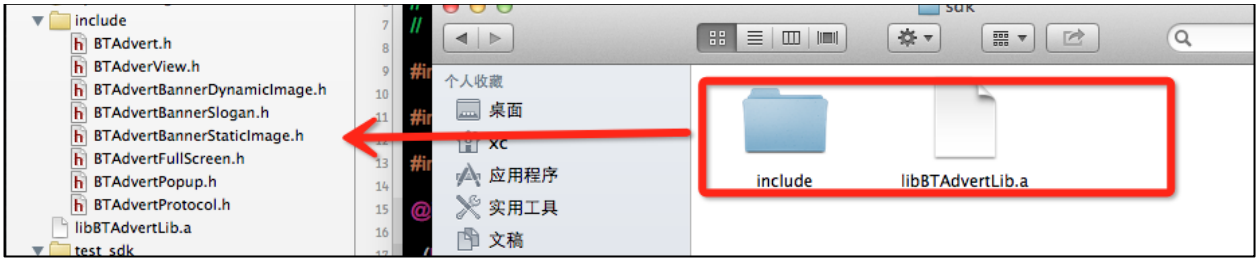
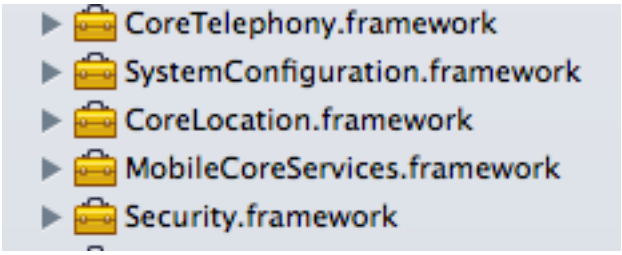
iPhone_SDK 说明文档 20140305

1.把 sdk 直接添加到 xcode 项目上面



2.添加 sdk 依赖的官方 framework



3.在开发者后台创建应用后, 拿到 apikey 和 apiSecret,
在 - (BOOL)application:(UIApplication *)application
didFinishLaunchingWithOptions:(NSDictionary *)launchOptions

#import “BTAdvert.h”

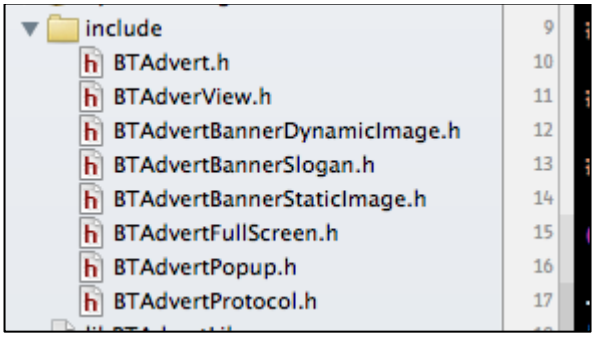
用 [BTAdvert registerWithAPIkey:@"xxx" apiSecret:@"xxxx"];
来注册 apikey 和 apiSecret (如果进入 app 的第一个 viewController 有添加广告, 则需要放在 viewController init 之前)

```
#import "BTAdvert.h"

@implementation AppDelegate

- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions
{
    [BTAdvert registerWithAPIkey:@"d6bad5dc1fd511e3ba5e00163e000d1c" apiSecret:@"908a9cc2f5ad53c43ca388f8ae1b3791"];

    self.window = [[UIWindow alloc] initWithFrame:[[UIScreen mainScreen] bounds]];
    // Override point for customization after application launch.
    self.viewController = [[ViewController alloc] initWithNibName:@"ViewController" bundle:nil];
    self.window.rootViewController = self.viewController;
    [self.window makeKeyAndVisible];
    return YES;
}
```

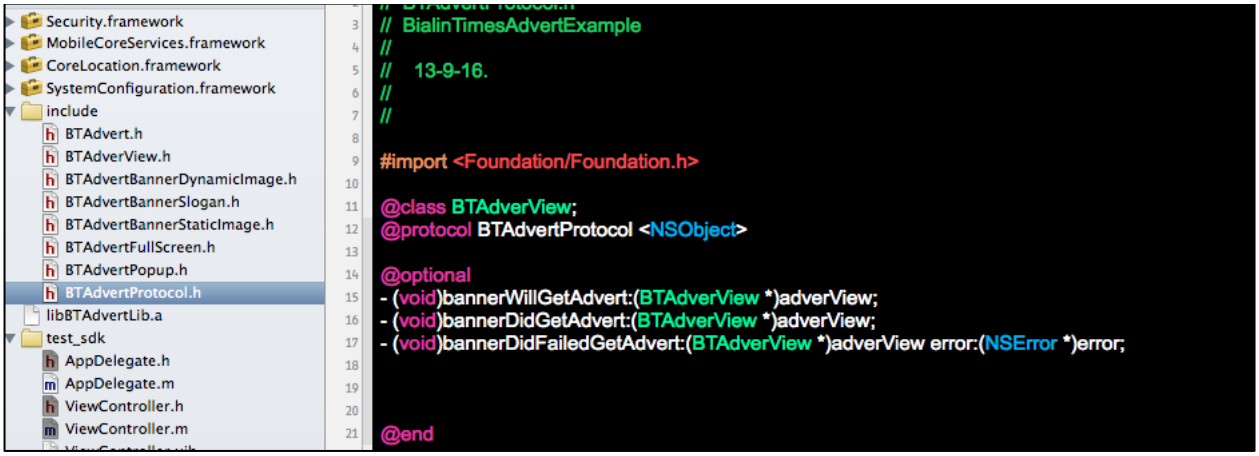
```
[BTAdvert registerWithAPIkey:@"c3ae6a5a39b411e3ae3800163e000d1c" apiSecret:@"67ec7683749b76f895f047ac6d4bf300"];
```

