

Performante SDK documentation for iOS

PerformanteSDK is tool for tracking different events in your application.

Compatibility:

- iOS 8.0 or later
- Swift and Objective-C

Installation via Cocoapods

- Add this line to your Podfile:

```
pod 'PerformanteSDK'
```

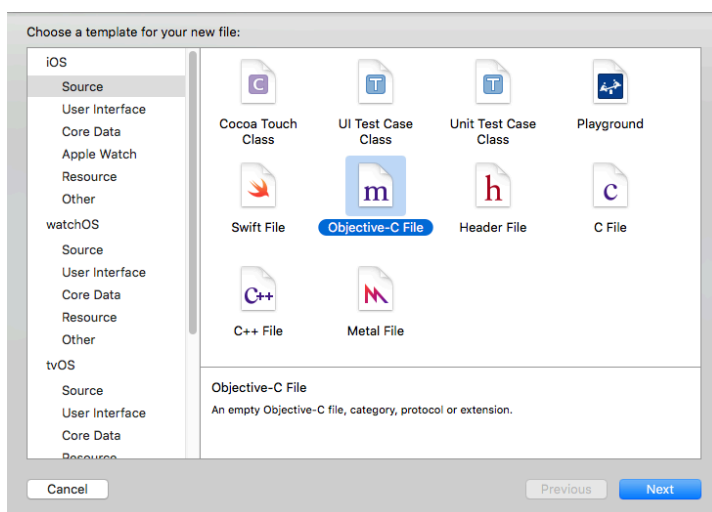
- And then execute:

```
$ pod install
```

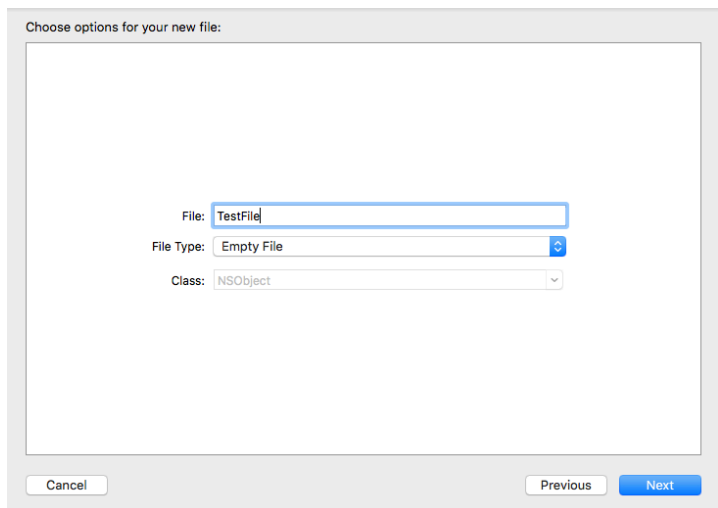
In Swift project you need to add **Objective-C bridging header** . If you don't how to do it, explanation is below:

Create Objective-C File

Go to File > New > File and select Objective-C File:



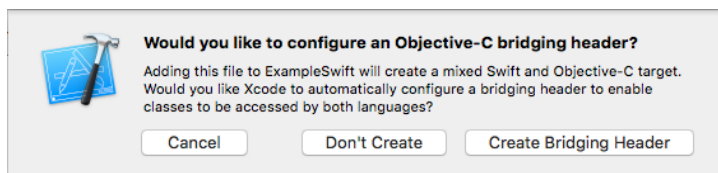
Click **Next** button. You'll be asked for name this file, you can name it whatever you like.



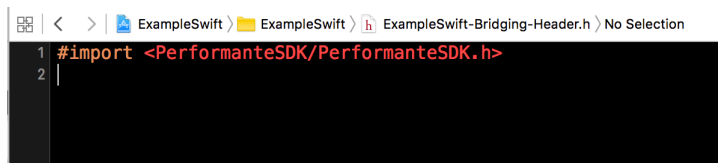
Click `Next` button.

Create Objective-C bridging header

Then you'll see `dialogue with configure Objective-C bridging header` .



Click `Create Bridging Header` . Add import to created Objective-C bridging header



Now you can delete empty `Objective-C file` in above example - `TestFile.m` .

Import

Add import to your class where you want to use SDK

Swift

```
import PerformanteSDK
```

Objective-C

```
#import <PerformanteSDK/PerformanteSDK.h> or @import PerformanteSDK;
```

Example usage - configure and sending events

Swift

```
let sdk = PFSDK.newWithProductId("Example-Swift", apiKey:"example-api-key")
sdk.sendAppStarted()
sdk.sendAppEvent("Custom_event")
```

Objective-C

```
PFSDK *sdk = [PFSDK newWithProductId:@"Example-Objective-C" apiKey:@"example-api-key"];
[sdk sendAppStarted];
[sdk sendAppEvent:@"Custom_event"];
```

Method `sendAppStarted` should be called when app was started.

Method `sendAppEvent:` is for sending different event.

Mark existing user

When you don't want track existing user you can use method:

Swift

```
sdk.setExistingUser(true)
```

Objective-C

```
[sdk setExistingUser:YES];
```

Default value for this parameter is set to `false/NO` . When you set to `true/YES` user will not be tracked. Remember to configure this value before calling method `sendAppStarted` .

Debug mode

If you want to make sure that you have correctly configured SDK you can enable debug mode. Add to your main plist file below code:

```
<key>PerformanteSDK</key>
<dict>
  <key>EnableDebugMode</key>
  <true/>
</dict>
```

You can setup `true` or `false` value for key `EnableDebugMode` .

Example applications

If you still have difficulty setting up the SDK, look at the Example applications in [Swift](#) and [Objective-C](#).

License

The Apache License (Apache) - check included [LICENSE](#) file