AdWhirl Open Source SDK for iPhone 3.0
Setup Instructions

11/09

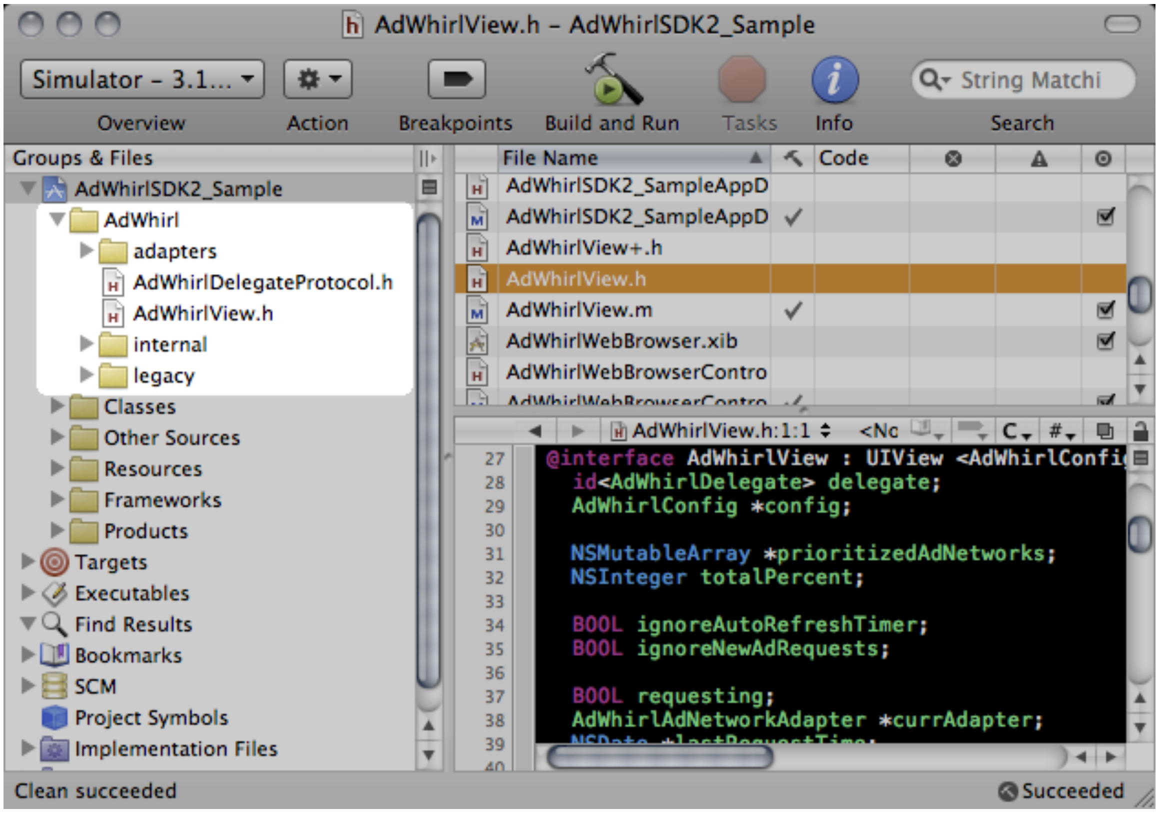
AdWhirl Open Source SDK Setup Instructions

The AdWhirl Open Source SDK contains the code to enable your iPhone application to display ads from different ad networks. The instructions below assume that you are familiar with Xcode and understand how to change build settings and add frameworks to your Xcode projects. They also assume that you are developing under iPhone SDK 3.0 or later. See separate instructions if you need to deploy to devices running iPhone OS 2.2.1.

Note: When adding files to your Xcode project, make sure "Copy items into destination group's folder (if needed)" is checked, and select "Recursively create groups for any added folders".

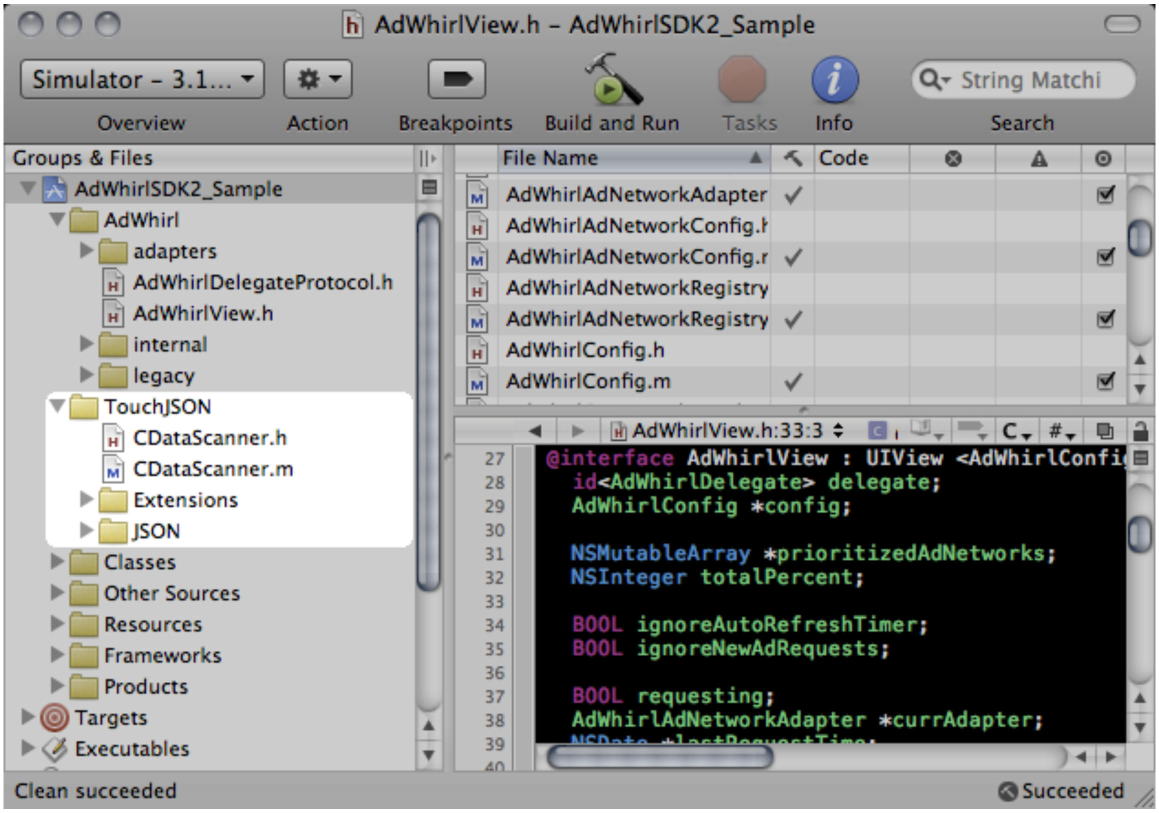
Setting up the AdWhirl SDK

1. Add the `AdWhirl` folder from the SDK into your project. In the `AdWhirl` folder, you'll find two files (`AdWhirlDelegateProtocol.h, AdWhirlView.h`) and three folders (`adapters, internal, legacy`).



```
@interface AdWhirlView : UIView <AdWhirlConfi
  id<AdWhirlDelegate> delegate;
  AdWhirlConfig *config;

  NSMutableArray *prioritizedAdNetworks;
  NSInteger totalPercent;

  BOOL ignoreAutoRefreshTimer;
  BOOL ignoreNewAdRequests;

  BOOL requesting;
  AdWhirlAdNetworkAdapter *currAdapter;
  NSDate *lastRequestTime;
```

