

iOS 14 support

1. summarize

Starting with iOS 14, apps will only be able to access a user's IDFA data and deliver targeted advertisements to the user if they have explicit permission from the user to do so. IDFA will not be available until an app invokes the [App Tracking Transparency](#) framework to make an app tracking authorization request to the end user. If an app does not make this request, the read IDFA will return a string with all zeros.

This guide will cover the changes required for iOS 14 support.

Translated with www.DeepL.com/Translator (free version)

2. how to support iOS 14

2.1、 Getting IDFA with user rights

1.Add support Framework

AppTrackingTransparency.framework

2.Add a description of how to get IDFA permissions to the info.plist file:

```
<key>NSUserTrackingUsageDescription</key>
```

```
<string>This identifier will be used to deliver personalized ads to  
you.</string>
```

Key	Type	Value
▼ Information Property List	Dictionary	(21 items)
Privacy - Tracking Usage Description	String	This identifier will be used to deliver personalized ads to you.

3. Code to get access to App Tracking Transparency:

To get authorization, you need to make the

[requestTrackingAuthorizationWithCompletionHandler](#). We recommend that you obtain authorization before initializing the JCSDK so that the JCSDK can use IDFA in ad requests if the user grants permission to track.

Introduction of header files:

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

Note: If you are an iOS developer, it is recommended that you initialize SDK after obtaining permissions

```
- (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    // Override point for customization after application launch.
    self.window = [[UIWindow alloc] initWithFrame:[UIScreen mainScreen].bounds];
    self.window.backgroundColor = [UIColor whiteColor];

    //self.window.rootViewController = [[ViewController alloc] init];
    self.window.rootViewController = [[CustomViewController alloc] init];
    [self.window makeKeyAndVisible];

    if (@available(iOS 14, *)) {
        //iOS 14
        [ATTrackingManager
         requestTrackingAuthorizationWithCompletionHandler:^(
             ATTrackingManagerAuthorizationStatus status) {
             // 初始化/init JCSDK
         }];
    } else {
        // 初始化/init JCSDK
    }
}
```

Note: If you are a unity developer and your application is a game application, please implement it in UnityAppController.mm In order to display splash ads in front of the unity community, it is recommended to initialize the SDK like this, and then load unity (startUnity:) after success.

```
        //[[self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
        [self performSelector: @selector(initSDKWithApplication:) withObject: application afterDelay: 0];
    }

    _didResignActive = false;
}

-(void)initSDKWithApplication:(UIApplication*)application{
    if (@available(iOS 14, *)) {
        //iOS 14
        [ATTrackingManager
         requestTrackingAuthorizationWithCompletionHandler:^(ATTrackingManagerAuthorizationStatus
         status) {

            //1.0.0 init api
            [[JC_unityAdApi getInstance]initJCSDKWithLog:YES isFirstShowSplash:NO splashClose:^(BOOL isOk)
            {
                [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
            }];

            //2.0.0 init api
            [[JC_unityAdApi getInstance]initJCSDKWithUnityShow:^(BOOL showUnityTime) {
                [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
            }];
            //to do something, like preloading
        }];
    } else {

        //1.0.0 init api
        [[JC_unityAdApi getInstance]initJCSDKWithLog:YES isFirstShowSplash:NO splashClose:^(BOOL isOk) {
            [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
        }];

        //2.0.0 init api
        [[JC_unityAdApi getInstance]initJCSDKWithUnityShow:^(BOOL showUnityTime) {
            [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
        }];
    }
}
```

2.2、Tracking Conversions with SKAdNetwork:

Use Apple's conversion tracking SKAdNetwork, which means that even if IDFA is unavailable, the ad platform can use this to get app install attribution. See Apple's [SKAdNetwork](#) documentation for more information.

