that is, HTTPS, if you still use the HTTP protocol request network will be reported system exception and interrupt request.

The way of adaptation:

Add `NSAllowsArbitraryLoads` under `NSAppTransportSecurity` info.plist and set it to YES

```
<key>NSAppTransportSecurity</key>
<dict>
  <key>NSAllowsArbitraryLoads</key>
  <true/>
</dict>
```

3.3 API Instructions for use

3.3.1 Add IndependentVideo

Steps of adding IndependentVideo:

- Import IndependentVideoManager.h
- Declare IndependentVideoManager
- Comply IndependentVideoManagerDelegate
- Initialize IndependentVideoManager with Publisher ID
- set IndependentVideoManager delegation

Code descriptions:

```
#import "IndependentVideoManager.h"

@interface ViewController: UIViewController<IndependentVideoManagerDelegate> {
    IndependentVideoManager *_manager;
}
```

```
@implementation ViewController

- (void)viewDidLoad
{
    [super viewDidLoad];
    // setIndependentVideoManagerDelegate delegation , general is self.
    _manager = [[IndependentVideoManager alloc] initWithPublisherID:@" submitted-
publishId" andUserID:nil];
    _manager.delegate = self;
}
```

About _manager dealloc:

```
- (void)dealloc {
    _manager.delegate = nil;
    [_manager release];
    _manager = nil;
}
```

```
[super dealloc];  
}
```

Comply `IndependentVideoManagerDelegate`: Define in `IndependentVideoManager.h` as follows

```
#pragma mark - video present callback  
// Independent video starts to fetch ad  
- (void)ivManagerDidStartLoad:(IndependentVideoManager *)manager;  
  
// Fetching independent video successfully  
- (void)ivManagerDidFinishLoad:(IndependentVideoManager *)manager finished:(BOOL)isFinished;  
  
// Failed to load independent video  
- (void)ivManager:(IndependentVideoManager *)manager  
    failedLoadWithError:(NSError *)error;  
  
// independent video will be presented  
- (void)ivManagerWillPresent:(IndependentVideoManager *)manager  
  
// Completed to play  
- (void)ivManagerCompletePlayVideo:(IndependentVideoManager *)manager;  
  
// Failed to play  
- (void)ivManagerPlayIndependentVideo:(IndependentVideoManager *)manager  
    withError:(NSError *)error  
  
// Video did closed  
- (void)ivManagerDidClosed:(IndependentVideoManager *)manager  
  
// Check video state  
- (void)ivManager:(IndependentVideoManager *)manager  
isIndependentVideoAvailable:(BOOL)available;
```

Note: `userid` need to fit the regular expression `[0-9a-zA-Z@._-]{1,64}`

3.3.2 Present IndependentVideo

- Check whether there are available videos

```
- (IBAction)checkVideoAvailable {  
    [_manager checkVideoAvailable];  
}
```

- Set whether to show pop-up after videos finished

```
_videoManager.disableShowAlert = YES;
```

- Set whether directly download the 4G network, default YES:

```
_manager.should4GDownload= YES;
```

- ! Note: only the incentive video (unrewarding video) using the developer to configure video show time, rewarding video don't need to configure!

```
_manager.unrewardingTime= 10;
```

- Display

```
- (void)showWithModal:(id)sender {  
    [_manager presentIndependentVideo];  
}  
- (void)showWithModalWithViewController:(id)sender {  
    [_manager presentIndependentVideoWithViewController:(UIViewController  
)controller];  
}
```

4. Else

You may get more API info in [IndependentVideoManager.h](#)

Please read Sample Application You may get help by sending email to support@domob.cn