Tabatoo»

A New Breed of Mobile App Monetization »

Tabatoo Monetization Sidebar » Get up to $10 CPM Extra! »

Tabatoo is a new breed of monetization network that can work side by side with your current monetization tools. The Tabatoo Monetization Sidebar creates new assets on your App that are used for monetization, engagement and app distribution. It is non-intrusive and contributes to the experience and satisfaction from your app. It simply works!

Using Tabatoo can generate you up to $10 eCPM from your app (per 1000 app visits). Those revenues are added on top of your current revenues from banners, interstitials, in-app-purchase etc.

Engagement Widgets Are Included » Enhance Your App »

The Tabatoo Monetization Sidebar comes with out of the box engagement widgets that helps you make users stay for longer in your app and communicate better with their friends, with other app users and with you. All you have to do is go to the provided admin panel and pick the widgets that work best for you.

Monetization Sources » Search and Downloads »

» Your revenues are based on actual transactions:
  » A Search bar – enables your users to search the web and for you it generates mobile search based revenues.
  » Featured Apps – enable your users to enjoy the best of new apps that are targeted to them and for you to enjoy CPI based revenues
  » Courtesy Widgets like PayPal Donate are available for apps where appropriate

Adding Tabatoo to BuzzTouch on iOS » Preparations »

> » Adding Tabatoo to a BuzzTouch app can't be simpler and will take you only few minutes
> » Before starting the short process, download the BuzzTouch app code to your Xcode environment and make sure it works
> » Sign up to Tabatoo here. Log-in to the admin panel and download the iOS SDK here. Extract it on your Mac
> » You are now 2 tiny steps away from implementing Tabatoo »

Add SDK Dependencies on Xcode»

> » Add the static Tabatoo library
> > Drag and drop libTabatooUniversalVerX.Y.Z.a to Xcode Build Phases/Link Binary With Libraries tab »
>
> » At the same tab (Build Phases/Link Binary With Libraries), add the AdSupport.framework (press the plus sign, mark AdSupport.framework and click Add).
> > In case you already have AdSupport.framework enabled, you can skip this phase »
>
> » Add Tabatoo resources bundle
> > Drag and drop TabatooResources.bundle to Build Phase/Copy Bundle Resources »
>
> » Add Tabatoo headers (h files) path
> > Insert the SDK header's location into Build Settings/User Header Search Paths (note: make sure the path is defined as recursive in order to allow Xcode to search in sub folders). Double click the item you've just added and pick recursive from the drop down menu) »

Add Tabatoo Sidebar to your code »

>> Import "Tabatoo.h" to the AppName_appDelegate.m file under BT_config folder »

```
import "Tabatoo.h"
```

>> At the same folder add the Tabatoo initiation code at the end of the didFinishLaunchingWithOptions function
You can find it on the Bar Tab in the admin panel, just below where it says "Your Bar" »

```
[[Tabatoo sharedInstance] initWithAppId:@"YOUR_TABATOO_APP_ID"];
```

>> So typically, the code with Tabatoo will look like »

```
import "Tabatoo.h"

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
…
 [[Tabatoo sharedInstance] initWithAppId:@"YOUR_TABATOO_APP_ID"];
…
}
```

That's it » You are done! »
Go to your Stats panel to check on your revenues »

Sample Apps » Android and iOS »

Google play

Available on the iPhone
App Store

Tabatoo»

Contacts:
support@tabatoo.com
http://www.tabatoo.com

Some customization options »

» Q: Where can I see a sample app?
A: GoTo https://github.com/Tabatoo/Tabatoo-buzztouch-demo-ios »

» Q: How do I remove the handle (or in other words, how do I toggle the handle to be shown/hidden)?
A: Use the following commands »

```
[[[Tabatoo sharedInstance] drawer] showHandler];
[[[Tabatoo sharedInstance] drawer] hideHandler];
```

» Q: How do I open/close the bar programmatically?
A: Use the following commands »

```
[[[Tabatoo sharedInstance] drawer] openDrawer];
[[[Tabatoo sharedInstance] drawer] closeDrawer];
```

» Q: How do I change the position of the handle to be on the upper or lower part of the screen?
A: The default location of the handle is in the center of the screen. Use the following commands to change it on the fly »

```
[[[Tabatoo sharedInstance] drawer] alignHandler:TabatooAlignHandlerTop];
[[[Tabatoo sharedInstance] drawer] alignHandler: TabatooAlignHandlerCenter];
[[[Tabatoo sharedInstance] drawer] alignHandler: TabatooAlignHandlerBottom];
```

» Q: How do I change the shape of the handle?
A: In order to change the default shapes of the handle use the following commands. Note that there are two assets you should add to the project. The first for the handle when the bar is closed. The second for when the bar is opened. Obviously, those two can be the same. The size of the provided assets should fit medium density devices. The SDK will scale it in/out as appropriate »

```
 [[[Tabatoo sharedInstance] drawer] setOpenImage:[UIImage imageNamed:@"image.png"]];
//change to the name of the file that represents the handle when the bar is opened

[[[Tabatoo sharedInstance] drawer] setCloseImage:[UIImage imageNamed:@"image.png"]];
//change to the name of the file that represents the handle when the bar is closed
```

» Q: What if I want the bar to open from right to left and not from left to right
A: No prob. Tabatoo supports bar exposure from left and from right. While left to right is the default, you can change it to appear on the right and open to the left. Please note that in this case, Tabatoo will flip the handle as well. Meaning the default handle, or your custom handle will be mirrored to reflect a right to left transition.
All you have to do is use the following commands respectively »

```
[[[Tabatoo sharedInstance] drawer] alignDrawer:TabatooAlignDrawerRight];
[[[Tabatoo sharedInstance] drawer] alignDrawer:TabatooAlignDrawerLeft];
```