2. Add TouchJSON into your project.

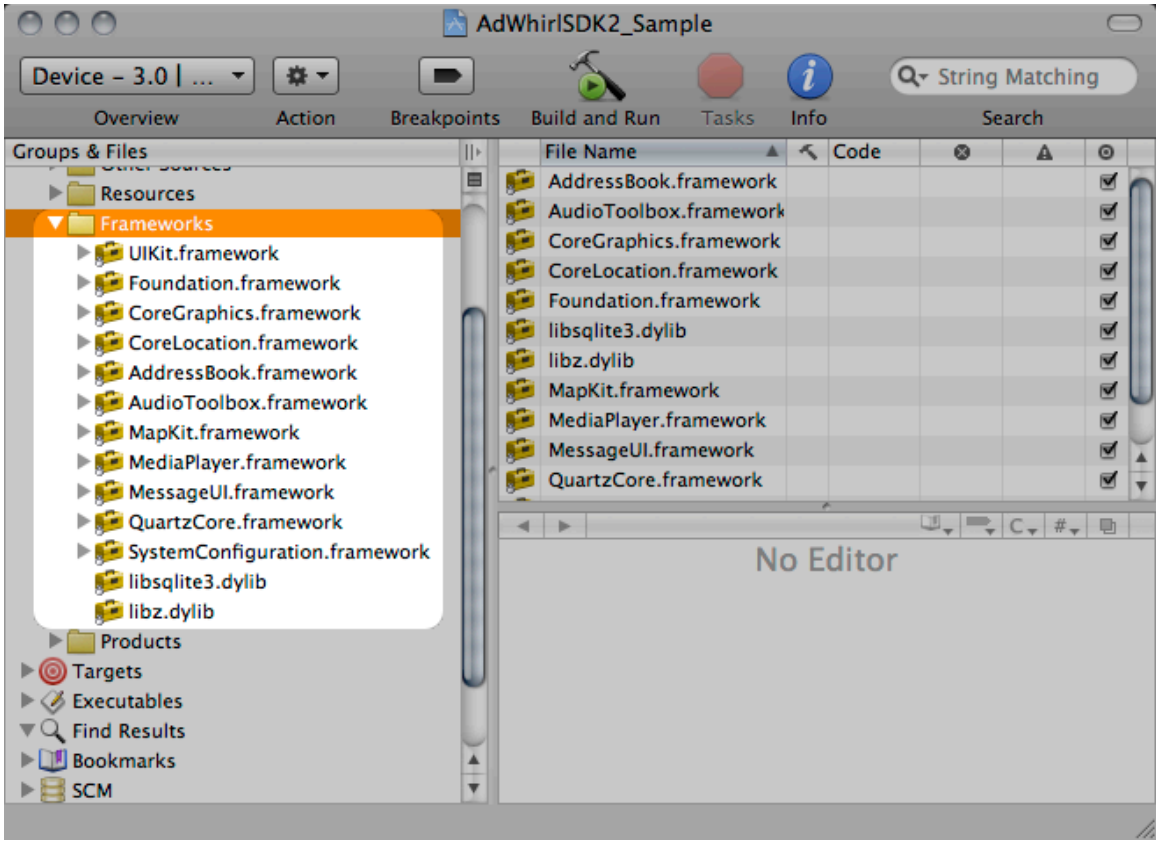


```
@interface AdWhirlView : UIView <AdWhirlConfi
  id<AdWhirlDelegate> delegate;
  AdWhirlConfig *config;

  NSMutableArray *prioritizedAdNetworks;
  NSInteger totalPercent;

  BOOL ignoreAutoRefreshTimer;
  BOOL ignoreNewAdRequests;

  BOOL requesting;
  AdWhirlAdNetworkAdapter *currAdapter;
```

3. Add the supporting frameworks required by the supported ad networks:

- `CoreLocation.framework`
- `AddressBook.framework`
- `AudioToolbox.framework`
- `MapKit.framework`
- `MediaPlayer.framework`
- `MessageUI.framework`
- `QuartzCore.framework`
- `SystemConfiguration.framework`
- `libsqlite3.dylib`
- `libz.dylib`

The frameworks do not affect the size of your executable unless they are used by ad network libraries that you integrate.



File Name	Code			
AddressBook.framework				☑
AudioToolbox.framework				☑
CoreGraphics.framework				☑
CoreLocation.framework				☑
Foundation.framework				☑
libsqlite3.dylib				☑
libz.dylib				☑
MapKit.framework				☑
MediaPlayer.framework				☑
MessageUI.framework				☑
QuartzCore.framework				☑

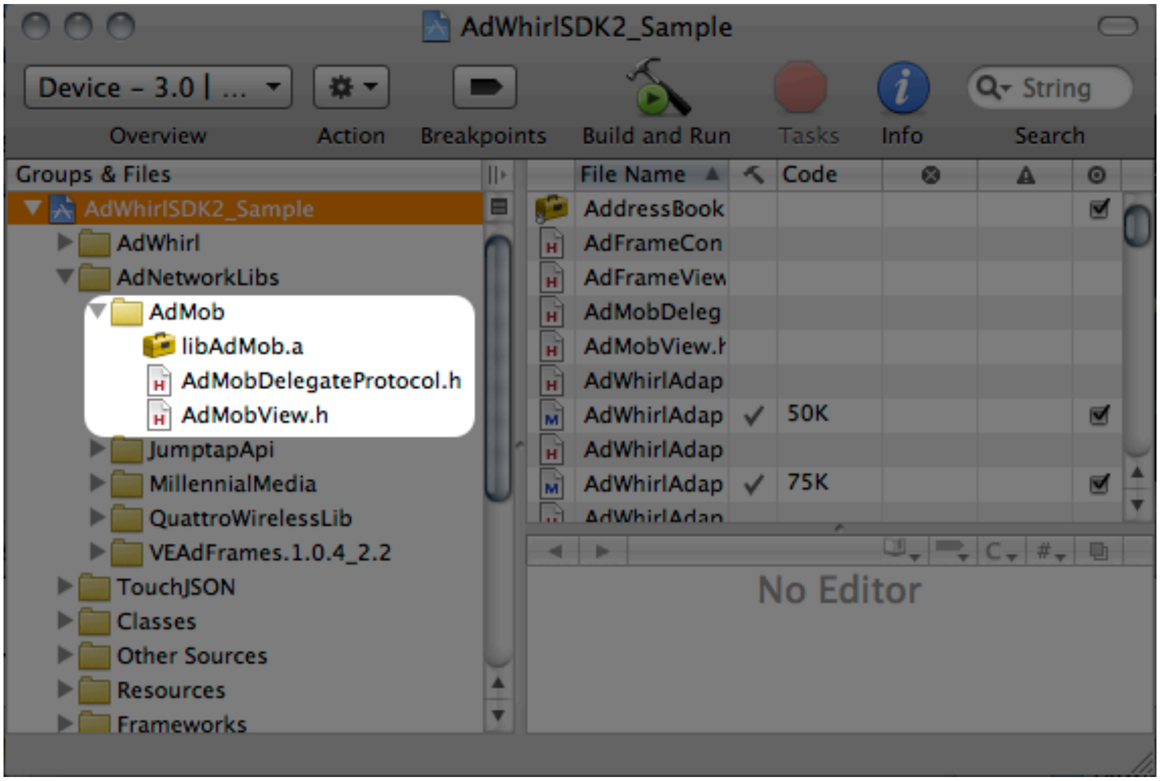
Note: `UIKit.framework`, `Foundation.framework`, and `CoreGraphics.framework` are included by default.

