JSSDK Docking Document

Version：1.0.0

目录

1 、Introduction to sdk:

JCSDK is a set of advertising SDK provided by MS Company, which integrates the advertising SDKs of major advertisers and related statistical SDKs to facilitate the joint operation and data analysis of in-app advertising between platforms.

1.1、Ad types supported:

Splash Ads、Banner Ads、RewaredVideo Ads、Intersitial Ads、native Ads

1.2、version：

See： version

2、sdk access configuration:

2.1、info.plst configuration：

Support http network configuration：

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

```
</dict>
```

Google configuration：

```
<key>GADApplicationIdentifier</key>
<string>ca-app-pub-9488501426181082/7319780494</string>
```

2.2、build setting configuration:

bitcode Set NO,

“Other linker flags” add “-ObjC”,

2.3、 iOS14 support (optional):

Please refer to the JCSDK_iOS14 support documentation for details.

2.4、Importing related sdk:

MS Advertising Support Library and related documents: check out JCSDK

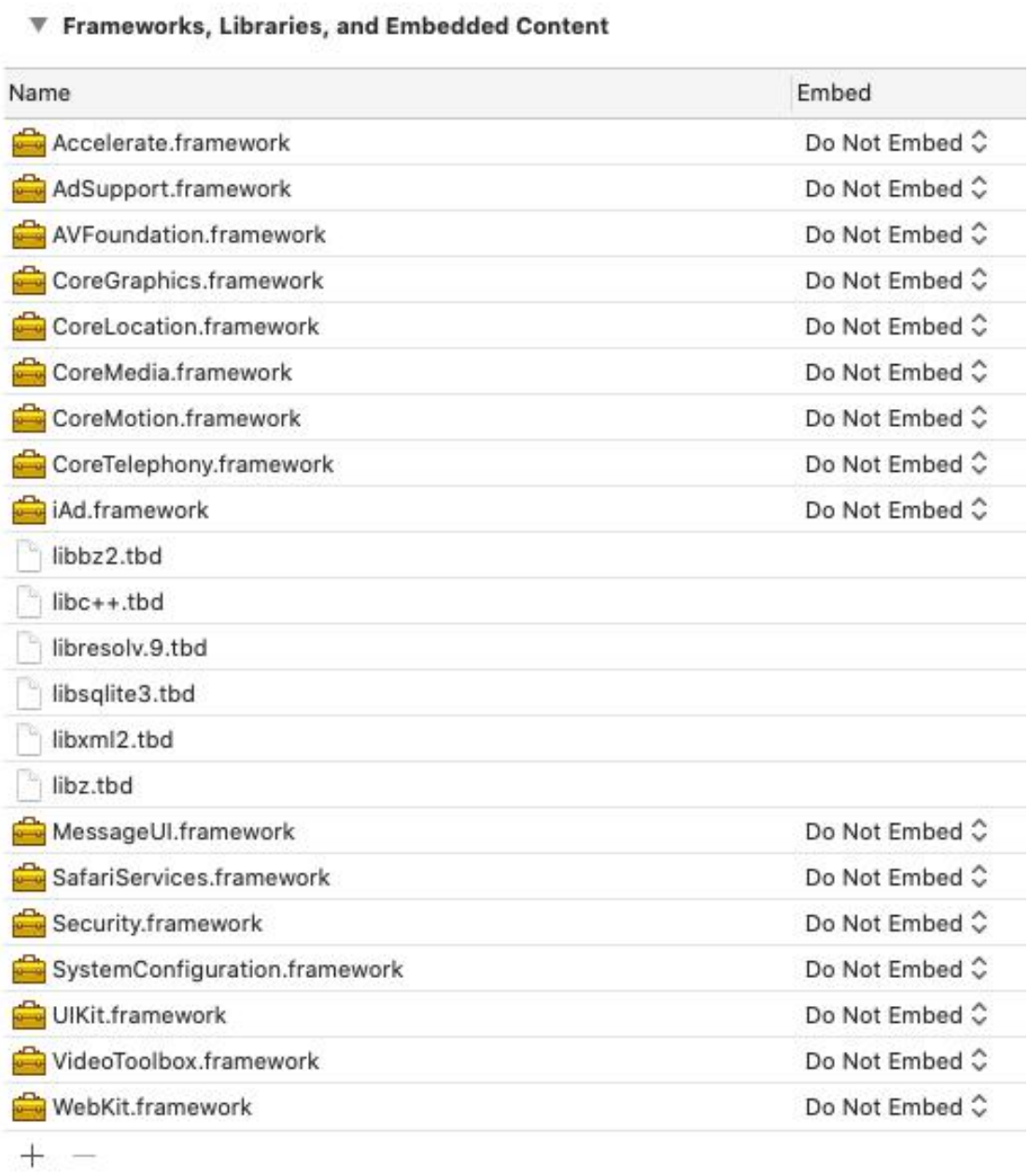
JCSDK.framework 、JCiOSConfig.plist

The following are data platform libraries and related documents: Check out DataCollection_SDK

Third-party advertising support library:

Check out ADThirdParty_SDK

2.5 Importing system support libraries



AppTrackingTransparency.framework

2.6 About JCiOSConfig.plist:

A local visual cache list made to prevent internal parameter fetching failures.