4.广告对应的类:

1. 广告条（文字加图标） BTAdvertBannerSlogan.h
2. 广告条（静态横幅图片） BTAdvertBannerStaticImage.h
3. 广告条（动态横幅图片） BTAdvertBannerDynamicImage.h
4. 全屏广告 BTAdvertBannerStaticImage.h
5. 浮层广告 BTAdvertPopup.h



BTAdvertProtocol.h 中有 获取广告前 获取广告成功 获取广告失败 的回调 delegate



5.添加广告到 view 上的方法

```
    BTAdvertBannerStaticImage *advertBanner = [[BTAdvertBannerStaticImage alloc] initWithDelegate:self];
    [advertBanner setFrame:CGRectMake(0.0, 50.0, 0.0, 0.0)];
    [self.view addSubview:advertBanner];
    [advertBanner start];

    BTAdvertBannerSlogan *bannerSlogan = [[BTAdvertBannerSlogan alloc] initWithDelegate:self];
    [bannerSlogan setFrame:CGRectMake(0.0, 150.0, 0.0, 0.0)];
    [self.view addSubview:bannerSlogan];
    [bannerSlogan start];



    BTAdvertBannerDynamicImage *dynamicImage = [[BTAdvertBannerDynamicImage alloc] initWithDelegate:self];
    [dynamicImage setFrame:CGRectMake(0.0, 250.0, 0.0, 0.0)];
    [self.view addSubview:dynamicImage];
    [dynamicImage start];


    self.popupView = [[BTAdvertPopup alloc] initWithDelegate:self];
    [self.view addSubview:self.popupView];
    [self.popupView start];


    self.advertFullScreen = [[BTAdvertFullScreen alloc] initWithDelegate:self];
    [self.view addSubview:self.advertFullScreen];
    [self.advertFullScreen start];
```

```
        BTAdvertBannerStaticImage *advertBanner = [[BTAdvertBannerStaticImage alloc]
initWithDelegate:self];
        [advertBanner setFrame:CGRectMake(0.0, 50.0, 0.0, 0.0)];
        [self.view addSubview:advertBanner];
        [advertBanner start];

        BTAdvertBannerSlogan *bannerSlogan = [[BTAdvertBannerSlogan alloc]
initWithDelegate:self];
        [bannerSlogan setFrame:CGRectMake(0.0, 150.0, 0.0, 0.0)];
        [self.view addSubview:bannerSlogan];
        [bannerSlogan start];



        BTAdvertBannerDynamicImage *dynamicImage = [[BTAdvertBannerDynamicImage
alloc] initWithDelegate:self];
```

```
[dynamicImage setFrame:CGRectMake(0.0, 250.0, 0.0, 0.0)];
[self.view addSubview:dynamicImage];
[dynamicImage start];


self.popupView = [[BTAdvertPopup alloc] initWithDelegate:self];
[self.view addSubview:self.popupView];
[self.popupView start];


self.advertFullScreen = [[BTAdvertFullScreen alloc] initWithDelegate:self];
[self.view addSubview:self.advertFullScreen];
[self.advertFullScreen start];
```

5 种类型的广告 添加和调用的方法都一样.