4. Add the ad network libraries. All of the ad network libraries are optional. You do not have to integrate an ad network if you don't want to run the ads, or don't have access to the SDK.

a. AdMob

i. Download the AdMob ADK from http://www.admob.com/ . As of version 20100322, AdMob provides one binary for all iPhone SDK versions.

ii. Drag the AdMob folder into your Xcode project (containing AdMobDelegateProtocol.h, AdMobView.h and libAdMobDevice.a)

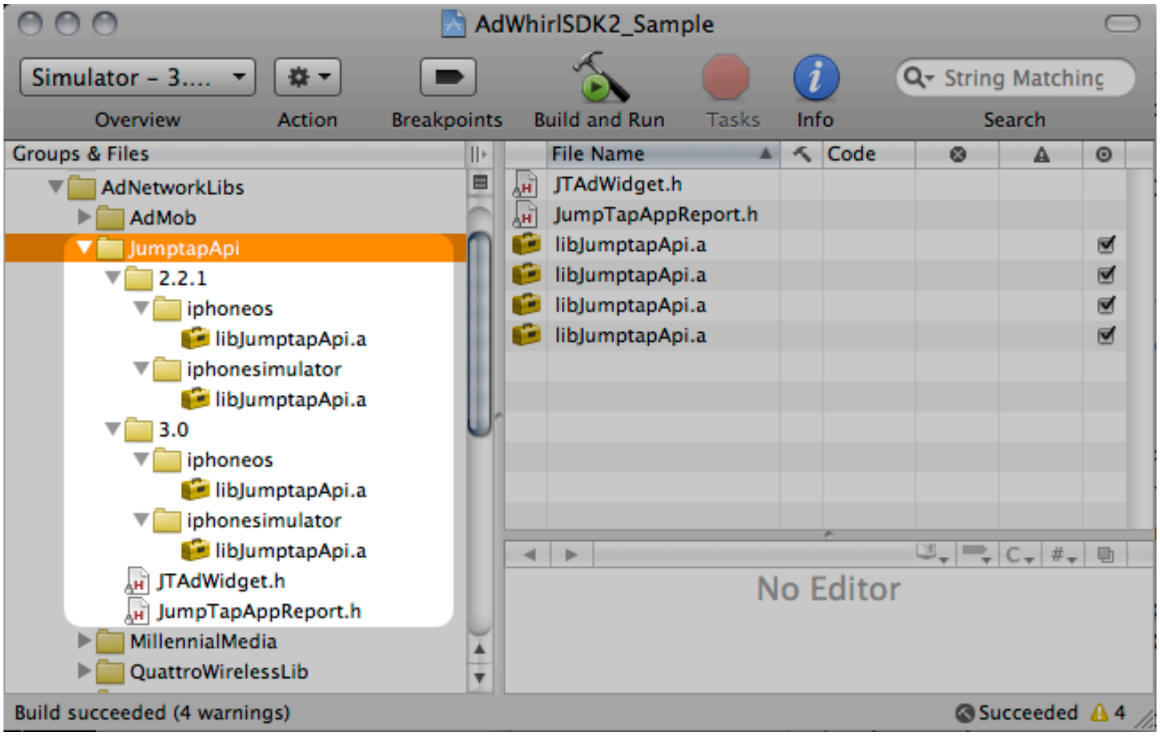


b. JumpTap

i. Download the JumpTap SDK from https://support.jumptap.com/index.php/IPhone_Library_Integration#Downloading_the_library

ii. Drag the `JumpTap` folder into your Xcode project (containing the folders `2.2.1` and `3.0`, and the files `JTAdWidget.h` and `JumpTapAppReport.h`).

iii. Right click your primary target -> Get Info -> Build tab. Double click on the value for "Library Search Paths". Remove all the JumptapApi paths except one, and change it to "$(SRCROOT)/JumptapApi/$(IPHONEOS_DEPLOYMENT_TARGET)/$(PLATFORM_NAME)/" . The path components before "/JumptapApi" may differ in your environment.

