

# iOS 14 支持说明

## 1. 概述

从 iOS 14 开始, 只有在获得用户明确许可的前提下, 应用才可以访问用户的 IDFA 数据并向用户投放定向广告。在应用程序调用 [App Tracking Transparency](#) 框架向最终用户提出应用程序跟踪授权请求之前, IDFA 将不可用。如果某个应用未提出此请求, 则读取到的 IDFA 将返回全为 0 的字符串。

本指南将介绍 iOS 14 支持所需的更改。

## 2. 如何支持 iOS 14

### 2.1、使用用户权限获取 IDFA

1. 添加系统支持库:

`AppTrackingTransparency.framework`

2. 在 info.plist 文件里添加获取 IDFA 权限描述:

```
<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. 获取 App Tracking Transparency 权限:

想要获取授权, 需要使 [requestTrackingAuthorizationWithCompletionHandler:](#)

。我们建议您在初始化 JCSDK 之前获取授权, 以便如果用户授予允许跟踪权限,

Topon SDK 则可以在广告请求中使用 IDFA。

引入头文件:

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

注: 如果你是 iOS 开发使用者

```
- (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
    }
}
```

注：如果你是 unity 开发使用者，你的应用是游戏应用，请在

UnityAppController.mm 中实现为了在 unity 前展示 splash 广告, 需要找到下面代码并替换

```
        // [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) {

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

                // to do something, like preloading
            }];
    } else {

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

## 2.2、使用 SKAdNetwork 跟踪转化：

使用 Apple 的转化跟踪 **SKAdNetwork**，这意味着即使 IDFA 不可用，广告平台也可以通过这个获取应用安装归因。请参阅 Apple 的 [SKAdNetwork 文档](#)，以了解更多信息。

要启用此功能，您需要在 info.plist 中添加 SKAdNetworkItems。目前 JCSDK 版本兼容的三方广告平台中，支持 iOS 14 的平台如下。开发者根据集成的情况，可分别添加对应平台的 SKAdNetwork 标识符。

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

### 2.2.1 Google Admob

在 **info.plist** 中添加 **SKAdNetworkItems**

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

    <dict>

        <key>SKAdNetworkIdentifier</key>

        <string>cstr6suwn9.skadnetwork</string>

    </dict></array>
```

请参阅 [Google 文档](#)，以了解更多信息

### 2.2.2 穿山甲（Pangle）

在 **info.plist** 中添加 **SKAdNetworkItems**

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

```
<dict>

  <key>SKAdNetworkIdentifier</key>

  <string>238da6jt44.skadnetwork</string>

</dict>

<dict>

  <key>SKAdNetworkIdentifier</key>

  <string>22mmun2rn5.skadnetwork</string>

</dict></array>
```

请参阅 [穿山甲\(Pangle\) 文档](#)，以了解更多信息

### 2.2.3 IronSource

在 **info.plist** 中添加 **SKAdNetworkItems**

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

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>SU67R6K2V3.skadnetwork</string>

  </dict></array>
```

请参阅 [IronSource 文档](#)，以了解更多信息

## 2.2.4 UnityAds

在 **info.plist** 中添加 **SKAdNetworkItems**

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

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>4DZT52R2T5.skadnetwork</string>

  </dict>

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>bvpn9ufa9b.skadnetwork</string>

  </dict></array>
```

请参阅 [UnityAds 文档](#)，以了解更多信息

## 2.2.5 AdColony

在 **info.plist** 中添加 **SKAdNetworkItems**

```
<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>
```

请参阅 [AdColony 文档](#)，以了解更多信息

## 2.2.6 Mintegral

在 **info.plist** 中添加 **SKAdNetworkItems**

```
<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>
```

请参阅 [Mintegral 文档](#)，以了解更多信息

## 2.2.7 Sigmob

在 **info.plist** 中添加 **SKAdNetworkItems**

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



```
<dict>

  <key>SKAdNetworkIdentifier</key>

  <string>58922NB4GD.skadnetwork</string>

</dict></array>
```

请参阅 [Sigmob 文档](#)，以了解更多信息

## 2.2.8 Maio

在 **info.plist** 中添加 **SKAdNetworkItems**

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

  <dict>

    <key>SKAdNetworkIdentifier</key>

    <string>V4NXQHLYQP.skadnetwork</string>

  </dict></array>
```

请参阅 [Maio 文档](#)，以了解更多信息

## 2.2.9 Vungle

在 **info.plist** 中添加 **SKAdNetworkItems**

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

```
<dict>

  <key>SKAdNetworkIdentifier</key>

  <string>GTA9LK7P23.skadnetwork</string>

</dict></array>
```

请参阅 [Vungle 文档](#)，以了解更多信息