BTAdvertBannerStaticImage
BTAdvertBannerSlogan
BTAdvertBannerDynamicImage
可以由开发者控制 view 的 y 值

BTAdvertPopup
BTAdvertFullScreen
默认大小是全屏

start 方法是开始向服务器循环获取广告, 当你需要移除广告的时候, 调用

```
[self.advertFullScreen removeFromSuperview];
```

```
[self.advertFullScreen removeFromSuperview];
```

就可以.

stop 方法是暂停向服务器获取广告

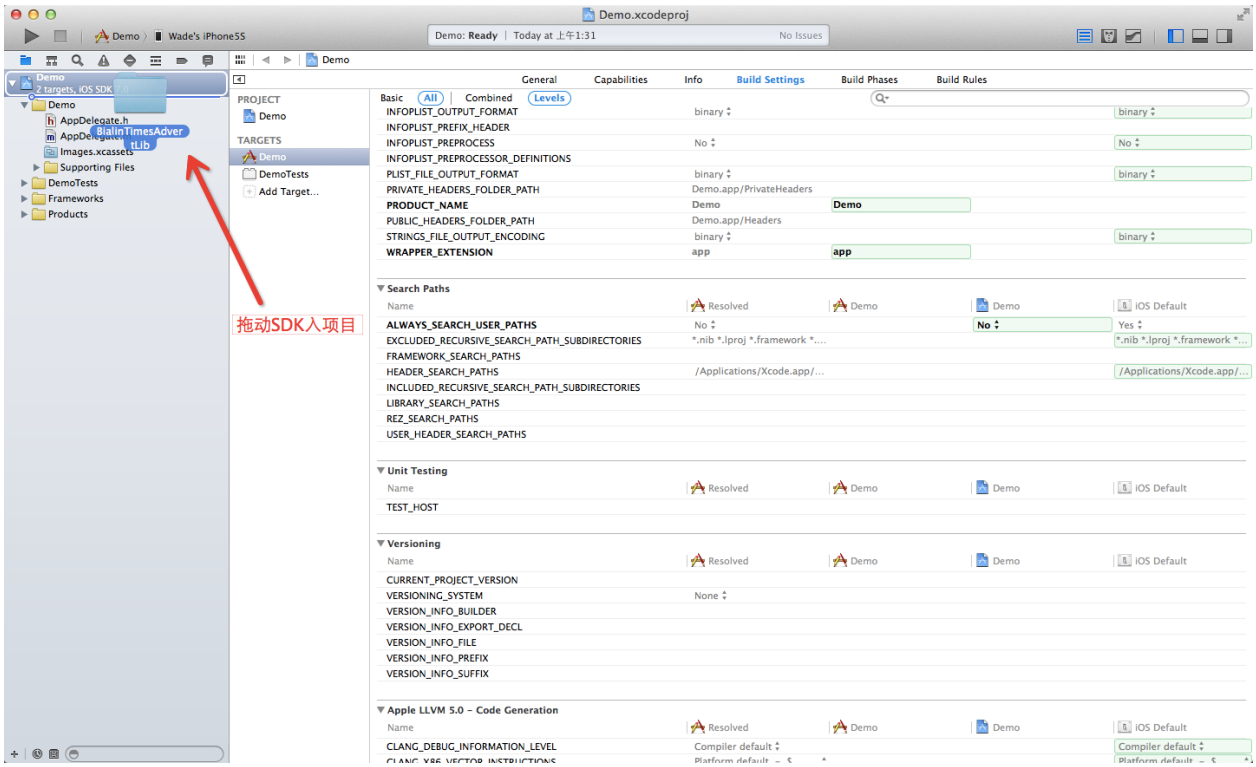
start stop 应该添加上去 viewController viewWillDisappear viewWillAppear 方法中

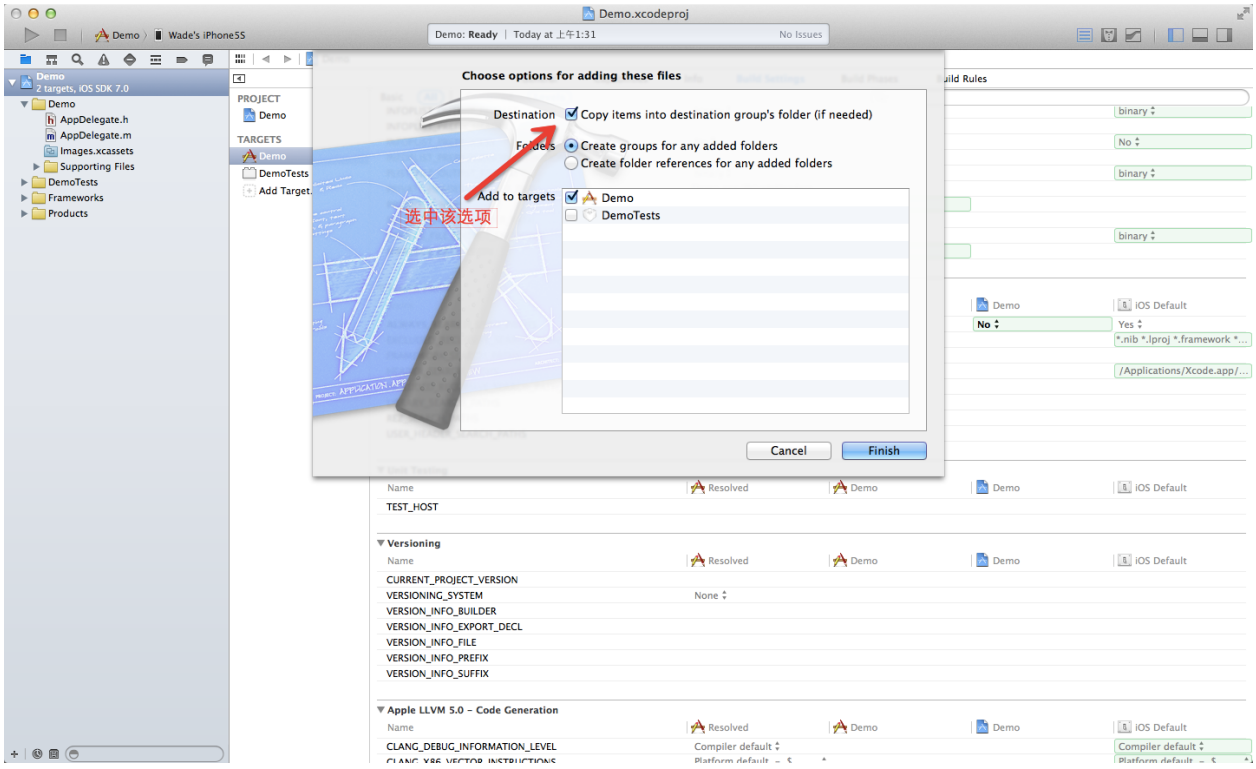
```
- (void)viewWillDisappear:(BOOL)animated {
    [self.dynamicImage stop];
}

- (void)viewWillAppear:(BOOL)animated {
    [self.dynamicImage start];
}
```