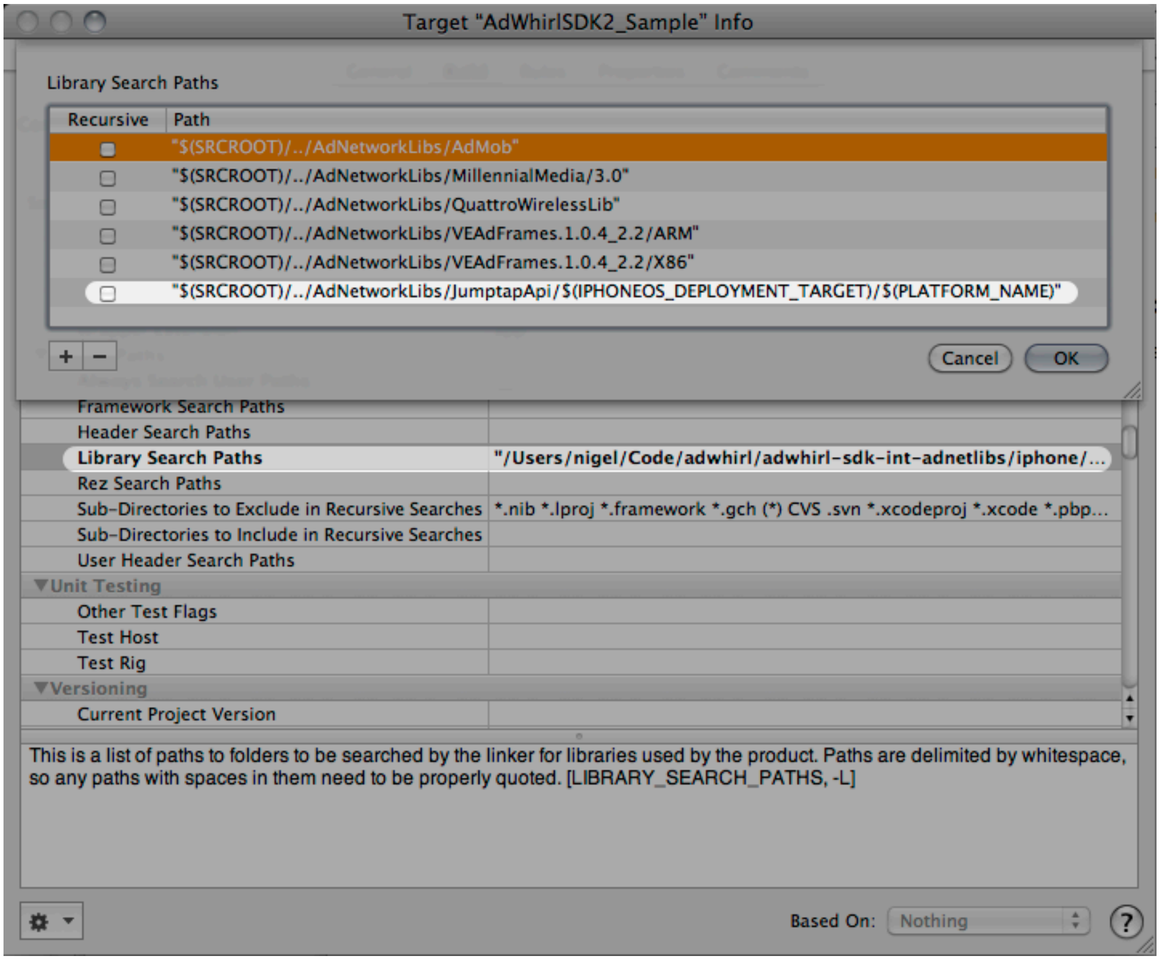


```
AdNetworkLibs
  AdMob
  JumptapApi
    2.2.1
      iphoneos
        libJumptapApi.a
      iphonesimulator
        libJumptapApi.a
    3.0
      iphoneos
        libJumptapApi.a
      iphonesimulator
        libJumptapApi.a
    JTAdWidget.h
    JumpTapAppReport.h
  MillennialMedia
  QuattroWirelessLib
```

File Name	Code			
JTAdWidget.h				
JumpTapAppReport.h				
libJumptapApi.a				☑
libJumptapApi.a				☑
libJumptapApi.a				☑
libJumptapApi.a				☑

Build succeeded (4 warnings)

Succeeded ⚠ 4



Library Search Paths

Recursive	Path
□	"$(SRCROOT)/../AdNetworkLibs/AdMob"
□	"$(SRCROOT)/../AdNetworkLibs/MillennialMedia/3.0"
□	"$(SRCROOT)/../AdNetworkLibs/QuattroWirelessLib"
□	"$(SRCROOT)/../AdNetworkLibs/VEAdFrames.1.0.4_2.2/ARM"
□	"$(SRCROOT)/../AdNetworkLibs/VEAdFrames.1.0.4_2.2/X86"
□	"$(SRCROOT)/../AdNetworkLibs/JumptapApi/$(IPHONEOS_DEPLOYMENT_TARGET)/$(PLATFORM_NAME)"

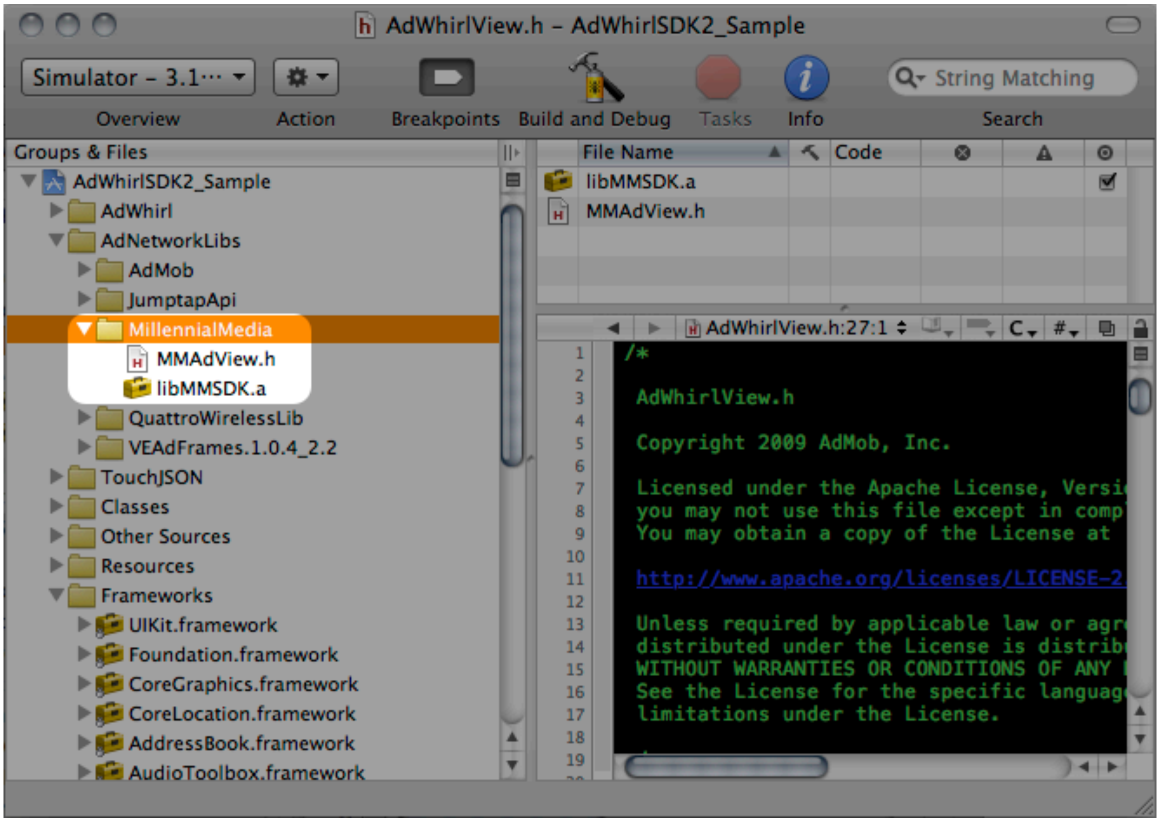
Framework Search Paths	
Header Search Paths	
Library Search Paths	**"/Users/nigel/Code/adwhirl/adwhirl-sdk-int-adnetlibs/iphone/...**
Rez Search Paths	
Sub-Directories to Exclude in Recursive Searches	*.nib *.lproj *.framework *.gch (*) CVS .svn *.xcodeproj *.xcode *.pbp...
Sub-Directories to Include in Recursive Searches	
User Header Search Paths	
▼Unit Testing	
Other Test Flags	
Test Host	
Test Rig	
▼Versioning	
Current Project Version	

This is a list of paths to folders to be searched by the linker for libraries used by the product. Paths are delimited by whitespace, so any paths with spaces in them need to be properly quoted. [LIBRARY_SEARCH_PATHS, -L]

c. Millennial Media

i. Download the Millennial Media SDK from http://developer.millennialmedia.com . As of Version 3.5 (4/1/2010), Millennial Media provides one binary for all iPhone SDK versions.

ii. Drag the Public folder into your Xcode project (containing the files `MMAdView.h` and `libMMSDK.a`).

