

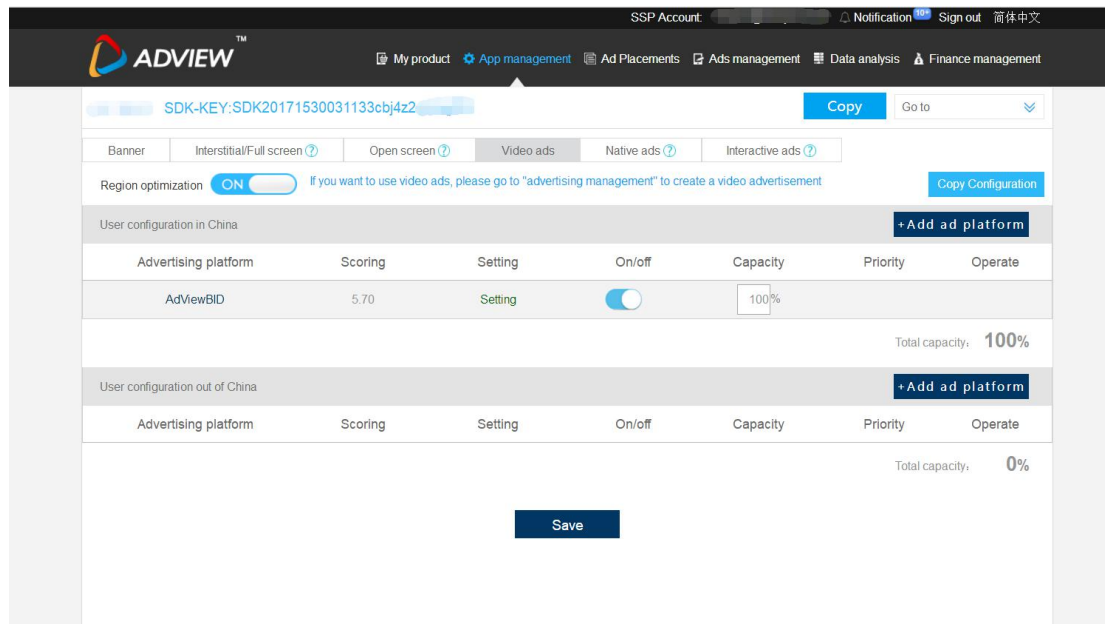
# AdView Auction SDK Specification\_iOS V.4.0.0

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## I. Sign up and get SDK

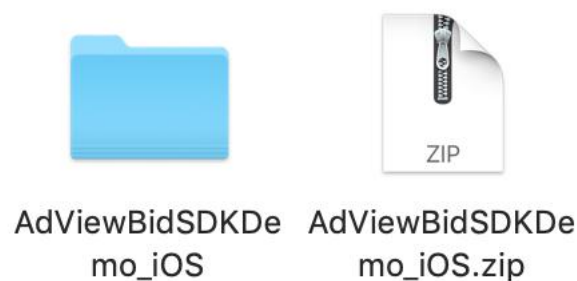
1. Sign up at <http://www.adview.com>.
2. Login and publish app in "My product".
3. Select "iOS" as app platform, complete the required information and submit, then you will get the unique SDK key. Configure your app accordingly in "App Management"



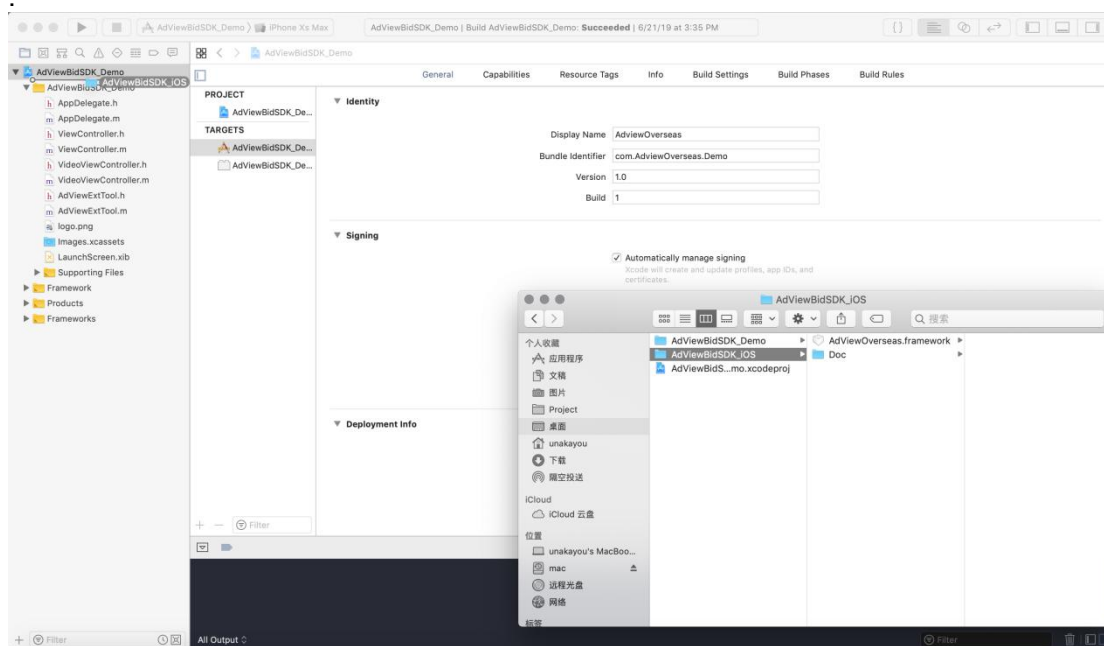
## II. Add SDK

Usually you can integrate AdView auction SDK by following the below steps:

