

Integrate Kiip

Adding Kiip Resources

In the KiipSDKXamarin directory, you'll find the KiipTouchArtResources folder. Copy the contain of KiipTouchArtResources to your project esources folder.

Adding Kiip Library Reference

There is two methods to reference the library:

- 1) Adding the KiipSDKXamarin/KiipSDKXamarin.Touch solution directly to your project and referencing the solution directly.
- 2) Precompiling the KiipSDKXamarin/KiipSDKXamarin.Touch solution and referencing the generated dll.

Intialize Kiip

Once you verify you've successfully linked the Kiip framework in your project, navigate to your AppDelegate.cs. You will need the following import:

```
using KiipSDKXamarin.Touch;
```

Now, you can initialize Kiip in the FinishedLaunching method, located in AppDelegate.cs.

It should look something like this:

```
public override bool FinishedLaunching (UIApplication application, NSDictionary launchOptions)
{
    Kiip kiip = new Kiip();
    kiip.InitWithAppKey("AppKey", "AppSecret");
    Kiip.SetSharedInstance(kiip);
    return true;
}
```

See the sample AppDelegate.cs in KiipSDKXamarin/TouchSamplesample/AppDelegate .cs

Call a Kiip Moment

Kiip moments are simply points in your Application where you want to reward your user. The end user is allowed to earn rewards multiple times for the same moment. If there is a reward available, the SDK will display the reward to the user.

```
using KiipSDKXamarin.Touch;
Kiip.SharedInstance().SaveMoment(momentId, (KPPoptart poptart, NSError error)=>{
    if(poptart != null){
        poptart.Show();
    }
} );
```

Reward Virtual Currency

If your app provides virtual currency, then you can reward your users with that, as well.

First, you'll need to enable virtual currency rewards in the dashboard, and assign values to each dollar amount.

Then, place the following listener in your AppDelegate.cs in order to listen for currency rewards.

```
Kiip.SharedInstance().Delegate = new MyKiipDelegate(this);
class MyKiipDelegate : KiipDelegate{
```

```
private AppDelegate _parent;
public MyKiipDelegate(AppDelegate parent){_parent = parent;}

public override void DidReceiveContent (Kiip kiip, string content, int quantity,
    string transactionId, string signature)
{
    // Give the currency to the user by using your in-app currency management.
}
}
```