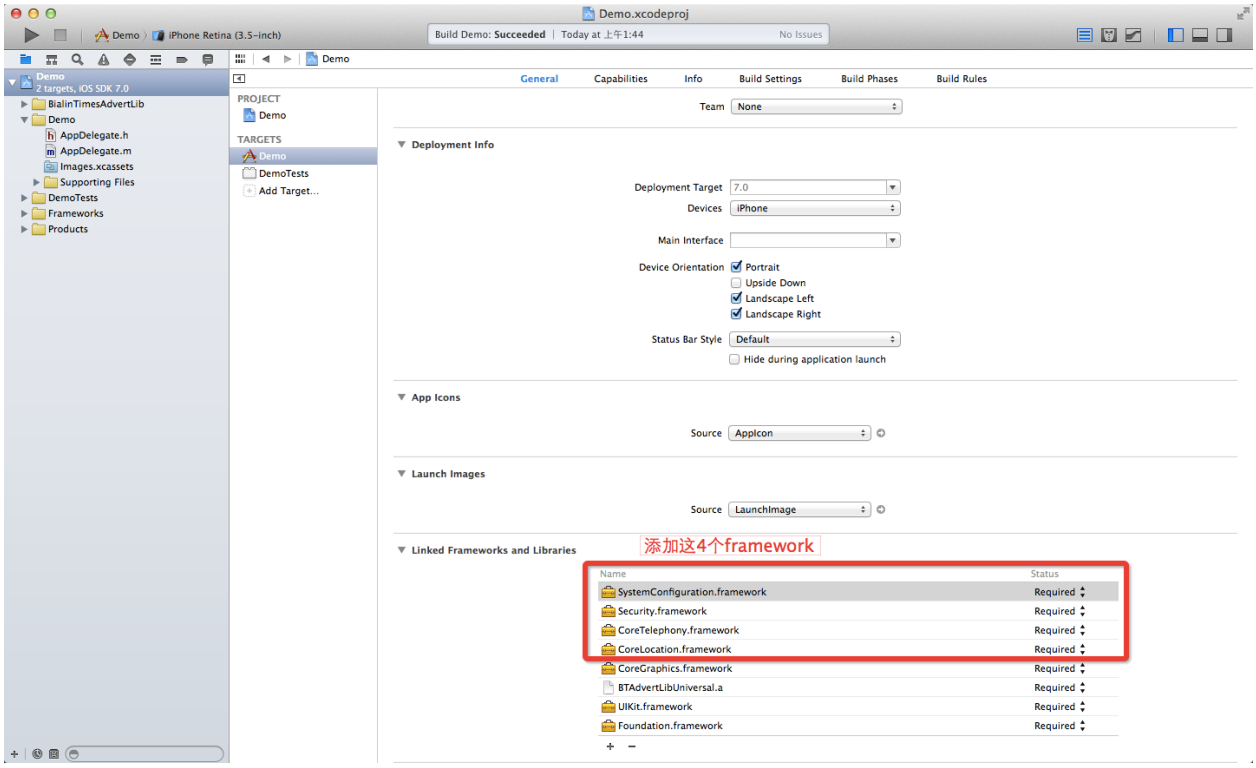
```
- (void)fullScreenButtonPress {
        [self.advertFullScreen start];
}

- (void)floatScreenButtonPress {
        [self.popupView start];
}
```

