寰宇SDK接口文档

环境

- 系统版本:ios9以上
- SDK版本:1.0.0

1.配置info.plist



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

2.初始化

```
#define GAME_ID @"76"
#define PKG @"yzcs"
#define GameKey @"d0d9558f1cb220177ffa53a46956dcb1"
#define GameKey @"d0d9558f1cb220177ffa53a46956dcb1"
#define PayKey @"404df6184ec5810c00b5b893316c5339"
#define SupportURL @"https://www.youku.com"
#define PrivacyURL @"https://www.baidu.com"
[[QFNewSDKPlatform shared]QFinitSDKWithGameID:GAME_ID AndPKG:PKG withGameKey:GameKey payKey:PayKey delegate:self currentViewControler:self]
;
[[QFNewSDKPlatform shared]QFinitWithSupport:SupportURL Privacy:PrivacyURL];
```

3.遵守代理

4.显示SDK登录界面

```
- (IBAction)show:(id)sender {
    [[QFNewSDKPlatform shared]QFshow];
}
```

5.支付

6.退出登录

```
- (IBAction)logout:(id)sender {
    [[QFNewSDKPlatform shared] QFlogoutFromGame];
}
```

7.上报