

Domob Rewarded Video – SDK Integration Document(iOS)

1. Condition

- Use Xcode 7 or higher
- Run with iOS 8.0 or higher

2. SDK Sketch

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

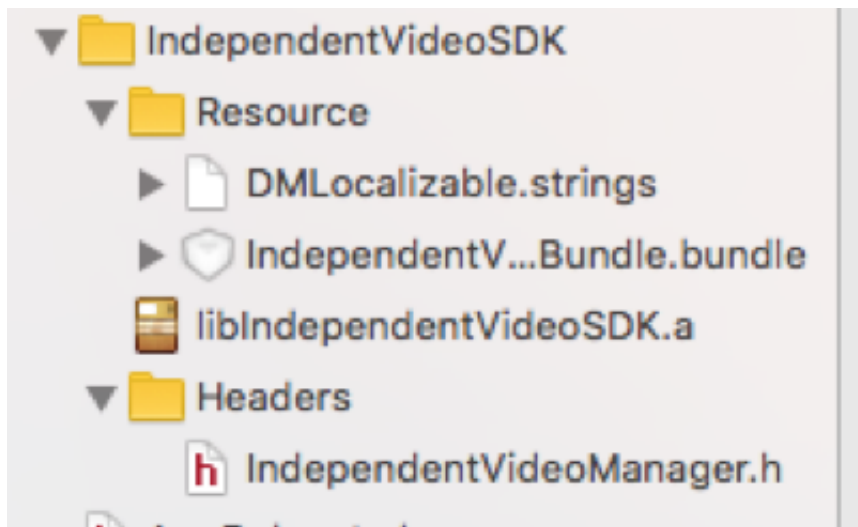
3. Instructions for use

3.1 Get Publisher ID

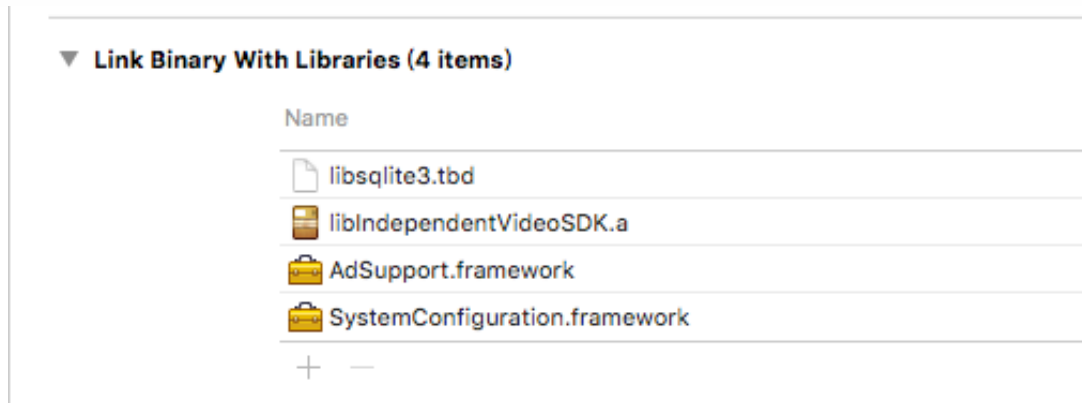
Please get a Publisher ID first and to the domob website (<http://www.domob.cn>)

3.2 Preparation of integrated SDK

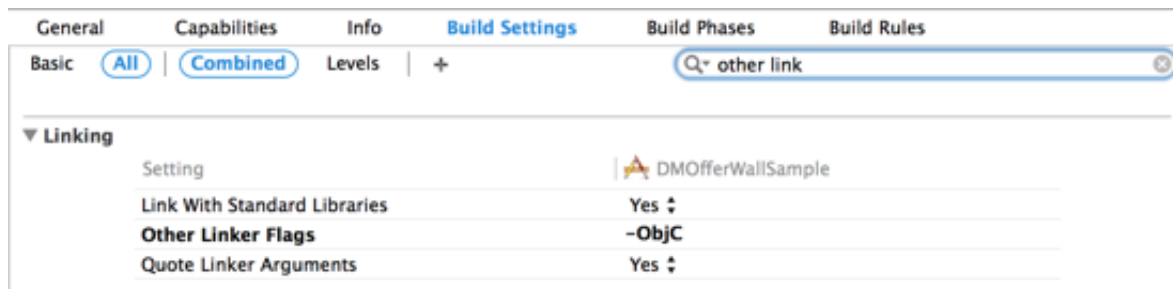
3.2.1 Import lib IndependentVideoSDK.a, IndependentVideoManager.h and Resource folder, Following figure:



