#Ads Only :: SuperG SDK for iOS

Easy SDK Setup

- **Step 1**

Clone this repository to you local disk and drag the contents of ** *SDK Files* ** to the file browser of your XCode project

- **Step 2**

Open your AppDelegate.h file and add to your imports:

```
#import "Thumbr/Thumbr.h"
```

Then declare (or add to existing delegate):

```
@interface AppDelegate : UIResponder <UIApplicationDelegate, ThumbrSDKDelegate>
```

And register the following methods and variables:

```
+(NSDictionary*) getAdSettings;
- (void) initilizeSDK;
- (void) animateAdIn:(id)sender;
- (void) animateAdOut:(id)sender;
```

- **Step 3**

Below your @synthesize section, add the Thumbr Settings (get them from your Thumbr game manager):

```
//AD SERVING SETTINGS
#define updateTimeInterval @"0"//default number of seconds before Inline Ad refreshes (can be overridden serverside
#define autocloseInterstitialTime @"600"//number of seconds before interstitial Ad closes
#define showCloseButtonTime @"6"//Number of seconds before the Ad close button appears
#define iPad_Inline_zoneid @"0337178053"
#define iPad_Inline_secret @"F0B4E489B0CFC0BB"
#define iPad_Overlay_zoneid @"8336743053"
#define iPad_Overlay_secret @"BEF5D9D4D3E9B3CC"
#define iPad_Interstitial_zoneid @"0336739057"
#define iPad_Interstitial_secret @"DA018F2094E8189C"
#define iPhone_Inline_zoneid @"5383077054"
#define iPhone_Inline_secret @"C9AC24EF9CB18FFD"
#define iPhone_Overlay_zoneid @"8383057050"
#define iPhone_Overlay_secret @"A2E465BF955D25A5"
#define iPhone_Interstitial_zoneid @"8383057050"
#define iPhone_Interstitial_secret @"A2E465BF955D25A5"
```

And add these lines to your ** *didFinishLaunchingWithOptions* ** method:

```
[self initilizeSDK];
```

Last, in this file, add (or update) these methods:

```
- (void)applicationWillTerminate:(UIApplication *)application
{
    [Thumbr stop];
}
- (void)applicationDidEnterBackground:(UIApplication *)application
{
```

```objc
    [Thumbr stop];
}

- (void) initilizeSDK
{

    [Thumbr initializeSDKForAdsOnly];


}



+ (NSDictionary*)getAdSettings{

    NSDictionary *adSettings = [NSDictionary dictionaryWithObjectsAndKeys:showCloseButtonTime,@"showCloseButtonTim
    return adSettings;
}

- (void) interstitialClosed:(id)sender{
NSLog(@"Interstitial or overlay advertisement has closed. You can resume the game, if you paused it for the inters
}

- (void) animateAdIn:(id)sender{
    NSLog(@"animate Ad in");
    _viewController.adView.hidden = NO;
    CGRect adViewFrame = _viewController.adView.frame;
    int frameheight=640;

    if ([[UIDevice currentDevice] userInterfaceIdiom] == UIUserInterfaceIdiomPad) {
        frameheight = _viewController.view.frame.size.width;
    }
    else{
        frameheight = _viewController.view.frame.size.height;
    }
    adViewFrame.origin.y = frameheight-adViewFrame.size.height;

    CGRect frame = [sender frame];
    if(frame.size.height>10){
        float height = frame.size.height;
        adViewFrame.origin.y = frameheight-height;
    }
    [UIView beginAnimations:nil context:nil];
    [UIView setAnimationDuration:0.5];
    [UIView setAnimationDelay:1.0];
    [UIView setAnimationCurve:UIViewAnimationCurveEaseOut];
    _viewController.adView.frame = adViewFrame;
    [UIView commitAnimations];
}

- (void) animateAdOut:(id)sender{
    NSLog(@"animate Ad out");
    CGRect adViewFrame = _viewController.adView.frame;
    int frameheight=640;
    if ([[UIDevice currentDevice] userInterfaceIdiom] == UIUserInterfaceIdiomPad) {
        frameheight = _viewController.view.frame.size.width;
    }
    else{
        frameheight = _viewController.view.frame.size.height;
    }

    adViewFrame.origin.y = frameheight;

    [UIView beginAnimations:nil context:nil];
    [UIView setAnimationDuration:0.5];
    [UIView setAnimationDelay:0];
```

```
    [UIView setAnimationCurve:UIViewAnimationCurveEaseOut];
    _viewController.adView.frame = adViewFrame;
        [UIView commitAnimations];
}
```

• Step 4

Add a View to your ViewController.xib that will hold the advertisement.

Open the view controller where the Thumbr button and / or the advertisements will be.

Add this to your imports in your viewcontroller.h:

```
#import "Thumbr/Thumbr.h"
#import "Thumbr/AdViewController.h"
#import "AppDelegate.h"

@property (retain, nonatomic) IBOutlet UIView *adView;
```

Now connect the 'adView' IBOutlet to the view that will hold the advertisement. In your "viewcontroller.m" calling the different advertisements uses these methods:

Overlay advertisement:

```
NSDictionary* adSettings = [AppDelegate getAdSettings];
[[[[AdViewController alloc] init] retain] adOverlay:adSettings];
```

Inline advertisement (banner):

```
NSDictionary* adSettings = [AppDelegate getAdSettings];
CGPoint point = CGPointMake(0, 0);
[[[[AdViewController alloc] init] retain] adInline:adSettings adSettings:self.adView atPoint:point];
```

Interstitial advertisement (fullscreen):

```
NSDictionary* adSettings = [AppDelegate getAdSettings];
[[[[AdViewController alloc] init] retain] adInterstitial:adSettings];
```

• Step 5 (important!)

Add:

```
-all_load -ObjC
```

to the 'Other linker flags' in (your project)->Build Settings->Linking

Make sure that the following frameworks are included in your Build Phases->Link Binaries With Libraries:

Frameworks: • CoreGraphics • Foundation • SystemConfiguration • UIKit • AdSupport • CoreLocation • CoreTelephony • EventKit • MediaPlayer • MessageUI • CFNetwork Vendor libraries:

- `libAppsFlyerLib.a`
- `LRResty`
- `MadsSDK`
- `Thumbr`

• REMARKS

For best results hide the status bar.

To hide the status bar, add

```
Status bar is initially hidden: YES
```

to your application Info.plist