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iOS IndependentVideo SDK Guide

1. Condition

1. Use Xcode 7 or higher
2. Run with iOS 8.0 or higher

2. SDK

1. SDK include libIndependentVideoSDK.a, IndependentVideoManager.h and Resource (IndependentVideo- Bundle.bundle ,en.lproj,zh-Hans.lproj)
2. For API, SDK provide IndependentVideoManager for present IndependentVideoView, and used to show the video interface

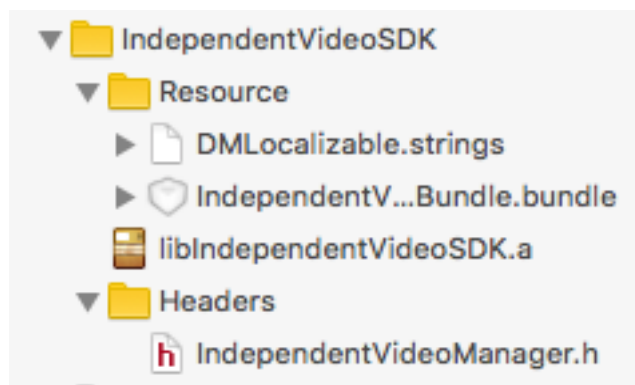
3. Instructions for use

3.1 Get Publisher ID

Please get a Publisher ID first and to the domob website (<http://www.domob.cn>)















3.2 Add SDK

1. import libIndependentVideoSDK.a, IndependentVideoManager.h and Resource folder

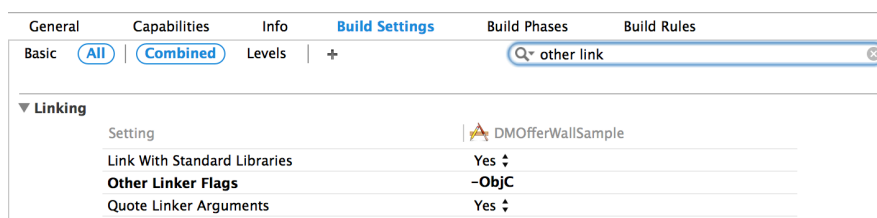


2. import some libraries:

▼ 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. Support HTTPS

5. International update

Import IndependentVideoSDK/Resource folders, internal en.lproj and useful Hans.lproj file contains two international language, English and Chinese can add in your own project to support the corresponding language, the SDK can be automatically according to the language of the iPhone system currently used for internationalization of adaptation

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;
    [_manager checkVideoAvailable];
}
```

Comply IndependentVideoManagerDelegate: Define in IndependentVideoManager.h as follows

```
#pragma mark - video present callback
// Independent video starts to fetch ad
- (void)ivManagerDidStartLoad:(IndependentVideoManager *)manager;

// Fetch video, isFinished = YES/NO , On behalf of the load to be achieved
- (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, available = YES/NO, On behalf of the return if there is a video, video is auto-
// automatically downloaded
- (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;

```

- Open or close debug log

```

_manager.openLogger= YES;

```

- 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