

iOS InAppView Extension

Parameters

Name	Constant	Type
loadTimeOutSecond	FW_PARAMETER_IN_APP_VIEW_LOADING_TIMEOUT	positive integer
extension.inAppView.toolbarSurfaceRender	FW_PARAMETER_IN_APP_VIEW_TOOLBAR_SURFACE_RENDER	
extension.inAppView.navigationBarBackgroundColor	FW_PARAMETER_IN_APP_VIEW_NAVIGATION_BAR_BACKGROUND_COLOR	
extension.inAppView.navigationBarHeight	FW_PARAMETER_IN_APP_VIEW_NAVIGATION_BAR_HEIGHT	
extension.inAppView.navigationBarAlpha	FW_PARAMETER_IN_APP_VIEW_NAVIGATION_BAR_ALPHA	
extension.inAppView.webViewBackgroundColor	FW_PARAMETER_IN_APP_VIEW_WEB_VIEW_BACKGROUND_COLOR	
extension.inAppView.webViewAlpha	FW_PARAMETER_IN_APP_VIEW_WEB_VIEW_ALPHA	
tapOpensInApplication	FW_PARAMETER_OPEN_IN_APP	

Deprecated parameters:

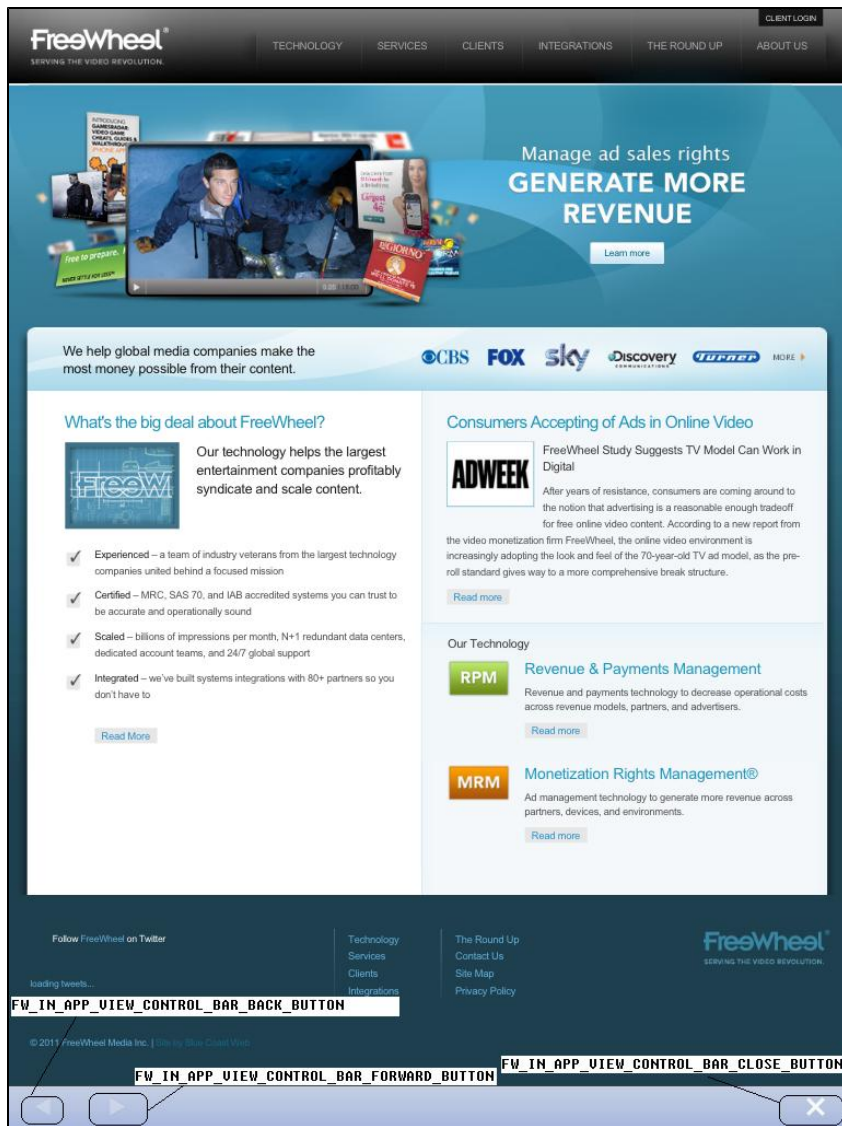
- FW_PARAMETER_IN_APP_VIEW_BACKWARD_BUTTON_SOURCE
- FW_PARAMETER_IN_APP_VIEW_FORWARD_BUTTON_SOURCE
- FW_PARAMETER_IN_APP_VIEW_CLOSE_BUTTON_SOURCE

Note: support get parameters from rendition level

Related events

Name	Constant	Description
inAppViewOpen	FW_NOTIFICATION_IN_APP_VIEW_OPEN	AdManager will send this notification before a InAppView will be opened
inAppViewClose	FW_NOTIFICATION_IN_APP_VIEW_CLOSE	AdManager will send this notification after InAppView closed

FW_PARAMETER_IN_APP_VIEW_TOOLBAR_SURFACE_RENDER



The toolbar appearance can be customized by player setting the parameter `FW_PARAMETER_IN_APP_VIEW_TOOLBAR_SURFACE_RENDER` to an HTML snippet. 3 image elements are required in the HTML with certain IDs as the example shows.