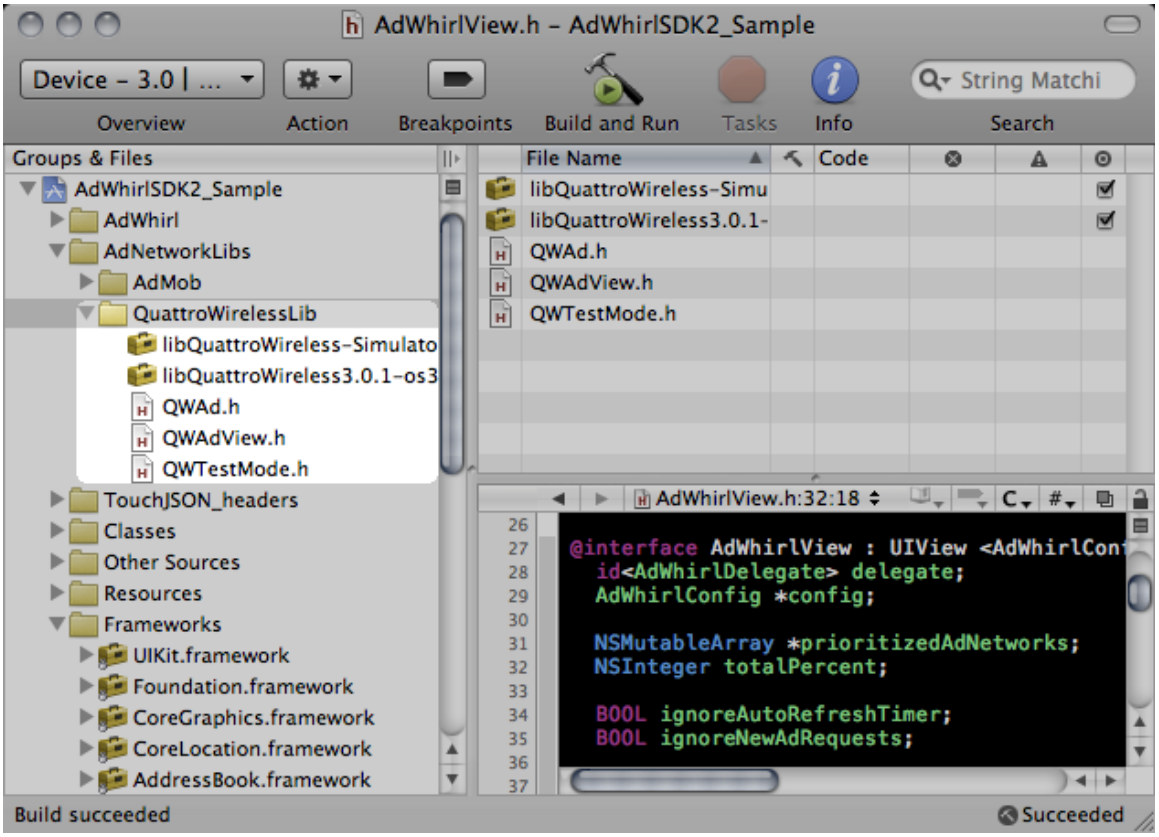


```
/*

 AdWhirlView.h

 Copyright 2009 AdMob, Inc.

 Licensed under the Apache License, Versi
 you may not use this file except in comp
 You may obtain a copy of the License at

 http://www.apache.org/licenses/LICENSE-2

 Unless required by applicable law or agr
 distributed under the License is distrib
 WITHOUT WARRANTIES OR CONDITIONS OF ANY
 See the License for the specific languag
 limitations under the License.
```

d. Quattro Wireless

i. Download the Quattro Wireless SDK from http://www.quattrowireless.com. Be sure to download the version for OS 3.0.

ii. Drag the `QuattroWirelessLib` folder into your Xcode project (containing `libQuattroWireless-Simulator3.1.0-os3.0.a`, `libQuattroWireless3.1.0-os3.0.a`, `QWTestMode.h`, `QWAd.h`, `QWAdView.h`. Exact names of `.a` files may be different depending on the version you download).



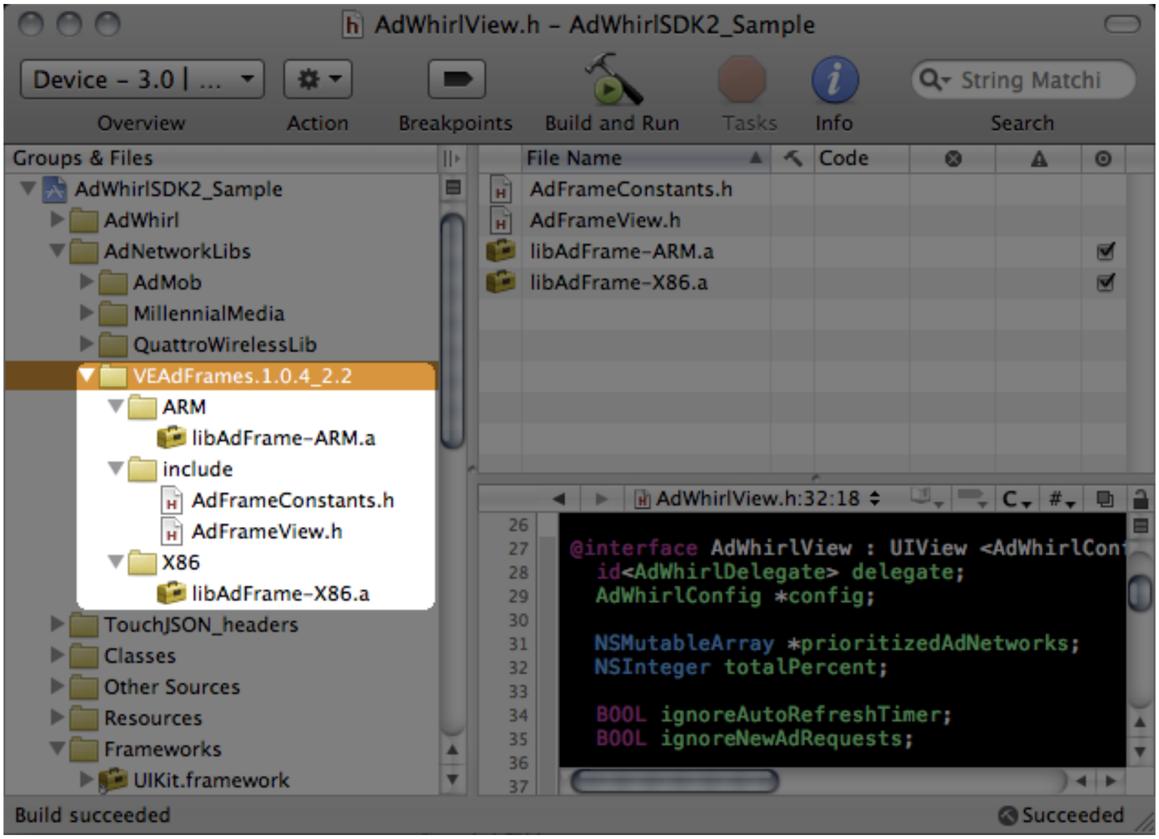
```
@interface AdWhirlView : UIView <AdWhirlCon
  id<AdWhirlDelegate> delegate;
  AdWhirlConfig *config;

  NSMutableArray *prioritizedAdNetworks;
  NSInteger totalPercent;

  BOOL ignoreAutoRefreshTimer;
  BOOL ignoreNewAdRequests;
```

