Avazu Native Ad SDK Setup for iOS

Date	Version	Description	Developer
2015.03.12	v1.0.0	First Version	曹诗聪
2015.03.25	v1.0.1	Optimization and issue fix	曹诗聪
2015.03.27	v1.0.2	Sample Project Optimization	曹诗聪

1.Introduction

1.1 What the SDK can provide

Avazu ADSDK can provide following functions in your mobile iOS App:

- Show Single Banner (Recommended size: 320 * 100)
- Show Transparent Banner (Recommended size: 410* 100)
- Show Banner App Wall
- Show Single Line Button APP Wall
- Show Multiple Line Button APP Wall

For the ad types, the appearance and size of the ad are fully customizable with our function provided in the SDK.

1.2 Compatibility

The minimum runtime OS requirement is iOS 6.0, or higher, iOS 8.x is fully supported.

1.3 Development environment

Operation System： macosx lion, or higher
Development Tool： Xcode 5.0, or higher

2. Configuration

2.1 Traffic Source ID

Make sure you are have registered Avazu APX account and have a valid Traffic Source ID for display.

2.2 Adding the SDK to your project

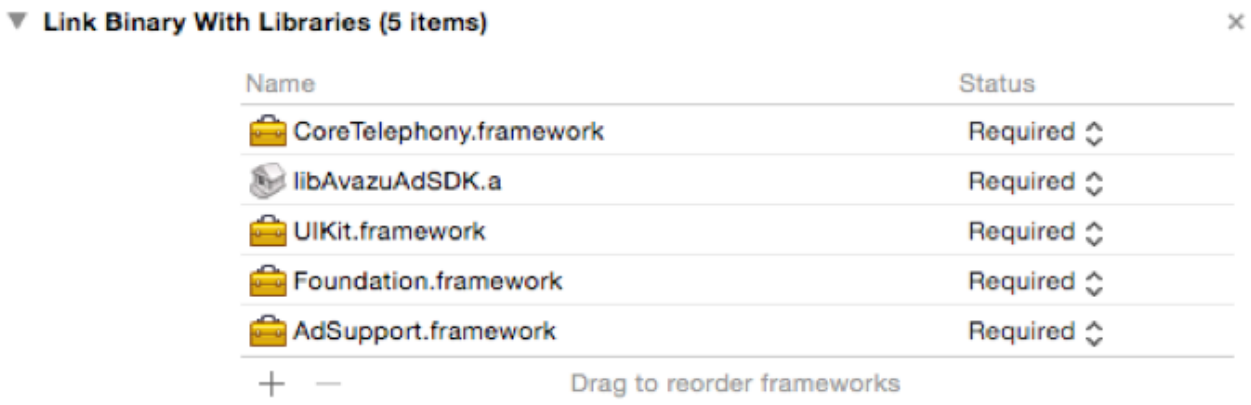
- libAvazuAdSDK.a
- AvazuADView.h

2.3 Adding Frameworks

For the SDK to work correctly , adding some frameworks to your Xcode project is required.

The frameworks required to compile the AvazuADSDK library are given below:

- CoreTelephony.framework
- UIKit.framework
- Foundation. framework
- AdSupport. framework



3. Show AD

AvazuADSDK provide 5 different types of ads, which include single banner, banner app wall, transparent banner, single line button App wall and multiple-line button App wall.

As a developer, you can simply create these advert type with one interface: AvazuADView, it is simply a UIView subclass displaying HTML5 ads that respond to user touch. It is easy to create AvazuADView in code.

To get a valid ad, please perform the following methods:

3.1 Creating a instance for AvazuADView

Assuming you already had a appropriate Traffic Source ID, and you will use it to create the instance every time , so make sure the Traffic Source ID is valid, or AvazuADSDK will fail to load the ads.

Follow the below steps:

```
#import <UIKit/UIKit.h>
#import "AvazuADView.h"

@interface ViewController : UIViewController <AvazuADViewDelegate>
@property (strong, nonatomic) AvazuADView *adView;
@end
```

1. Import the AvazuADView.h file.

```
self.adView = [[AvazuADView alloc] initWithFrame:adFrame
                                          adType:AVAZU_SINGLE_BANNER
                                        sourceID:@"input your Traffic Source ID here"];
```

2. Declare a instance in the header file. Your header file should look like this:

3. Create an AvazuADView instance using the following method:

4. After creating an adView instance, set the delegate property of AvazuADView as your view controller before loading the ad. This is so that you will be notified about success or failure.