The built-in HTML snippet used by AdManager is attached: [in_app_view_toolbar.html](#) (backward and forward arrow button are both in 16x19 pixel, close button however is in 17x17 pixel)

Following code is a customized example using different button images:

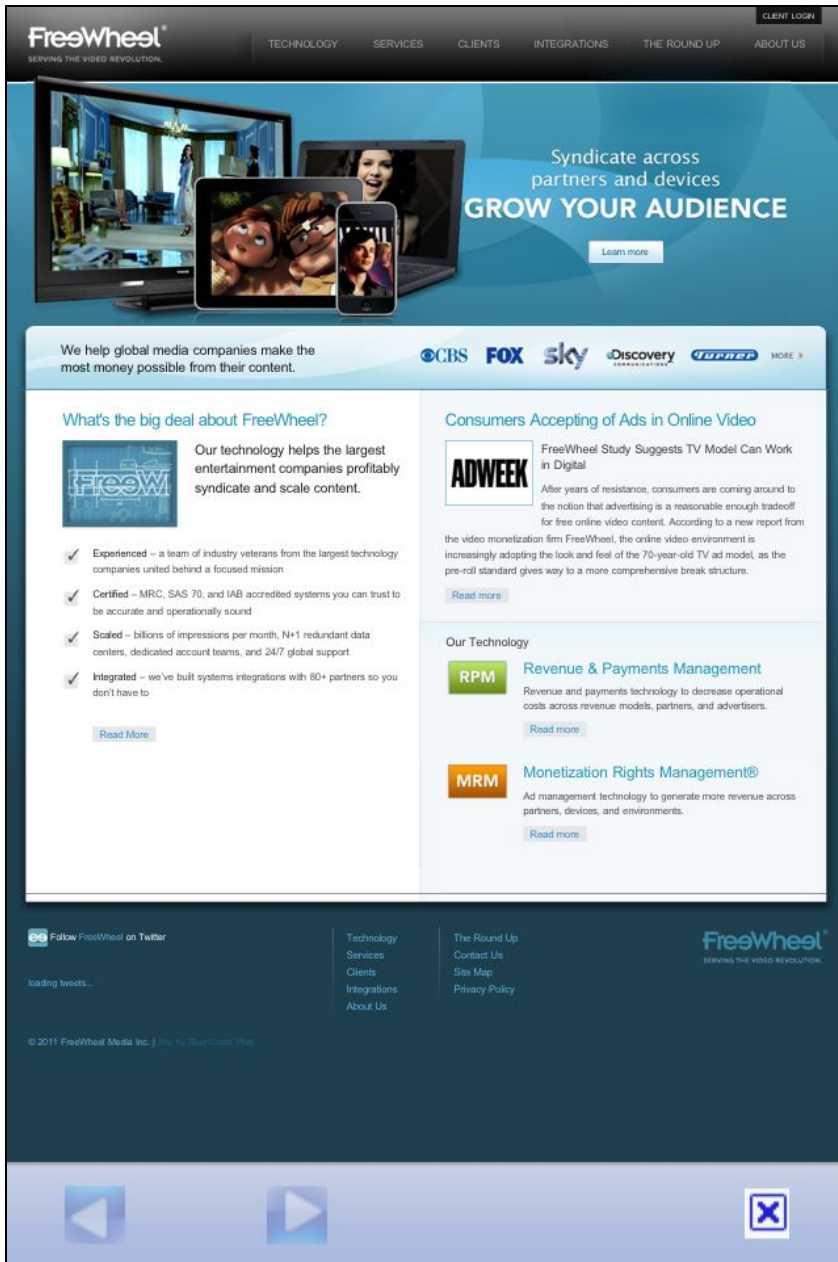
```

<div>
  <table border="0" height="100%" width="100%">
    <tr>
      <td width="23">
        
      </td>
      <td width="50"></td>
      <td width="23">
        </td>

      <td align="right">
        
      </td>
    </tr>
  </table>
</div>

```

With the html snippet above it will look like



Open media (video and audio) file in InAppView

It uses a html5 video tag to play both video and audio.

In legacy mode (IOS version is before 3.2) media file plays in full screen mode, otherwise in inline mode.

A limitation is ad video will stop before the media file plays.

Overlay renderer enhancement

The overlay renderer will post FW_NOTIFICATION_CONTENT_PAUSE_REQUEST/FW_NOTIFICATION_CONTENT_RESUME_REQUEST notification on the event of InAppView open/close.

The default behavior of the player should handle FW_NOTIFICATION_CONTENT_PAUSE_REQUEST/FW_NOTIFICATION_CONTENT_RESUME_REQUEST notification to pause/resume content video and at the same time notify AdManager the state of content video.