ReYunAppID、ReYunChannelID cannot be a null value.

KEY	Value explain
appid	Same as appId in Initialize the JCSDK API
channelid	Same as channelId in Initialize the JCSDK API
splashAreaID	splash ad space ID
bannerAreaID	banner ad space ID
interAreaID	intersitial ad space ID
rewardVideoAreaID	rewardVideo ad space ID
nativeAreaID	native ad space ID
ReYunAppID	ReyunSDK appId provided by the Platform
ReYunChannelID	ReyunSDK channelId provided by the Platform
UmengAppID	umengSDK appId provided by the Platform
ShuShuAppID	shushuSDK appId Parameters provided by the Platform
TalkingDataAppID	talkingDataSDK appId Parameters provided by the Platform

3、SDK Api:

If there is a conflict between the API in the documentation and the framework, the framework's API should prevail.

3.1、header file

```
#import <JCSDK/JCSDK.h>
```

3.2、Initializing sdk

```
/// The platform log switch is off by default. Please set NO when you go online
```

```
/// @param openPlatformLog YES/NO
+(void)setOpenPlatformLog:(BOOL)openPlatformLog;

/// Initialize the JCSDK API
/// @param appId appid （Provided by the platform）
/// @param channelId chanelId （Provided by the platform）
/// @param isOpenInBody Enable or disable Get Ads From Inside configuration : YES/NO
/// @param block Internal advertising logic request result block
+(void)jcSDKInitConfigWithAppId:(NSString*)appId channelId:(NSString*)channelId isOpenInBody:(BOOL)isOpenInBody block:(void(^)(BOOL isOk))block;
```

Note: When isOpenInBody is set to YES, the "xx" AreaID in JCiOSConfig.plist can be empty.

```
– (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
[JC_iOSAdApi setOpenPlatformLog:YES];

[JC_iOSAdApi jcSDKInitConfigWithAppId:@"ff48e91e-043e-46fc-8097-eeed0a7f3281" channelId:@"IOS" isOpenInBody:YES block:^(BOOL isOk) {
        //It is recommended that the load event for each type of ad be called here, as a pre-load process
 }];

return YES;
 }
```

3.3、splash Ads Api

Please be called after the window is loaded.

```
/// load Splash Ads
```

```
+(void)loadSplashView;
```

```
[JC_iOSAdApi loadSplashView];
```

3.4、banner Ads Api

```
/// load  banner Ads
+(void)loadBannerConfig;

/// banner isReady ?

+(BOOL)bannerIsReady;

/// show banner

/// @param bannerCon Load the banner controller.
+(void)showBannerViewWithCon:(UIViewController*)bannerCon
;
```

Description of the banner ad: It is recommended that you call load as soon as possible, and that the controller displaying the banner is set to the current controller.

If you use the delete banner function, then you need to reload and show the banner again.

```
[JC_iOSAdApi loadBannerConfig];

BOOL isReady = [JC_iOSAdApi bannerIsReady];
if (isReady) {

        [JC_iOSAdApi showBannerViewWithCon:con];

    }else{
        NSLog(@"banner isReady is fail!");
    }
```

3.5、Intersitial Ads Api

```
/// load Intersitial Ads
+(void)loadIntersitialConfig;

/// isReady Intersitial Ads?
/// return YES/NO
+(BOOL)intersitialIsReady;

/// show Intersitial Ads
+(void)showIntersitialView;
```

Intersitial ad description: Sdk has an internal logic to request Intersitial ad circularly, so it only needs to call load once, it is recommended to call load as soon as possible, and then show the ad by judging isReady.

```
[JC_iOSAdApi loadIntersitialConfig];

BOOL isReady = [JC_iOSAdApi intersitialIsReady]

if (isReady){
   [JC_iOSAdApi showIntersitialView];
}
```

3.6、RewardView Ads Api

```
/// load RewaredVideo Ads
+(void)loadRewardConfig;

/// RewaredVideo Ads isReady?

/// return :YES/NO.
+(BOOL)rewardVIsReady;

/// show RewaredVideo Ads
+(void)showRewardView;
```

RewardVideo ads description: Sdk has the logic to loop request rewardVideo ads, so you only need to call load once, it is recommended to call load as soon as possible, and then judge isReady to show the ads.

```
[JC_iOSAdApi loadRewardConfig];

 BOOL isReady = [JC_iOSAdApi rewardVIsReady]

 if (isReady){
 [JC_iOSAdApi showRewardView];

}
```