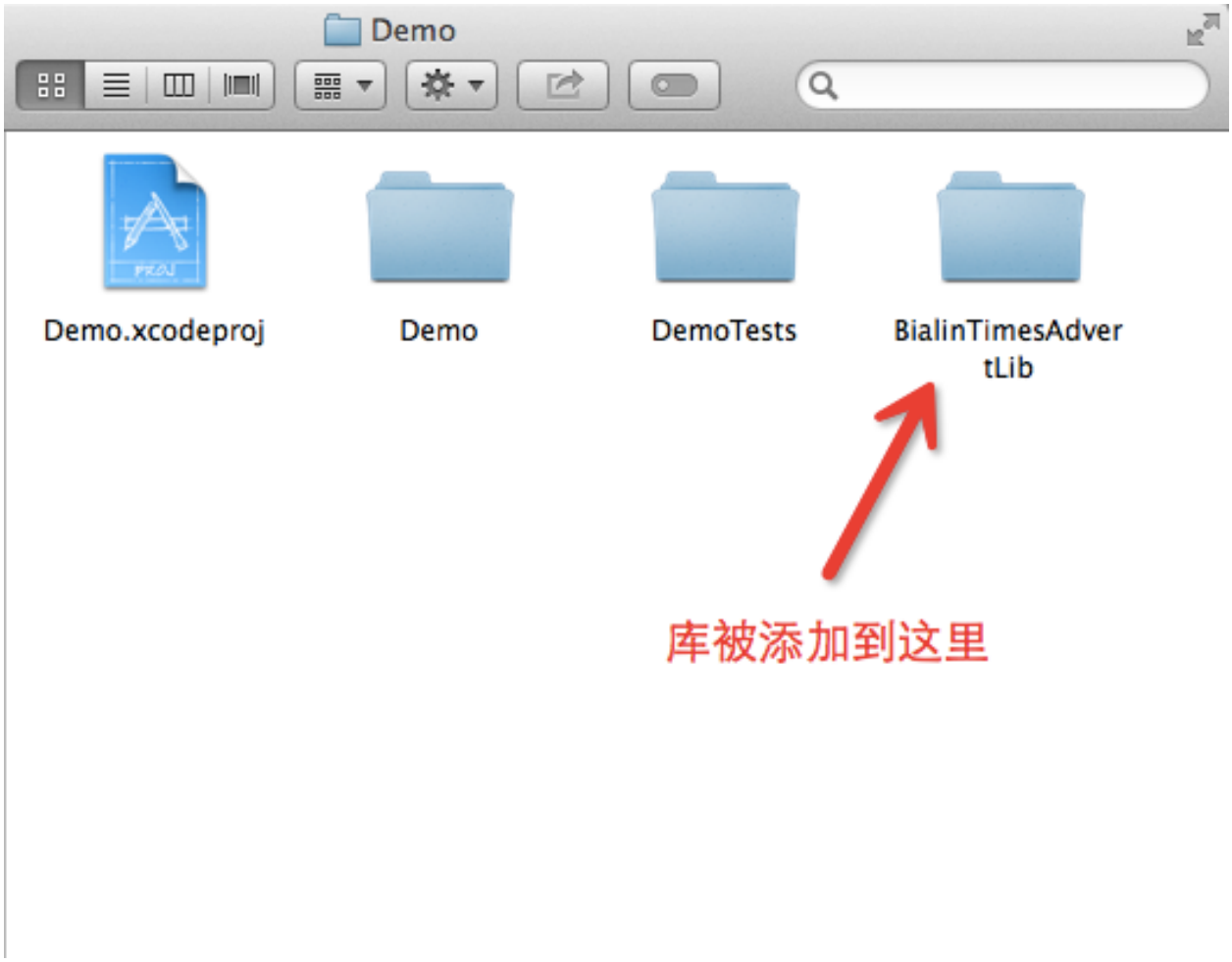
特别说明：

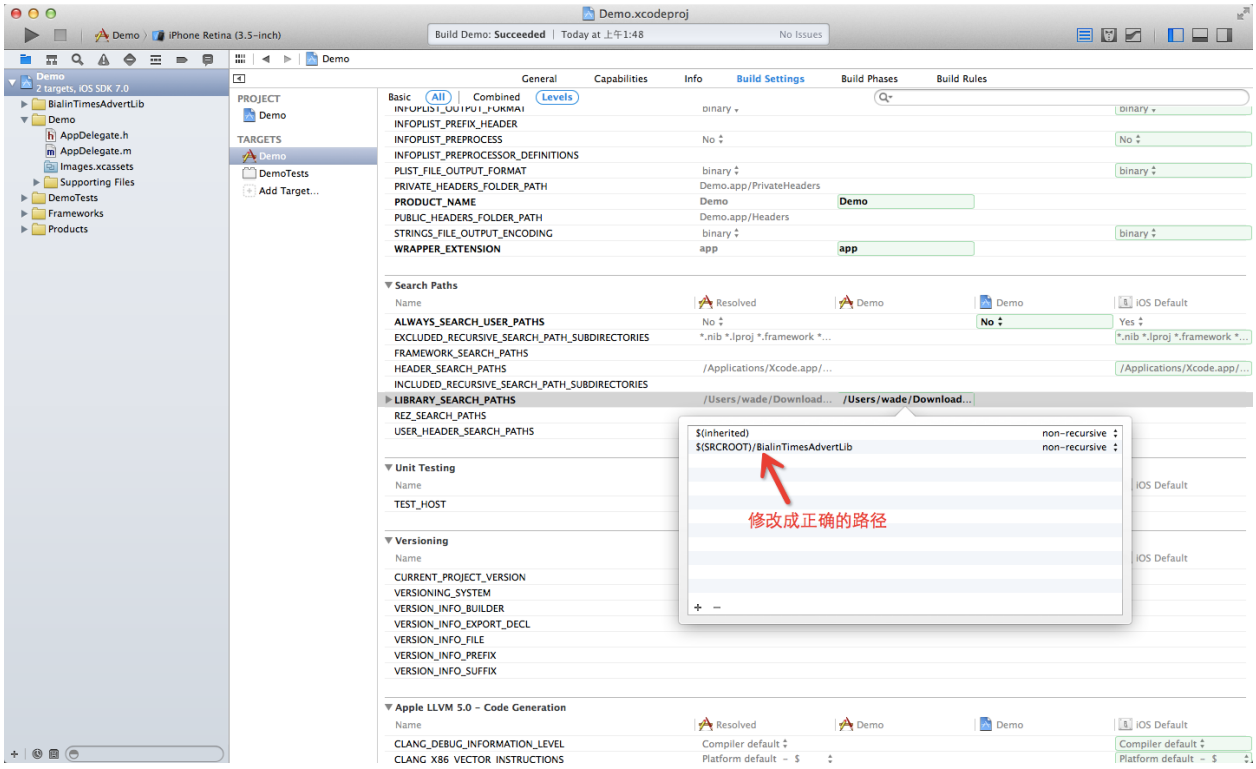
1. 路径引用说明



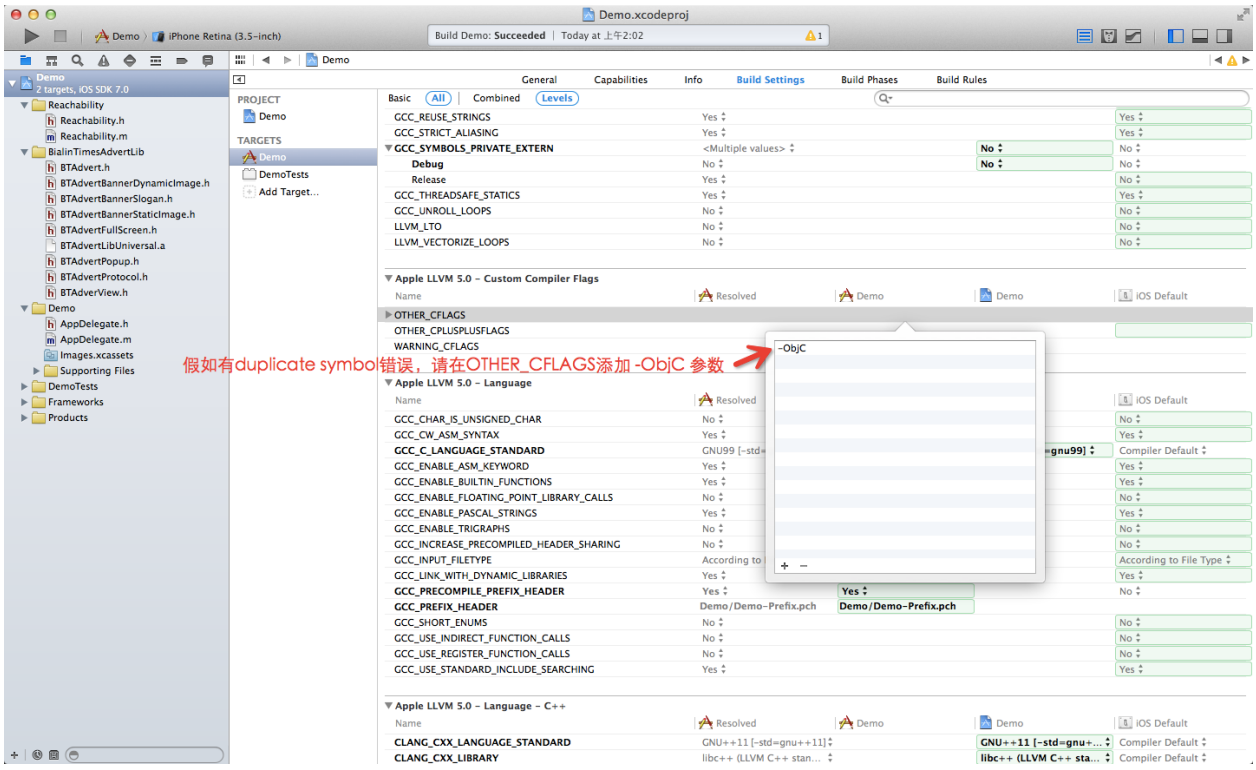

Demo.xcodeproj
Choose options for adding these files
Destination
Copy items into destination group's folder (if needed)