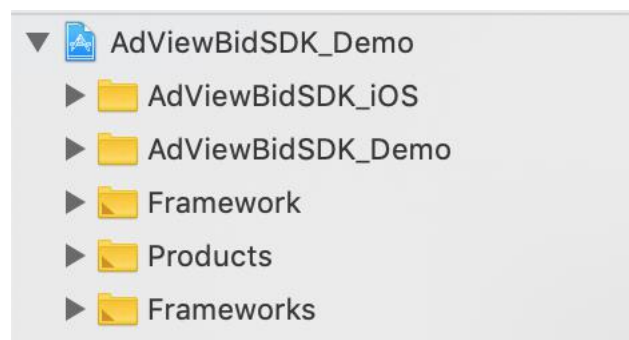
- 1) get AdViewBidSDKDemo\_iOS and unzip it in Finder, and you will see the unzipped AdViewBidSDKDemo\_iOS in Finder as it shows below:



## 2) Drag the AdViewOverseas.framework to the project in Finder



3) Select “Copy items into destination group’s folder (if needed)” in the pop-up box of Xcode. Once finish, Ad auction SDK will be added to your project as the image shows:



### III Create ads

#### 1) create banner ad codes

```
/**
 * The Banner sizes
 */
typedef NS_ENUM(NSInteger, AdCompBannerSize)
{
    AdCompBannerSize_320x50,
    AdCompBannerSize_480x44,
    AdCompBannerSize_300x250, //MREC
    AdCompBannerSize_480x60,
    AdCompBannerSize_728x90,
};

/**
 * Banner request
 *
 * @param size banner size
 * @param positionId banner positionId
 * @param delegate see AdCompViewDelegate
 * @return the Banner view
 */
+ (AdCompView *)requestBannerSize:(AdCompBannerSize)size
                        positionId:(NSString *)positionId
                        delegate:(id<AdCompViewDelegate>)delegate;

self.banner = [AdCompView requestBannerSize:AdCompBannerSize_480x60 positionId:BANNER_POSITION_ID delegate:self];
[self.view addSubview:self.banner];
```

#### 2) create interstitial ad codes

display interstitial ads after the request and call back succeed

```
/**
 * Interstitial request
 *
 * @param delegate see AdCompViewDelegate
 * @return the Interstitial view
 */
+ (AdCompView *)requestAdInterstitialWithDelegate:(id<AdCompViewDelegate>)delegate;

self.interstitial = [AdCompView requestAdInterstitialWithDelegate:self];

- (void)didReceivedAd:(AdCompView *)adView reuse:(BOOL)isReuse {
    if (adView.advertType == AdCompInstl) {
        [self.instl showInterstitialWithRootViewController:self];
    }
}
```

#### 3) create opening screen (Spread) ad codes

```
/**
 * Spread request
 *
 * @param delegate see AdCompViewDelegate
 * @return the Spread view
 */
+ (AdCompView *)requestSpreadActivityWithDelegate:(id<AdCompViewDelegate>)delegate;

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
    self.spread = [AdCompView requestSpreadActivityWithDelegate:self];
    return YES;
}
```

#### IV. Ad Agency

```
//Refer to the "AdCompViewDelegate.h" for details.

@protocol AdCompViewDelegate <NSObject>
@required
/**
 The application id, you can register here: http://www.adview.com/web/overseas

 @return appid
 */
- (NSString *)appId;

/**
 Show Ad in this viewController or viewController.view

 @return a present viewController
 */
- (UIViewController *)viewControllerForShowModal;

@optional

/**
 * Ad request success
 */
- (void)didReceivedAd:(AdCompView *)adView reuse:(BOOL)isReuse;

/**
 * Ad request faild
 */
- (void)didFailToReceiveAd:(AdCompView *)adView Error:(NSError*)error;

/**
 Ad will show

 @param adView The Adview
 */
- (void)adViewWillPresentScreen:(AdCompView *)adView;
```

#### V. Configure Xcode project

1. Set the value of "Other Linker Flags" in project settings, and add "-ObjC" mark
2. Add the framework which is needed for AdViewOverseas.framework in your project.
  - AdSupprot.framework
  - CoreTelephony.framework
  - CoreGraphics.framework
  - MessageUI.framework
  - SystemConfigUration.framework
  - CoreText.framework
  - libstdc++.tbd
  - libz.tbd
  - liblexml2.tbd
3. Compile and link to your project , then the interstitial ads can be displayed.

## 4. Do the settings in the project to support http

General	Capabilities	Resource Tags	Info	Build Settings	Build Phases	Build Rules
▼ Custom iOS Target Properties						
Key	Type	Value				
Privacy - Location When In Use Usag...	String	YES				
Bundle identifier	String	\$(PRODUCT_BUNDLE_IDENTIFIER)				
InfoDictionary version	String	6.0				
► Required device capabilities	Array	(1 item)				
Bundle version	String	1.0				
Privacy - Location Always Usage Des...	String	YES				
Executable file	String	\$(EXECUTABLE_NAME)				
Application requires iPhone environm...	Boolean	YES				
► Icon files	Array	(1 item)				
► Supported interface orientations	Array	(3 items)				
Bundle display name	String	\$(PRODUCT_NAME)				
▼ App Transport Security Settings	Dictionary	(1 item)				
Allow Arbitrary Loads	Boolean	YES				
Bundle versions string, short	String	1.0				
Bundle OS Type code	String	APPL				
Bundle creator OS Type code	String	????				
Localization native development region	String	en				
► Supported interface orientations (iPad)	Array	(4 items)				
Bundle name	String	\$(PRODUCT_NAME)				