To enable this feature, you need to add SKAdNetworkItems in info.plist. Currently, JCSDK version is compatible with the following platforms that support iOS 14. Developers can add the SKAdNetwork identifier for each platform according to the integration situation:

Google Admob、穿山甲 (Pangle) 、IronSource、UnityAds、ADColony、Mintegral、Sigmob、Maio、Vungle

2.2.1 Google Admob

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>cstr6suwn9.skadnetwork</string>

  </dict></array>
```

Please see [Google](#)

2.2.2 穿山甲(Pangle)

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>238da6jt44.skadnetwork</string>

  </dict>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>22mmun2rn5.skadnetwork</string>

  </dict></array>
```

Please see [穿山甲\(Pangle\)](#)

2.2.3 IronSource

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>

  <dict>
```

```
<key>SKAdNetworkIdentifier</key>  
  
<string>SU67R6K2V3.skadnetwork</string>  
  
</dict></array>
```

Please see [IronSource](#)

2.2.4 UnityAds

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key>  
  
<array>  
  
  <dict>  
  
    <key>SKAdNetworkIdentifier</key>  
  
    <string>4DZT52R2T5.skadnetwork</string>  
  
  </dict>  
  
  <dict>  
  
    <key>SKAdNetworkIdentifier</key>  
  
    <string>bvpn9ufa9b.skadnetwork</string>  
  
  </dict>
```

```
</array>
```

Please see [UnityAds](#)

2.2.5 AdColony

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>4PFYVQ9L8R.skadnetwork</string>

  </dict>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>YCLNXRL5PM.skadnetwork</string>

  </dict>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>V72QYCH5UU.skadnetwork</string>
```

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>TL55SBB4FM.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>T38B2KH725.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>PRCB7NJMU6.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>PPXM28T8AP.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>MLMMFZH3R3.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>KLF5C3L5U5.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>HS6BDUKANM.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>C6K4G5QG8M.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>9T245VHMPL.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>9RD848Q2BZ.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>8S468MFL3Y.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>7UG5ZH24HU.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>4FZDC2EVR5.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>4468KM3ULZ.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>3RD42EKR43.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>2U9PT9HC89.skadnetwork</string>

```
</dict></array>
```

Please see [AdColony](#)

2.2.6 Mintegral

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>KBD757YWX3.skadnetwork</string>

  </dict>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>wg4vff78zm.skadnetwork</string>

  </dict>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>737z793b9f.skadnetwork</string>
```

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>ydx93a7ass.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>prcb7njmu6.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>7UG5ZH24HU.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>44jx6755aq.skadnetwork</string>

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>2U9PT9HC89.skadnetwork</string>
```

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>W9Q455WK68.skadnetwork</string>
```

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>YCLNXRL5PM.skadnetwork</string>
```

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>TL55SBB4FM.skadnetwork</string>
```

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>8s468mfl3y.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>GLQZH8VGBY.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>c6k4g5qg8m.skadnetwork</string>

</dict>

<dict>

<key>SKAdNetworkIdentifier</key>

<string>mlmmfzh3r3.skadnetwork</string>

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>4PFYVQ9L8R.skadnetwork</string>
```

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>av6w8kgt66.skadnetwork</string>
```

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>6xzpu9s2p8.skadnetwork</string>
```

```
</dict>
```

```
<dict>
```

```
  <key>SKAdNetworkIdentifier</key>
```

```
  <string>hs6bdukanm.skadnetwork</string>
```



```
</dict></array>
```

Please see [Mintegral](#)

2.2.7 Sigmob

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>  
  
  <dict>  
  
    <key>SKAdNetworkIdentifier</key>  
  
    <string>58922NB4GD.skadnetwork</string>  
  
  </dict></array>
```

Please see [Sigmob](#)

2.2.8 Maio

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>  
  
  <dict>  
  
    <key>SKAdNetworkIdentifier</key>  
  
    <string>V4NXQHLYQP.skadnetwork</string>
```

```
</dict></array>
```

Please see [Maio](#)

2.2.9 Vungle

Add SKAdNetworkItems to info.plist

```
<key>SKAdNetworkItems</key><array>  
  
  <dict>  
  
    <key>SKAdNetworkIdentifier</key>  
  
    <string>GTA9LK7P23.skadnetwork</string>  
  
  </dict></array>
```

Please see [Vungle](#)