//

// GameViewController.swift

// SpikeHopper

//

// Created by Sevan Productions on 8/19/15.

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//

import UIKit

import SpriteKit

import AVFoundation

import GameKit

import iAd

class GameViewController: UIViewController, ADBannerViewDelegate {

@IBOutlet var skView: SKView!

override func viewDidLoad() {

super.viewDidLoad()

authenticateLocalPlayer()

if let scene = MainMenu(fileNamed: "GameScene") {

//Configure the view.

skView.showsFPS = false

skView.showsNodeCount = false

skView.showsPhysics = true

scene.size = skView.bounds.size

/\* Sprite Kit applies additional optimizations to improve rendering performance \*/

skView.ignoresSiblingOrder = true

/\* Set the scale mode to scale to fit the window \*/

scene.scaleMode = .aspectFill

skView.presentScene(scene)

}

}

//initiate gamecenter

func authenticateLocalPlayer(){

let localPlayer = GKLocalPlayer.localPlayer()

localPlayer.authenticateHandler = {(viewController, error) -> Void in

if (viewController != nil) {

self.present(viewController!, animated: true, completion: nil)

}

else {

print((GKLocalPlayer.localPlayer().isAuthenticated))

}

}

}

open override var shouldAutorotate: Bool {

get{

return true

}

}

open override var supportedInterfaceOrientations: UIInterfaceOrientationMask {

if UIDevice.current.userInterfaceIdiom == .phone {

return .allButUpsideDown

} else {

return .all

}

}

override func didReceiveMemoryWarning() {

super.didReceiveMemoryWarning()

// Release any cached data, images, etc that aren't in use.

}

open override var prefersStatusBarHidden: Bool {

return true

}

}