3.2.2 Import some libraries:



3.2.3 BuildSettings - other link flags add -ObjC:



3.3 Fastest integrated SDK

3.3.1 After the initial video SDK call the `checkVideoAvailable` method, check and download the video

```
// initial video SDK
_videoManager = [[IndependentVideoManager alloc]
initWithPublisherID:self.publisherID andUserID:self.userID];
// set delegate
_videoManager.delegate = self;
// call check method
[_videoManager checkVideoAvailable];
```

3.3.2 If there is a video in server side, then call callback next method, `isFinished` has YES/NO value

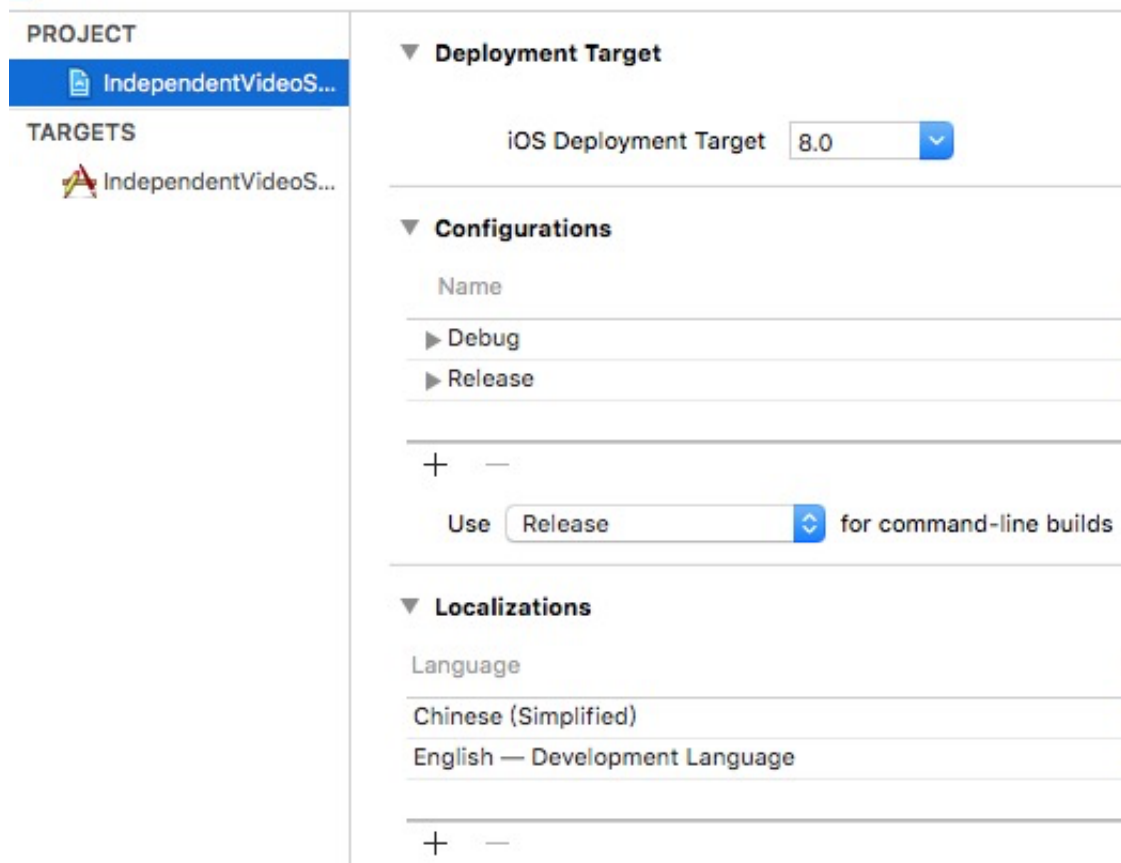
```
// Whether the video is loaded
- (void)ivManagerDidFinishLoad:(IndependentVideoManager *)manager finished:
(BOOL)isFinished {
    if (isFinished) {
        // video is loaded ,set playButton is displayed
        _playButton.hidden = NO;
    }
}
```

Note: before playing, call the `checkVideoAvailable` method to check the state of the video and play it when `isFinished=YES`.