3.7、native Ads Api

```
/// load native Ads

/// @param size ads size （Please match the size of the ADFrame in the displayed ad space config, otherwise the display may be incomplete.）
+(void)loadNativeConfigWithSize:(CGSize)size;

/// isReady native Ads
+(BOOL)nativeIsReady;

/// show native Ads
/// @param config native Ads config
+(UIView*)showNativeConfigWithConfig:(JCNativeConfig*)config;
```

Description of native ads: Native ads require users to design the content and layout of the ad view, please upload the ad size for load ads, and please upload the configuration for show ads.
For more information, see: JCNativeConfig.h

```
[JC_iOSAdApi loadNativeConfigWithSize:CGSizeMake(CGRectGetWidth(self.view.bounds), 350)];

BOOL isReady = [JC_iOSAdApi nativeIsReady]

JCNativeConfig *config = [[JCNativeConfig alloc]init];
           config.ADFrame = CGRectMake(.0f, 200.0f, CGRectGetWidth(self.view.bounds), 350.0f);
```

```
            config.mediaViewFrame = CGRectMake(0, 120.0f,
CGRectGetWidth(self.view.bounds), 350.0f - 120.0f);

            config.renderingViewClass = [[[CustomView
alloc]init] class];

            config.rootViewController = self;

UIView *adview = [JC_iOSAdApi
showNativeConfigWithConfig:config];

If (isReady){

[self.view addSubview:self.nativeADView];

}
```

3.8、Ad callbacks Api

The sdk uses notifications to tell the user that each ad is acting accordingly.

For more information, please refer to: JCAdCallBackHeader.h

Here's an example of a callback api using splash ads, Please follow the format for other ad callbacks

```
[[NSNotificationCenter defaultCenter]addObserver:self
selector:@selector(msAdLoadCallBack:) name:MSSplashADKey
object:nil];

-(void)msAdLoadCallBack:(NSNotification*)noti{
    NSLog(@"%@",noti.userInfo);
    NSInteger code = [noti.userInfo[@"status"]
integerValue];
    switch (code) {
        case MSAd_splashDidShow:
        {
            NSLog(@"MSAd_splashDidShow");
        }
            break;
```

```
        default:
            break;
    }
}
```

3.9、About the GDPR setting in the EU

```
/// Determine if it is EU territory API
/// @param block callback isEU? YES / NO
+(void)getLocationIsEU:(void(^)(BOOL isEU))block;

/// the GDPR interface API
/// @param dismissblock close Interface callback
/// @param failBlock show Fail callback
+(void)jcSDKShowGDPRWithDismissblock:(void(^)(void))dismi
ssblock loadFailblock:(void(^)(NSError *error))failBlock;
```

```
[JC_iOSAdApi getLocationIsEU:^(BOOL isEU) {
        if (isEU) {
            [JC_iOSAdApi jcSDKShowGDPRWithDismissblock:^{

            } loadFailblock:^(NSError * _Nonnull error) {

            }];
        }else{

        }
    }];
```

