iOS MTGSDK OpenSource Guide

The document will introduce how to integrate MTGSDK via open source code. For Ads ID creation and integration API, please see MTG SDK Integration Document learn more.

Please take the following steps :

1. Manually copy the SDK file to your project
2. Import basic static libraries
3. Xcode's parameter configuration

Import SDK

Find the MTGSDK.zip file in the files provided by AM. Unzip the file and import it all into your project. **We recommended that copy it to your project root directory.** Select Create groups to complete the import.
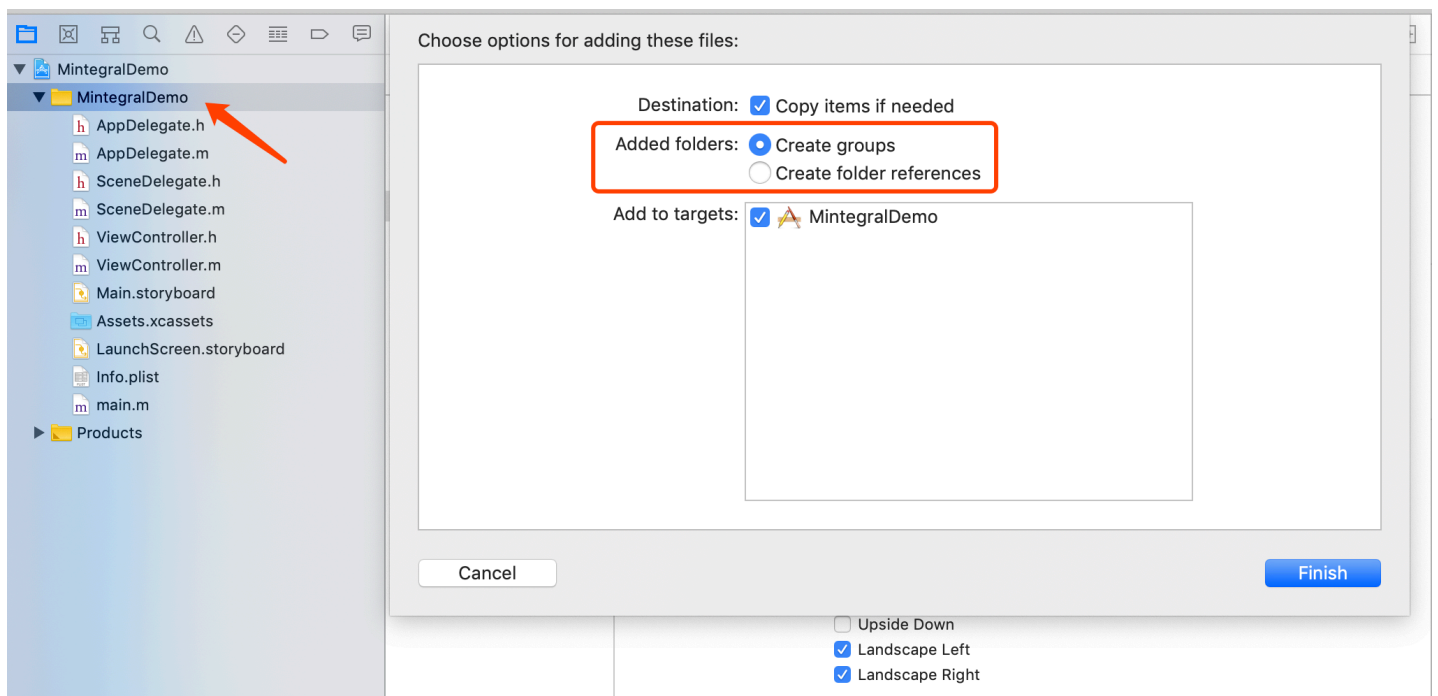
Import basic static libraries

CoreGraphics.framework

Foundation.framework

UIKit.framework

libsqlite3.tbd (It's libsqlite3.dylib below Xcode7)

libz.tbd (It'slibz.dylib below Xcode7)

AdSupport.framework

StoreKit.framework

QuartzCore.framework

CoreTelephony.framework

MobileCoreServices.framework

AVFoundation.framework

WebKit.framework

Parameter Configuration

1. Add linker parameter for XCode

Find Other Linker Flags in build settings and add flag: -ObjC (case sensitive).

2. Allow the operation of the HTTP connection Due to the App Transport Security regulations of iOS 9, you need to modify the project's info.plist file, allowing HTTP connection. The specific method is below: Add an App Transport Security Settings Dictionary in the info.plist file; and add an Allow Arbitrary Loads key with its boolean value (setting as "YES") for this Dictionary.

3. Add Prefix Header

Search 'prefix header' in the project's Build Settings.

Add `$(PROJECT_DIR)/$(TARGET_NAME)/MTGSDK/PrefixHeader.pch`

Refer to the picture below：