

AppNexus Open AdStream
Mobile SDK for iOS
Release Notes
December 6, 2016



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iOS Mobile SDK Package Content

AppNexus|OAS Mobile SDK for iOS package contains the following:

1. iOS SDK library and include files
2. Demo app that illustrates different ad types supported by this SDK as well as sample code
3. iOS SDK document that provides step-by-step instruction on how to build the demo app and how to incorporate AppNexus|OAS Mobile SDK into an iOS application, as well as the complete reference to the SDK API.

Supported Ad Types

This version of AppNexus|OAS Mobile SDK supports the following ad types:

1. Simple banner ads
2. HTML/JavaScript based rich media banner ads
3. MRAID 1.0 and 2.0 rich media banner ads
4. Simple interstitial ads
5. HTML/JavaScript based rich media interstitial ads
6. MRAID 1.0 and 2.0 rich media interstitial ads
7. VAST 2.0 and 3.0 video interstitial ads
8. VAST 2.0 and 3.0 in-stream pre-roll video ads

Current certified version of AN SDK for mediation

Version 2.13.2 – downloadable [here](#).

New Features and Fixes

****ACTION REQUIRED** for 2.2.5 release**

App Transport Security support:

The OAS SDK is ATS compliant with the release of the 2.2.5 version of the SDK. The OAS ad server is ATS compliant so any creative hosted on OAS will work fine. All third-party creatives need to be hosted on ATS compliant ad servers. ATS compliance, according to Apple, means not only that HTTP connections must use HTTPS but also that those connections must meet additional security requirements as listed [here](#). *This means that the publisher will have to go through all of the*





current ad ops setups and ensure that the **https://** prefix is used and that the servers hosting those links are **ATS compliant**.

In the publisher's ad ops setup, the urls used must be **https://** and hosted on servers that are **ATS-compliant**. In order to ensure this please look at the following fields for each **creative** in the ad ops setup:

- Click-URL
- Filename/URL
- Creative code box **this includes all urls within the code*

Although not recommended, the workaround for third-party creative and pixels to serve on non-ATS compliant servers is to set the **NSAllowsArbitraryLoadsInWebContent** flag to true in the application plist file. For VAST video creative, the publisher should use **NSAllowsArbitraryLoads**. If the publisher chooses to set this exception, Apple's documentation states that "**Note:** Setting this key's value to YES triggers App Store review and requires justification."

▼ App Transport Security Settings	▲	Dictionary	(1 item)
Allow Arbitrary Loads in Web Content	▲	Boolean	YES

Version 2.2.5 (December 7th, 2016)

Added	App Transport Security (ATS) compliance for OAS SDK
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Version 2.2.4.1 (November 17th, 2016)

Added	Frameworks compiled only for device that will not fail when submitted to the App Store.
Added	Script for excluding the simulator slice from the universal framework anytime the app is pushed to the App Store

Version 2.2.4 (April 11th, 2016)

Fixed	Resource path error on iOS 9.0 and above.
Fixed	Localization compatibility with latest version CocoaPods
Improved	Countdown label positioning issue for pre-roll ads on iOS 9.0 and above.

Version 2.2.3 (Oct 26th, 2015)



Fixed	Opening in-app browser from ad displayed in a modal view controller
Improved	Added 4 different variants of build – Bitcode enabled/disabled static libraries and frameworks.

Version 2.2.2 (Aug 13th, 2015)

Fixed	Status Bar loses it's state on closing the interstitial
Fixed	Opening In-App Store on Non-Mraid Interstitial ads
Improved	Removed unused AppNexusOASDKDB.xcdatamodeld file from the release bundle.

Version 2.2.1 (June 23rd, 2015)

Improved	User Experience for opening In-App Store
Improved	Release iOS SDK through COCOAPODS

Version 2.2.0 (June 15th, 2015)

Improved	Added support for VAST Wrappers.
Improved	Added support for custom actions on click

Version 2.1.2 (June 4th, 2015)

Fixed	Close button visibility issue for interstitial ads when shouldDisplayAdOnWebViewFinishRender callback is implemented.
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Version 2.1.1 (May 28th, 2015)

Fixed	Considering baseUrl for all ad requests within SDK
Improved	Provided new optional delegate method for ClickThroughs

Version 2.1.0 (May 14th, 2015)

New Feature	Dynamic mediation capabilities from OAS server
Improved	Device model targeting for iPhone, iPad and iPod Touch
Improved	Verbose error messages for Mediation.
Improved	Detection of VAST pre-roll ads irrespective of AdType attribute.
Improved	Automatic pausing and resuming of VAST videos after leaving the screen and coming back, specially during click through. This feature is configurable.
Improved	Configurable skip offset (relative and absolute) for VAST videos.

Version 2.0.1 (April 27th, 2015)

New Feature	Support for post-click web view's visual attribute customization
New Feature	Click to App Store without exiting the app
New Feature	Configurable countdown timer position
Improved	Verbose error logging of incorrect XML formation for VAST ads
Improved	Verbose error logging of Targeting tags missing from XML for VAST ads
Improved	Verbose error logging of incorrect Ad Types for VAST ads.

Version 2.0.0 (March 26th, 2015)

New Feature	Client-Side Mediation using AppNexus SDK
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Version 1.3.7 (March 02nd, 2015)

Improved	MRAID Expandable Ad - Background disappears, positioning problem in iOS 8.1
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Version 1.3.6 (February 10th, 2015)

Fixed	Interactive ads not covering the full screen and shows white spaces at top
Fixed	Rich Media ad closes application on returning from hibernation in expanded state.

Version 1.3.5 (January 12th, 2015)

Change	Branding SDK with AppNexus
Fixed	"click to Sms" action- add ability to set sms body

Version 1.3.4 (December 1st, 2014)

Added	iOS 8 Compatibility
Fixed	VAST Interstitial Video appears blank on returning from hibernation

Version 1.3.3 (October 21st, 2014)

Fixed	Final rendered contents of ad not being fetched in case of redirect due to meta-refresh
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Known Issues and Limitations

The following is the known limitation of this version of AppNexus|OAS Mobile SDK for iOS:

- VAST 2.0/3.0 companion ads are not supported in this release