iOS Overlay Renderer

Introduction

Cocoa Overlay renderer is for showing image ads. It supports image minimize and close.

Content types, slot types and ad units

Attribute	Supported Values
Content Type	image/* text/html_doc_lit_mobile
Slot Type	Overlay
Ad Units	OVERLAY
Creative API	N/A

Parameters

Name	Type	Desciption	Required	Default Value
closeButtonURL	String	Close button image URL. The button can be set to invisible status by configuring the parameter to an 1x1 pixel image	No	System 'x' image.
closeButtonAnchor	String	Close button position. Valid values are • tl : top left; • tr : top right.	No	tr
pillURL	String	Pill button image URL	No	System '+' image.
minimizeType	String	Valid options are "pill" and "close".	No	close
FW_PARAMETER_CLICK_DETECTION	String	Specify the whether AdManager handle temporal ad click valid value should be: "true"/"false" "on"/"off" "yes"/"no"	No	null

Event Callbacks

> ℹ️   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)

Cooperation

with other FW module

- Works with inAppView ON or OFF

with player

- Works with device rotation
- Works with MPMoviePlayer fullscreen

Special Items

- current version of Overlay renderer do not resize ad. it will render the ad according to rendition's width and height

Limitation

Reference