Folders
Create groups for any added folders
Create folder references for any added folders
Add to targets
Demo
DemoTests
选中该选项
Cancel
Finish

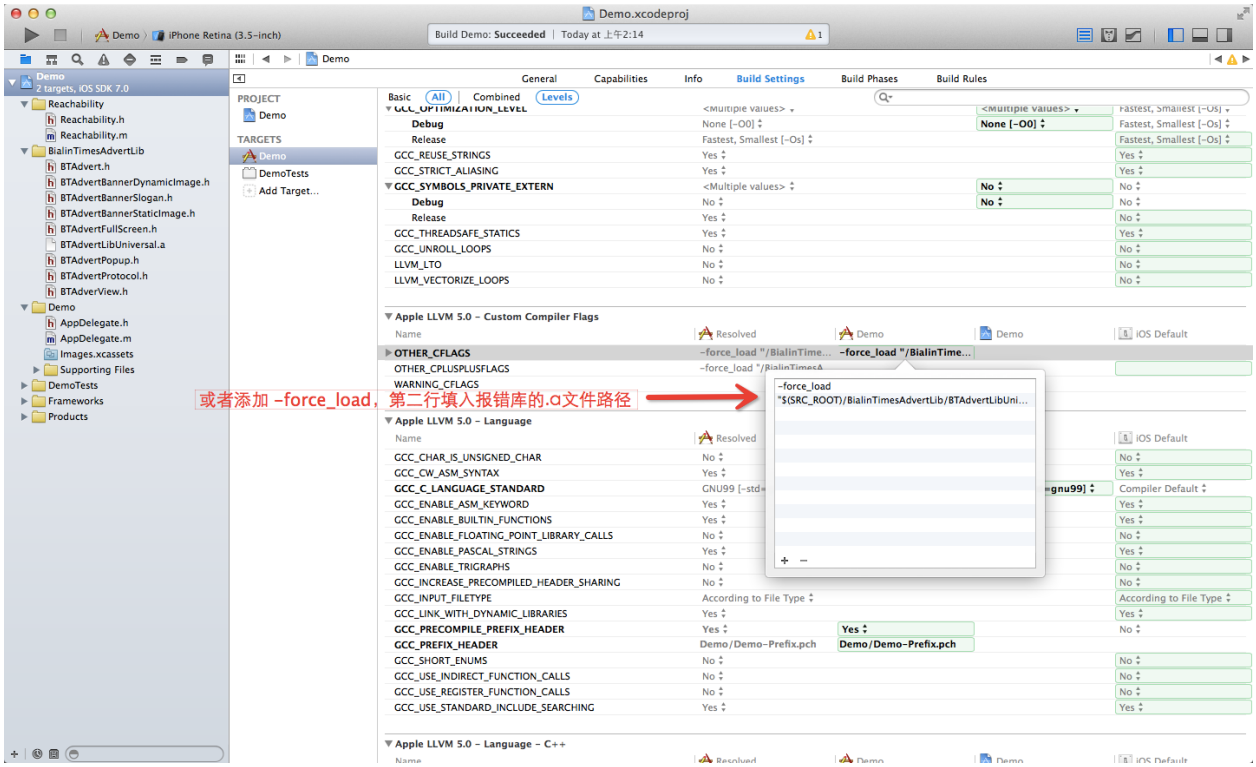

Demo.xcodeproj
General
Capabilities
Info
Build Settings
Build Phases
Build Rules
Deployment Info
App Icons
Launch Images
Linked Frameworks and Libraries
添加这4个framework
SystemConfiguration.framework
Security.framework
CoreTelephony.framework
CoreLocation.framework
CoreGraphics.framework
BTAdvertLibUniversal.a
UIKit.framework
Foundation.framework