e. VideoEgg

i. Download the VideoEgg SDK from http://www.videoegg.com/.

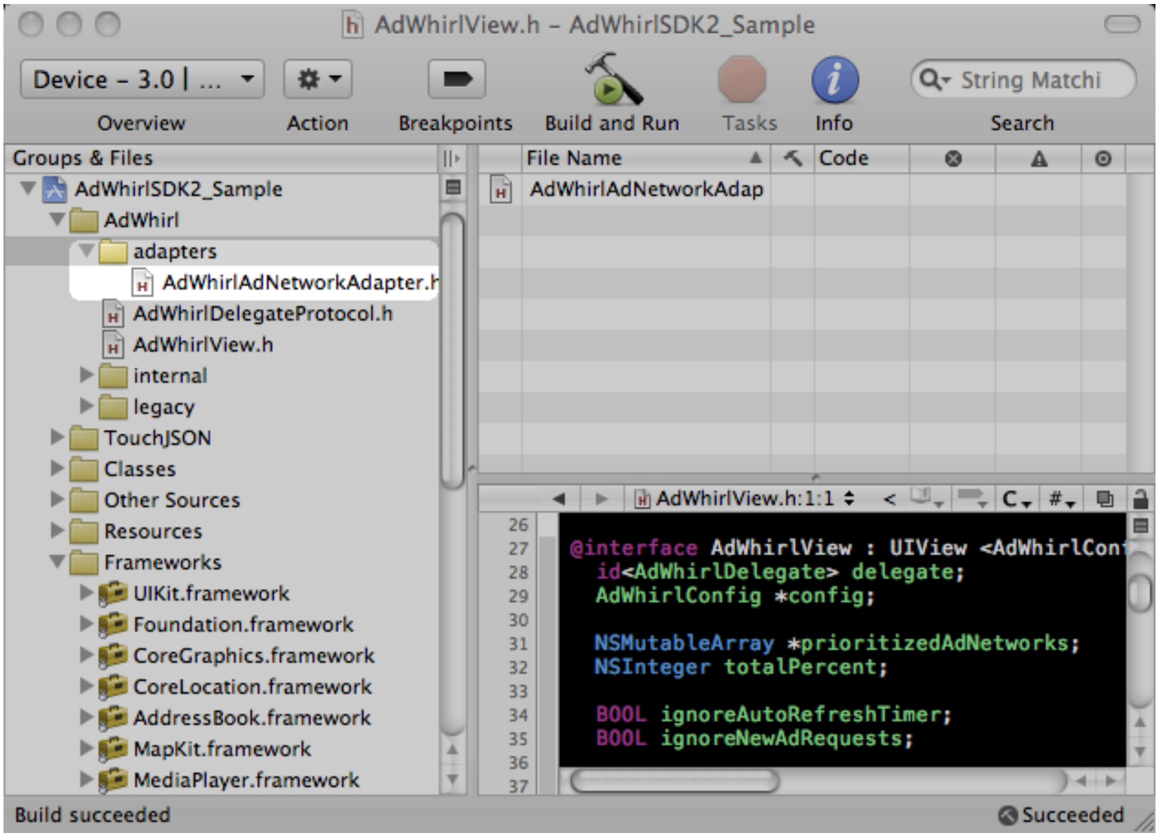
ii. Drag the appropriate `VEAdFrames` folder under the `lib` folder into your project (containing the folders `ARM`, `X86`, and `include`).

iii. To avoid build errors, remove `AdFrameView.o` from under the `ARM` and `X86` folders. Rename `libAdFrame.a` in each directory to include the architecture in the file name, such as `libAdFrame-ARM.a` and `libAdFrame-X86.a`.



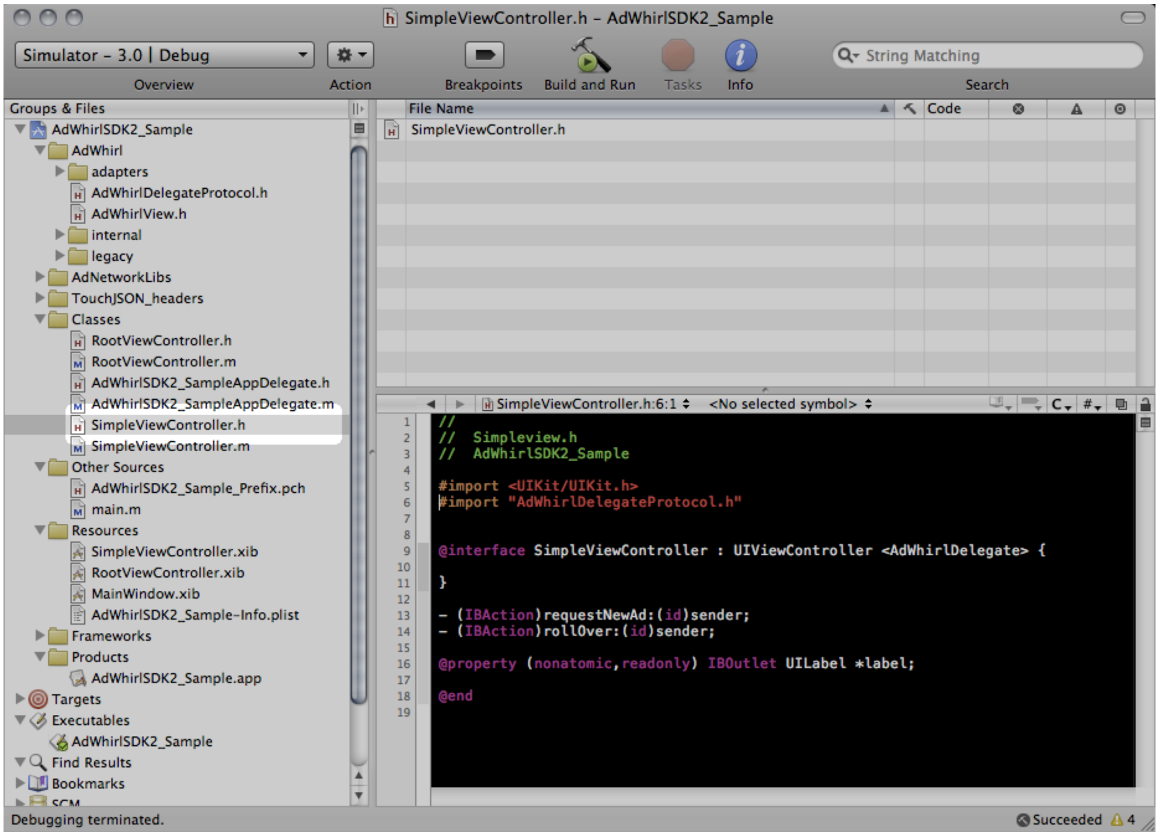
```
@interface AdWhirlView : UIView <AdWhirlCon
  id<AdWhirlDelegate> delegate;
  AdWhirlConfig *config;

  NSMutableArray *prioritizedAdNetworks;
  NSInteger totalPercent;

  BOOL ignoreAutoRefreshTimer;
  BOOL ignoreNewAdRequests;
```

