iOS Video Renderer

Class Name

FWVideoAdRenderer

Introduction

Render video ads which can be played by iOS devices.

Content types, slot types and ad units

Attribute	Supported Values
Content Type	video/mp4*, video/m4v*, application/x-mpegurl
Slot Type	Temporal
Ad Units	Video
Creative API	N/A

Parameters

Name	Type	Desciption	Re
FW_PARAMETER_VIDEO_AD_SCALING_MODE	NSString	Scaling mode of video ad. Should be one of • FW_PARAMETER_VIDEO_AD_SCALING_MODE_NONE • FW_PARAMETER_VIDEO_AD_SCALING_MODE_ASPECT_FIT • FW_PARAMETER_VIDEO_AD_SCALING_MODE_ASPECT_FILL • FW_PARAMETER_VIDEO_AD_SCALING_MODE_FILL	No
FW_PARAMETER_CLICK_DETECTION	NSString	Specify the whether AdManager handle temporal ad clic valid value is: "true"/"false" "on"/"off" "yes"/"no"	No
FW_PARAMETER_DESIRED_ORIENTATION	NSString	"portrait" or "landscape"	No

FW_PARAMETER_DESIRED_ORIENTATION notes

It is the key of available desired orientation of rendition selection algorithm and only takes effect in full screen mode.
If it is not set, the application status bar orientation is used.
If it is set to "portrait", the smaller of UIScreen width and height will be selected as width and the bigger of UIScreen width and height will be selected as height.
The "landscape" is opposite to "portrait".

Event Callbacks

ℹ   Not edited yet

Callback Event Name	Support	Additional Callback Urls	Other Info (optional)
defaultImpression	yes		
defaultClick	yes		
firstQuartile	no		
midPoint	no		
thirdQuartile	no		
complete	no		
_mute	no		
_un-mute	no		
_collapse	no		
_expand	no		
_pause	no		
_resume	no		
_rewind	no		
_accept-invitation	no		
_close	no		
_minimize	no		

Fail Conditions

Condition	Error Code	Additional String	Other Info (optional)
App does not call -[FWContext setVideoDisplayBase:] or -[FWContext setMoviePlayerController:] before playing video ad.	_e_invalid-value	App should call -[FWContext setVideoDisplayBase:] or -[FWContext setMoviePlayerController:] before playing video ad	
App does not add videoDisplayBase or main video's MPMoviePlayerController to view hierarchy before playing non-fullscreen movie	_e_invalid-value	App should add video display base or main video's MPMoviePlayerController to view hierarchy before playing non-fullscreen movie	
Null asset	_e_null-asset		
Timeout, bad connection, unknown errors	_e_unknown	error description reported by iOS	All MPMoviePlayerControll playback errors are treated as unknown because iOS does not have public error code

Special Items

click

Mobile Ad Click Behavior in native app

Limitation

sdkdoc:iOS MidRoll Slot Support

In iOS version under 3.2, the ad video can not aware of and follow device orientation change.

Reference