Initial SDK Documentation

iOS - Base

There are 2 files you need to add to your xcode project:

- libVenPath.a
- VenPath.h

Make sure the following frameworks are enabled in Build Phases -> Link Binary With Libraries:

- AdSupport.framework
- CoreLocation.framework
- libVenPath.a

iOS - Objective C

Inside your application's AppDelegate.m, place the following import statement at the top:

```
#import "VenPath.h"
```

In order to initialize the SDK, add the following code to your "**didFinishLaunchingWithOptions"** function:

```
VenPath *venpath = [VenPath shared];
[venpath auth:@"SDK KEY HERE" token:@"TOKEN HERE" secret:@"SECRET HERE" ];
```

Please replace SDK KEY HERE, TOKEN HERE, and SECRET HERE with the tokens provided to you in the VenPath Dashboard.

To set the current location for a user, place the following code snippet inside the didUpdateLocations method of your LocationManager Delegate:

```
CLLocation *venPathLocation = [locations lastObject];
[venpath track:venPathLocation];
```

EMAIL

The Venpath SDK is setup to identify a user by a SHA1/MD5 of an email address. You can pass an email to the SDK with following method:

```
[venpath track:@{
 @“email”: @“test@test.com"
}];
```

Optionally, if you know whether a user is “new” or not you can pass a newUser boolean flag to denote this:

```
[venpath track:@{
        @“email”: @“test@test.com",
        @“new_user”: @“true”
       }];
```

APP USAGE

The Venpath SDK is setup to collect data about app usage events. If you are able to collect these you can pass them as follows:

```
NSNumber* timestamp = [NSNumber numberWithLongLong:(long long)([[NSDate date] timeIntervalSince1970])];

[venpath track:@{
        @"app_name": @“APP NAME HERE",
        @"event_date": timestamp,
        @"event_type": @"launch",
        @"seconds_used": @"100",
        @"permissions": @"comma,delimited,list"
        }];
```

“event_type” can be events such as “launch”, “install”, “delete”, “update”
“permissions” can be a comma delimited list of any permissions you can detect that an app has access to

iOS - Swift

Create a file called "VenPath-Bridging-Header.h" in your project with the following inside it:

```
#import “VenPath.h”
```

Add the path to the bridge header file in your build settings under: "Objective-C Bridging Header"

To enable the shared lib put this in your appdelegate or view controller:

```
let venpath: VenPath = VenPath.shared();
venpath.auth("SDK KEY HERE", token: "TOKEN HERE", secret: "SECRET HERE")
```

Please replace SDK KEY HERE, TOKEN HERE, and SECRET HERE with the tokens provided to you in the VenPath Dashboard.

Use the following lines in your location manager to send the data to us (location is an object of class CLLocation):

```
venpath.track(location);
```

EMAIL

The Venpath SDK is setup to identify a user by a SHA1/MD5 of an email address. You can pass an email to the SDK with following method:

```
venpath.track([“email":"newemail@test.com"])
```

Optionally, if you know whether a user is “new” or not you can pass a newUser boolean flag to denote this:

```
venpath.track(["email":"newemail@test.com", “new_user":"true"])
```

APP USAGE

The Venpath SDK is setup to collect data about app usage events. If you are able to collect these you can pass them as follows:

```
NSNumber* timestamp = [NSNumber numberWithLongLong:(long long)([[NSDate date] timeIntervalSince1970])];

venpath.track([
        "app_name": "Test App",
        "event_date": timestamp,
        "event_type": "launch",
        "seconds_used": "100",
        "permissions": "comma,delimited,list"
        ]);
```

“event_type” can be events such as “launch”, “install”, “delete”, “update”
“permissions” can be a comma delimited list of any permissions you can detect that an app has access to