3.4 Support HTTPS

3.5 Update International (Chinese / English)

1. Import `IndependentVideoSDK/Resource` folders
2. internal `en.lproj` and `useful Hans.lproj` file contains two international language
3. English and Chinese can add in your own project to support the corresponding language, PROJECT -- Info -- Localizations -- **+** -- add language file, following figure:
4. the SDK can be automatically according to the language of the iPhone system currently used for internationalization of adaptation



3.6 Introduction and use of API in video SDK

3.6.1 Initial video SDK

```
#import "IndependentVideoManager.h"
@interface ViewController: UIViewController<IndependentVideoManagerDelegate>
// sdk manager
@property (nonatomic, strong) IndependentVideoManager *_manager;
@end
```

```

@implementation ViewController
- (void)viewDidLoad {
    [super viewDidLoad];
    // initial video SDK
    _manager = [[IndependentVideoManager alloc] initWithPublisherID:@"yours
publishId" andUserID:nil];
    // set delegate
    _manager.delegate = self;
    // check video state
    [_manager checkVideoAvailable];
}

```

3.6.2 Video SDK proxy callback method

- Can be implementation the `IndependentVideoManagerDelegate` method to track the phases of the video life cycle.
- All of these methods are also defined in `IndependentVideoManager.h`, **All of methods are optional**, Specifically as follows:

```

#pragma mark - Callback for all phases of the video lifecycle (eight callback
methods)
@optional
/**
 * Callback method one:
 * call CheckVideoAvailable callback method
 * check independent video available.
 * available YES/NO Represents the current request, whether the server has video
advertising data returned. Return to YES, will automatically download the current
video.
 * @param IndependentVideoManager
 * @param available
 */
- (void)ivManager:(IndependentVideoManager *)manager isIndependentVideoAvailable:
(BOOL)available;

/**
 * Callback method two:
 * Start loading video data.
 * Independent video starts to fetch ad info.
 * @param manager IndependentVideoManager
 */
- (void)ivManagerDidStartLoad:(IndependentVideoManager *)manager;

/**
 * Callback method three:
 * Whether the video is loaded, with the parameters of the callback.
 * Fetching independent video .
 * isFinished YES/NO Whether the video is loaded

```

```

* @param manager IndependentVideoManager
*/
- (void)ivManagerDidFinishLoad:(IndependentVideoManager *)manager finished:
(BOOL)isFinished;

/**
* Callback method four:
* Load failure. Possible causes are provided by the error section, such as network
connection failure, disabled, etc..
* Failed to load independent video.
* @param manager IndependentVideoManager
* @param error error
*/
- (void)ivManager:(IndependentVideoManager *)manager failedLoadWithError:(NSError
*)error;

/**
* Callback method five:
* When the video interface will present, the callback method.
* Called when independent video will be presented.
* @param manager IndependentVideoManager
*/
- (void)ivManagerWillPresent:(IndependentVideoManager *)manager;

/**
* Callback method six:
* Independent video closed.
* @param manager IndependentVideoManager
*/
- (void)ivManagerDidClosed:(IndependentVideoManager *)manager;

/**
* Callback method seven:
* Independent video complete play
* @param manager IndependentVideoManager
*/
- (void)ivManagerCompletePlayVideo:(IndependentVideoManager *)manager;

/**
* Callback method eight:
* Paly independent video failed.
* @param manager IndependentVideoManager
* @param error
*/
- (void)ivManagerPlayIndependentVideo:(IndependentVideoManager *)manager withError:
(NSError *)error;

```

3.6.3 Other related attributes and methods

- The view of video ads will be displayed at the top of the interface by the way they pop up;
- Check to see if a video ad can be played

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

- Set whether the pop-up box after the video complete to play, the default is not pop, for YES

```
@property (nonatomic, assign) BOOL disableShowAlert;
```

- Whether to open the print debug log, the default is not open, for NO

```
@property (nonatomic, assign) BOOL openLogger;
```

- Present video

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

3.6.4 Set User Id

- If you do not need, can not be set, for nil;
- The currently active users within the life cycle will be recorded in the user, until the user exits the landing and other users, need to be destroyed before the video SDK instance and re create the new instance to a new username (User ID).

Note: userid must conform to regular expression[0-9a-zA-Z@._-]{1,64}

4. Other

- You may get more API info in IndependentVideoManager.h
- For more details, please refer to the Sample program in the release file.