Demo
Demo.xcodeproj
Demo
DemoTests
BialinTimesAdvertLib
库被添加到这里


Demo.xcodeproj
Build Demo: Succeeded | Today at 上午1:48
Demo
2 targets, iOS SDK 7.0
BialinTimesAdvertLib
Demo
AppDelegate.h
AppDelegate.m
Images.xcassets
Supporting Files
DemoTests
Frameworks
Products
PROJECT
Demo
TARGETS
Demo
DemoTests
Add Target...
General
Capabilities
Info
Build Settings
Build Phases
Build Rules
Basic
All
Combined
Levels
INFOPLIST_PREFIX_HEADER
INFOPLIST_PREPROCESS
INFOPLIST_PREPROCESSOR_DEFINITIONS
PLIST_FILE_OUTPUT_FORMAT
PRIVATE_HEADERS_FOLDER_PATH
PRODUCT_NAME
PUBLIC_HEADERS_FOLDER_PATH
STRINGS_FILE_OUTPUT_ENCODING
WRAPPER_EXTENSION
Search Paths
ALWAYS_SEARCH_USER_PATHS
EXCLUDED_RECURSIVE_SEARCH_PATH_SUBDIRECTORIES
FRAMEWORK_SEARCH_PATHS
HEADER_SEARCH_PATHS
INCLUDED_RECURSIVE_SEARCH_PATH_SUBDIRECTORIES
LIBRARY_SEARCH_PATHS
REZ_SEARCH_PATHS
USER_HEADER_SEARCH_PATHS
$(inherited)
$(SRCROOT)/BialinTimesAdvertLib
修改成正确的路径
Unit Testing
TEST_HOST
Versioning
CURRENT_PROJECT_VERSION
VERSIONING_SYSTEM
VERSION_INFO_BUILDER
VERSION_INFO_EXPORT_DECL
VERSION_INFO_FILE
VERSION_INFO_PREFIX
VERSION_INFO_SUFFIX
Apple LLVM 5.0 – Code Generation
CLANG_DEBUG_INFORMATION_LEVEL
CLANG_X86_VECTOR_INSTRUCTIONS

2. 编译配置特别说明：


Demo.xcodeproj
Build Demo: Succeeded | Today at 上午2:02
Reachability
Reachability.h
Reachability.m
BialinTimesAdvertLib
BTAdvert.h
BTAdvertBannerDynamicImage.h
BTAdvertBannerSlogan.h
BTAdvertBannerStaticImage.h
BTAdvertFullScreen.h
BTAdvertLibUniversal.a
BTAdvertPopup.h
BTAdvertProtocol.h
BTAdverView.h
Demo
AppDelegate.h
AppDelegate.m
Images.xcassets
Supporting Files
DemoTests
Frameworks
Products
PROJECT
Demo
TARGETS
Demo
DemoTests
Add Target...
General
Capabilities
Info
Build Settings
Build Phases
Build Rules
Basic
All
Combined
Levels
GCC_REUSE_STRINGS
GCC_STRICT_ALIASING
GCC_SYMBOLS_PRIVATE_EXTERN
Debug
Release
GCC_THREADSAFE_STATICS
GCC_UNROLL_LOOPS
LLVM_LTO
LLVM_VECTORIZE_LOOPS
Apple LLVM 5.0 – Custom Compiler Flags
OTHER_CFLAGS
OTHER_CPLUSPLUSFLAGS
WARNING_CFLAGS
-ObjC
假如有duplicate symbol错误，请在OTHER_CFLAGS添加 -ObjC 参数
Apple LLVM 5.0 – Language
GCC_CHAR_IS_UNSIGNED_CHAR
GCC_CW_ASM_SYNTAX
GCC_C_LANGUAGE_STANDARD
GCC_ENABLE_ASM_KEYWORD
GCC_ENABLE_BUILTIN_FUNCTIONS
GCC_ENABLE_FLOATING_POINT_LIBRARY_CALLS
GCC_ENABLE_PASCAL_STRINGS
GCC_ENABLE_TRIGRAPHS
GCC_INCREASE_PRECOMPILED_HEADER_SHARING
GCC_INPUT_FILETYPE
GCC_LINK_WITH_DYNAMIC_LIBRARIES
GCC_PRECOMPILE_PREFIX_HEADER
GCC_PREFIX_HEADER
GCC_SHORT_ENUMS
GCC_USE_INDIRECT_FUNCTION_CALLS
GCC_USE_REGISTER_FUNCTION_CALLS
GCC_USE_STANDARD_INCLUDE_SEARCHING
Apple LLVM 5.0 – Language – C++
CLANG_CXX_LANGUAGE_STANDARD
CLANG_CXX_LIBRARY


Demo.xcodeproj
Build Demo: Succeeded | Today at 上午2:14
General
Capabilities
Info
Build Settings
Build Phases
Build Rules
PROJECT
Demo
TARGETS
Demo
DemoTests
Add Target...
Apple LLVM 5.0 – Custom Compiler Flags
OTHER_CFLAGS
-force_load
"$(SRC_ROOT)/BialinTimesAdvertLib/BTAdvertLibUni...
或者添加 -force_load，第二行填入报错库的.a文件路径
Apple LLVM 5.0 – Language
Apple LLVM 5.0 – Language – C++