5. Add your adView to the main view before loading the ad.

6. Setup the adView according to your requirement, we will discuss this in detail in chapter: Customized Adview setup

7. load the ad using this method: [self.adView loadAD]

Your viewcontroller class should look like:

```
- (void)viewDidLoad {
    [super viewDidLoad];
    CGRect adframe = CGRectMack(0.0, 0.0, 320.0, 100.0);
    self.adView = [[AvazuADView alloc] initWithFrame:adframe
                                              adType:AVAZU_SINGLE_BANNER
                                            sourceID:@"1234"];
    self.adView.delegate = self;
    [self.view addSubview:self. adView];
     //Insert Customized Adview setup here
    [adView loadAD];
}
```

8. We recommend that you set the delegate to nil in the dealloc method of your ViewController, or at any time when you are releasing the adView.

```
- (void)dealloc {
    self.adView.delegate = nil;
}
```

3.2 Choosing a supported ADtype

AD Type	Value	Variable Name
Single Banner	9	AVAZU_SINGLE_BANNER
Banner App Wall	10	AVAZU_BANNER_APPWALL
Transparent Banner	11	AVAZU_TRANSPARENT_SINGLE_BANNER
Single Line Button App Wall	12	AVAZU_SINGLE_BUTTON_APP_WALL
Multiple Line Button App Wall	13	AVAZU_MULTIPLE_BUTTON_APP_WALL

Select the ADtype value from the following set of values declared in the AvazuADView method:

```
self. adView.isNeedIcon = 0;
```

3.3 Setting customized Adview

AvazuADSDK support fully customization for different AD types, to apply the customized settings, you just to need one line code like:

1. Setting customized Ad Elements

Value Name	Value Type	Default Value	Usage
isNeedIcon	BOOL	1	Show app's icon or not in adview
isNeedTitle	BOOL	1	Show app's title or not in adview
isNeedCat	BOOL	1	Show app's category or not in adview
isNeedSize	BOOL	1	Show app's size or not in adview
isNeedRating	BOOL	1	Show app's rating or not in adview
isNeedInstallButton	BOOL	1	Show install button or not in adview
isNeedReviewNumber	BOOL	1	Show app's review number or not in adview
isNeedLoadingIndicator	BOOL	1	Show loading indicator or not when loading ad

2. Setting customized Ad Color

Note: When setting AD color, All color value must be a NSString started with "#" followed by 6 hexadecimal RGB digitals. For example, #FFFFFF represents for white color while #000000 represents for color black.

3. Setting App count

Value Name	Value Type	Default Value	Usage
blockBackColor	NSString	null	Set the background color of the ad block
appTitleColor	NSString	null	Set the font color of the app title
buttonBackColor	NSString	null	Set the font color of download button
buttonTextColor	NSString	null	Set the font color of download button
mainBackColor	NSString	null	Set the background color of app wall

Note: appCount is required for these ad types:

Value Name	Value Type	Default Value	Usage
appCount	INT	1	Set the amount of app in adview

Banner App Wall, Single Line Button App Wall and Multiple Line Button App Wall.

4. Setting Transparency Ratio For Transparent Banner

Value Name	Value Type	Default Value	Usage
transparentBannerAlpha	INT	0	Set the transparency ratio of the background for transparent banner

Note: transparentBannerAlpha is required only for Transparent Banner, and the value should be set between 0 (completely transparent) and 100 (completely opaque).

You can find a sample code to generate a customize Banner App wall below:

```
- (void)viewDidLoad {
    [super viewDidLoad];
    CGRect adframe = CGRectMack(0.0, 0.0, 320.0, 100.0);
    self.adView = [[AvazuADView alloc] initWithFrame:adframe
                                              adType:AVAZU_BANNER_APPWALL
                                            sourceID:@"1234"];
    self.adView.delegate = self;
    [self.view addSubview:self. adView];
    self. adView.isNeedSize = 0;
    self. adView.isNeedReviewNumber = 0;
    self. adView.appCount = 4;
   [self.adView loadAD];
}
```

4. Implementing the delegate

If you need ad status callbacks, implement the delegate property of the AvazuADView. The user can perform necessary action on receiving callback.

Implement the required delegate for ad success and failure methods, as shown below:

```
- (void)avazuADViewLoadAdSucess:(AvazuADView *)adview
{
   NSLog(@"avazuADViewLoadAdSucess");
}

- (void)avazuADView:(AvazuADView *)adview didFailToReceiveAdWithError:(NSError *)error
{
   NSLog(@"avazuADViewLoadAdFail");
   NSLog(@"error:%@", error);
}
```