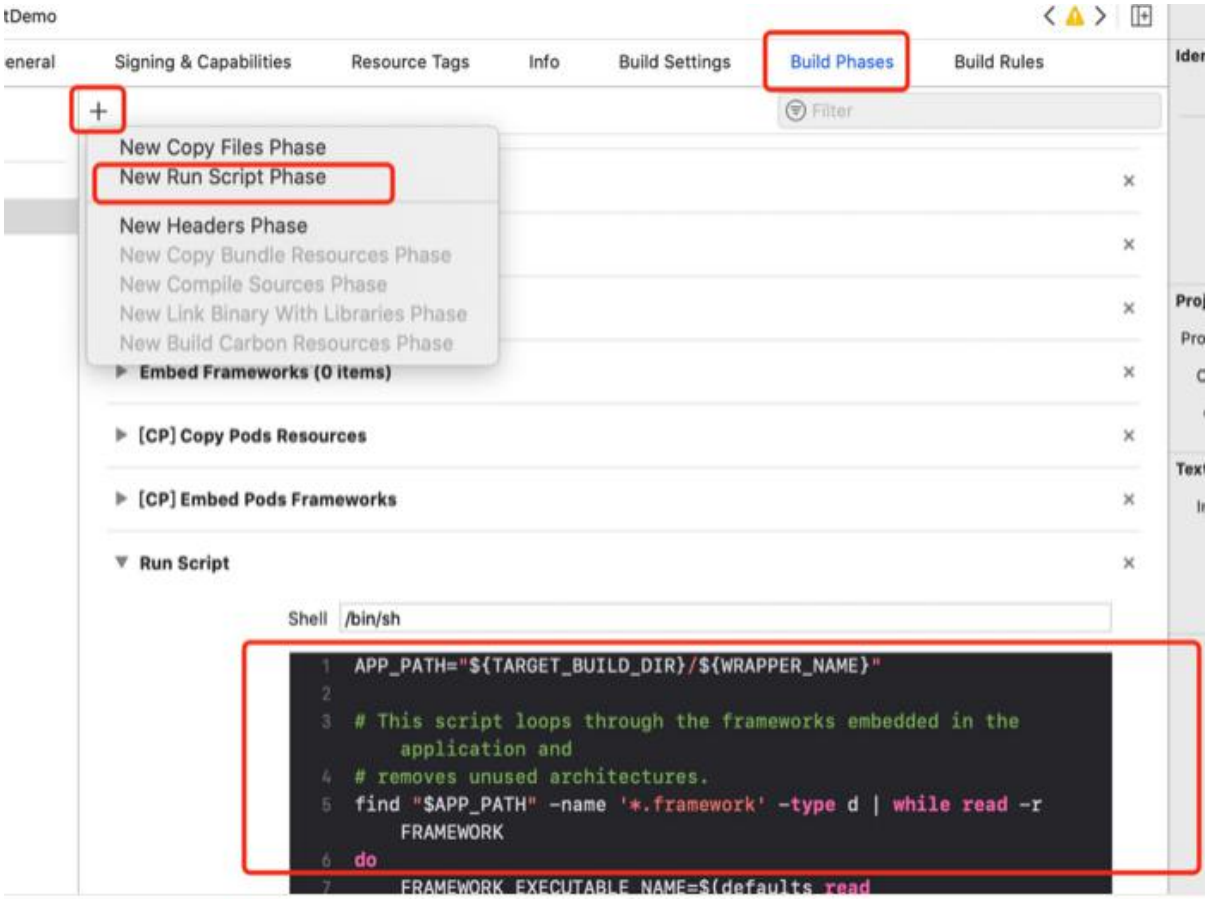
4、Related Error Reporting:

If you are connected to KSAdSDK and you get an error when uploading the AppStore package, Apple does not support emulator binaries, then you need to add a script to the xcode project to remove the emulator binaries from the sdk.as below:

```
APP_PATH="${TARGET_BUILD_DIR}/${WRAPPER_NAME}"
```

```
# This script loops through the frameworks embedded in the
application and
# removes unused architectures.
find "$APP_PATH" -name '*.framework' -type d | while read -r
FRAMEWORK
do
    FRAMEWORK_EXECUTABLE_NAME=$(defaults read
"$FRAMEWORK/Info.plist" CFBundleExecutable)
    FRAMEWORK_EXECUTABLE_PATH="$FRAMEWORK/$FRAMEWORK_EXEC
UTABLE_NAME"
    echo "Executable is $FRAMEWORK_EXECUTABLE_PATH"

    EXTRACTED_ARCHS=()

    for ARCH in $ARCHS
    do
        echo "Extracting $ARCH from
$FRAMEWORK_EXECUTABLE_NAME"
        lipo -extract "$ARCH" "$FRAMEWORK_EXECUTABLE_PATH"
-o "$FRAMEWORK_EXECUTABLE_PATH-$ARCH"
        EXTRACTED_ARCHS+=("$FRAMEWORK_EXECUTABLE_PATH-$ARC
H")
    done

    echo "Merging extracted architectures: ${ARCHS}"
    lipo -o "$FRAMEWORK_EXECUTABLE_PATH-merged" -create
"${EXTRACTED_ARCHS[@]}"
    rm "${EXTRACTED_ARCHS[@]}"

    echo "Replacing original executable with thinned version"
    rm "$FRAMEWORK_EXECUTABLE_PATH"
    mv "$FRAMEWORK_EXECUTABLE_PATH-merged"
"$FRAMEWORK_EXECUTABLE_PATH"

done
```

After adding the script block, check the Run script only when installing and repackage it for submission.


tDemo
eneral
Signing & Capabilities
Resource Tags
Info
Build Settings
Build Phases
Build Rules
Filter
New Copy Files Phase
New Run Script Phase
New Headers Phase
New Copy Bundle Resources Phase
New Compile Sources Phase
New Link Binary With Libraries Phase
New Build Carbon Resources Phase
Embed Frameworks (0 items)
[CP] Copy Pods Resources
[CP] Embed Pods Frameworks
Run Script
Shell
/bin/sh
APP_PATH="${TARGET_BUILD_DIR}/${WRAPPER_NAME}"
# This script loops through the frameworks embedded in the application and
# removes unused architectures.
find "$APP_PATH" -name '*.framework' -type d | while read -r FRAMEWORK
do