

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, JCSDK 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

```
17         //[[self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
18         [self performSelector: @selector(initSDKWithApplication:) withObject: application afterDelay: 0];
19     }
20
21     _didResignActive = false;
22 }
23
24 -(void)initSDKWithApplication:(UIApplication*)application{
25     if (@available(iOS 14, *)) {
26         //iOS 14
27         [ATTrackingManager
28             requestTrackingAuthorizationWithCompletionHandler:^(ATTrackingManagerAuthorizationStatus
29                 status) {
30
31             //1.0.0初始化接口
32             [[JC_unityAdApi getInstance]initJCSDKWithLog:YES isFirstShowSplash:NO splashClose:^(BOOL isOk) {
33                 {
34                     [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
35                 }
36             }];
37             //2.0.0初始化接口
38             [[JC_unityAdApi getInstance]initJCSDKWithUnityShow:^(BOOL showUnityTime) {
39                 [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
40             }];
41             //to do something, like preloading
42         }];
43     } else {
44         //1.0.0初始化接口
45         [[JC_unityAdApi getInstance]initJCSDKWithLog:YES isFirstShowSplash:NO splashClose:^(BOOL isOk) {
46             [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
47         }];
48         //2.0.0初始化接口
49         [[JC_unityAdApi getInstance]initJCSDKWithUnityShow:^(BOOL showUnityTime) {
50             [self performSelector: @selector(startUnity:) withObject: application afterDelay: 0];
51         }];
52     }
53 }
54
55 - (void)removeSnapshotView
```

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