5. Remove the ad network adapters that you don't use. Under the `adapters/` group, you must remove the ad network adapters for ad networks that you did not integrate in step 4, or your project will not compile. In the extreme case, you can remove all files under `adapters/` except the `AdWhirlAdNetworkAdapter.h` file, in which case your app can only run custom ads and generic notifications.



```
@interface AdWhirlView : UIView <AdWhirlCon
  id<AdWhirlDelegate> delegate;
  AdWhirlConfig *config;

  NSMutableArray *prioritizedAdNetworks;
  NSInteger totalPercent;

  BOOL ignoreAutoRefreshTimer;
  BOOL ignoreNewAdRequests;
```

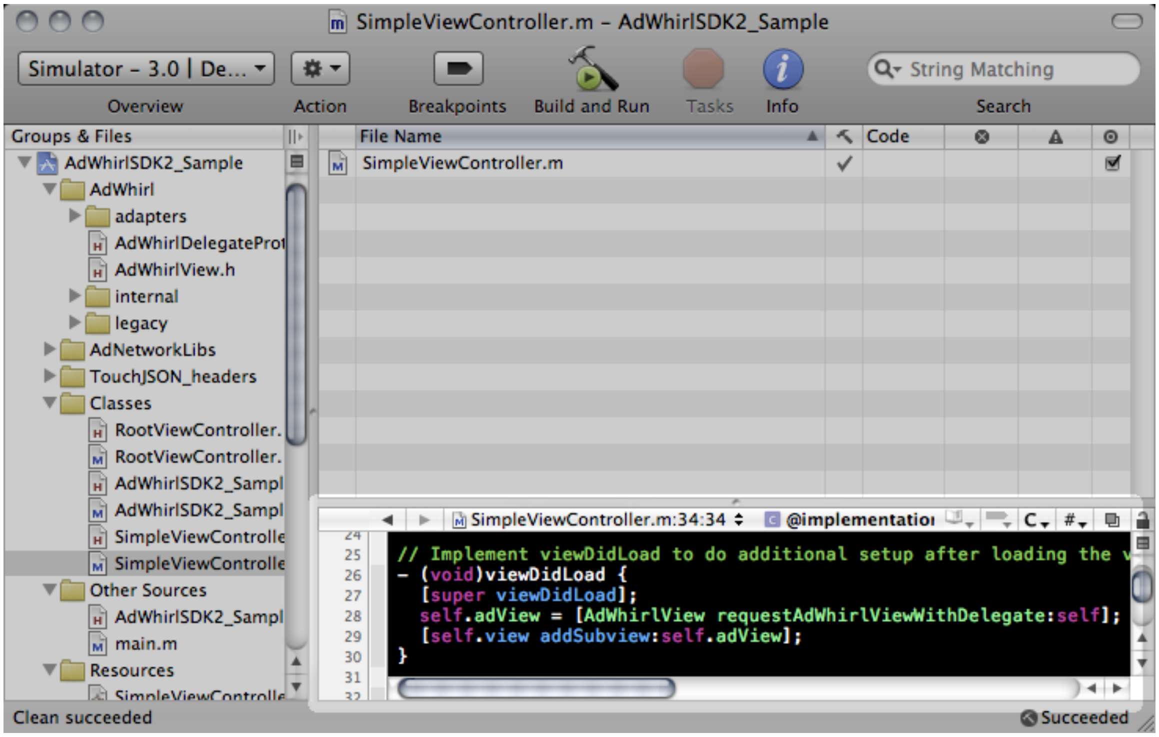
6. Implement the required `AdWhirlDelegate` methods in your code. If you have integrated with AdWhirl before and have implemented `AdRollerDelegate`, you do not have to change the code. This open source SDK is a drop-in replacement of ARRoller APIs and is backwards-compatible. At a minimum, you must implement the `adWhirlApplicationKey` method to return your AdWhirl application key. See the comments in `AdWhirlDelegateProtocol.h` for optional methods to implement.



```
//
//  Simpleview.h
//  AdWhirlSDK2_Sample

#import <UIKit/UIKit.h>
#import "AdWhirlDelegateProtocol.h"


@interface SimpleViewController : UIViewController <AdWhirlDelegate> {

}

- (IBAction)requestNewAd:(id)sender;
- (IBAction)rollOver:(id)sender;

@property (nonatomic,readonly) IBOutlet UILabel *label;

@end
```

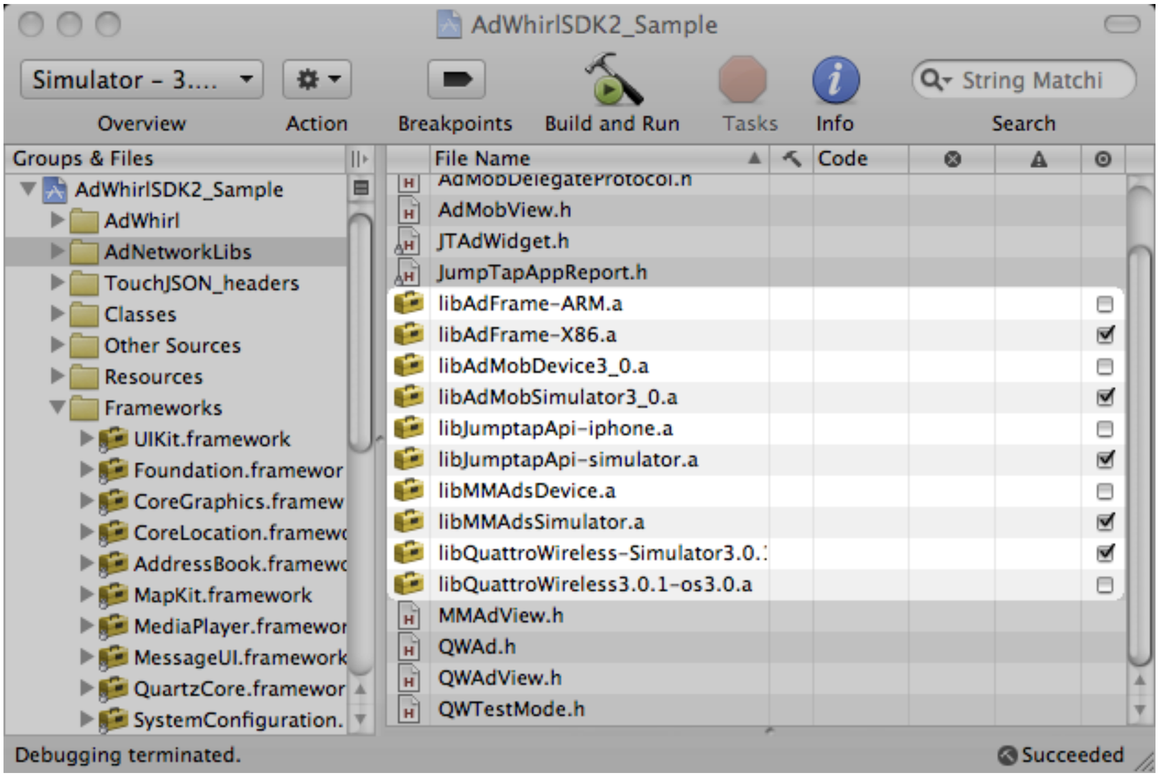
7. Request an `AdWhirlView` in your code and add it to your view hierarchy. For example:

```
 AdWhirlView *awView = [AdWhirlView
requestAdWhirlViewWithDelegate:self];
   [self.view addSubview:awView];
```



```
// Implement viewDidLoad to do additional setup after loading the v
- (void)viewDidLoad {
  [super viewDidLoad];
  self.adView = [AdWhirlView requestAdWhirlViewWithDelegate:self];
  [self.view addSubview:self.adView];
}
```

8. To avoid build warnings (it is useful to have "Treat Warnings as Errors" turned on), you can uncheck static libraries from the target that are not the same architecture as those you are building.

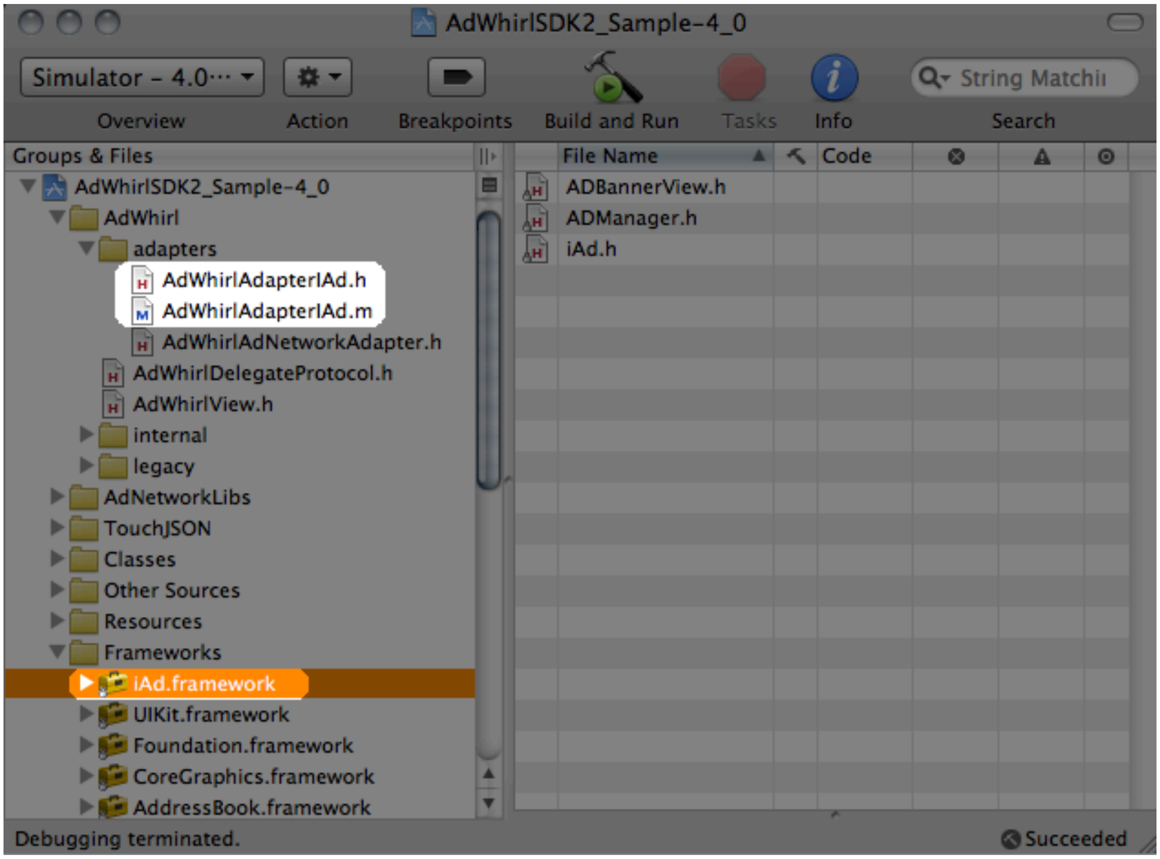


File Name	Code	⊗	⚠	◎
AdMobDelegateProtocol.h				
AdMobView.h				
JTAdWidget.h				
JumpTapAppReport.h				
libAdFrame-ARM.a				□
libAdFrame-X86.a				☑
libAdMobDevice3_0.a				□
libAdMobSimulator3_0.a				☑
libJumptapApi-iphone.a				□
libJumptapApi-simulator.a				☑
libMMAdsDevice.a				□
libMMAdsSimulator.a				☑
libQuattroWireless-Simulator3.0.:				☑
libQuattroWireless3.0.1-os3.0.a				□
MMAdView.h				
QWAd.h				
QWAdView.h				
QWTestMode.h				

Debugging terminated.

Succeeded

9. AdWhirl will support Apple's iAd when it is launched and we have included an early look of an network adapter for iAd. To use it, add AdWhirlAdapterIAd.m and .h files under the extras/ directory, and add the iAd.framework into your project. You must use Xcode 3.2.3 with iPhone OS 4.0. This adapter is for your reference only until iPhone OS 4.0 is released



Debugging terminated.

Succeeded