

Aduu iOS SDK 使用说明

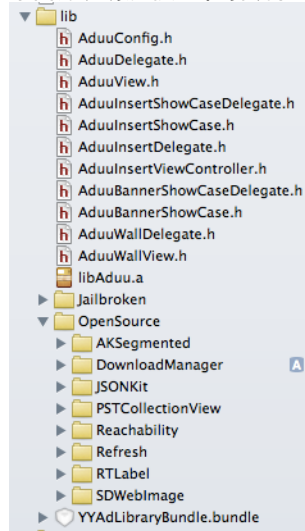
一、iOS SDK版本设置

在使用Aduu iOS SDK之前，请先确认您Xcode版本为4.5以上。运行环境为iOS 4.3或更高版本

二、添加Aduu SDK

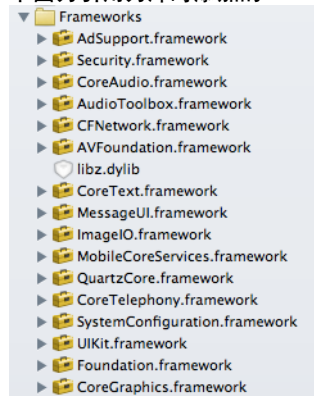
Step1: 添加lib文件到工程

下图为说明加载类库时要引入的文件以相关的第三方库:



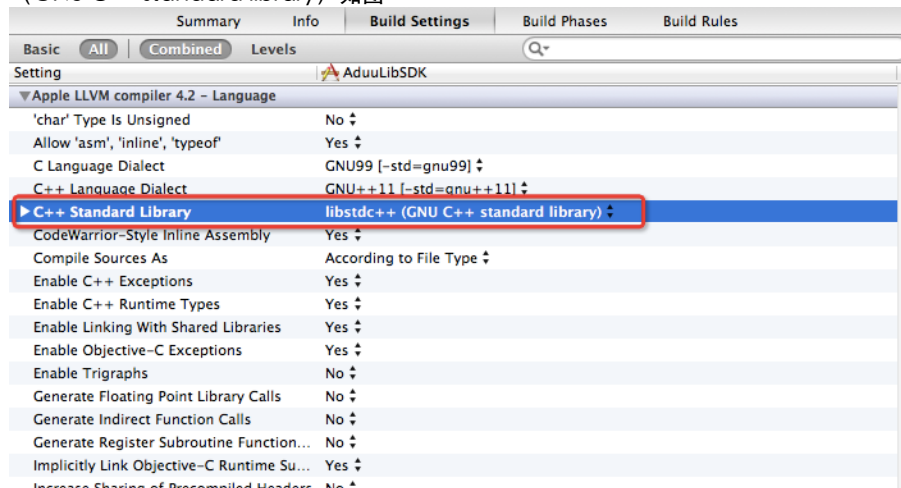
Step2: 添加Framework

下图为引用为库时添加的Framework



Step3: 更改导入静态库设置

点击程序Target文件，选择Build Settings标签页，找到Apple LLVM compiler4.2-Language设置为libstdc++ (GNU C++ standard library) 如图



Step4: 设置AppID与AppSecret

进入<http://www.aduu.cn/development-tools/> 登录创建应用生成对应的AppID与AppSecret

Step5:在非arc中设置各个文件设置对应的-fobjc-arc

如图:

m	ImageGridCell.m	...in libAduu/libAduu/AdView/AppList	
m	AKSegmentedControl.m	...in libAduu/libAduu/OpenSource/AKSegmented	-fobjc-arc
c	ioapi.c	...in libAduu/libAduu/OpenSource/DownloadManager	
c	mztools.c	...in libAduu/libAduu/OpenSource/DownloadManager	
c	unzip.c	...in libAduu/libAduu/OpenSource/DownloadManager	
m	YYDownloadManager.m	...in libAduu/libAduu/OpenSource/DownloadManager	
m	YYNSURL+Download.m	...in libAduu/libAduu/OpenSource/DownloadManager	
c	zip.c	...in libAduu/libAduu/OpenSource/DownloadManager	
m	ZipArchive.mm	...in libAduu/libAduu/OpenSource/DownloadManager	
m	JSONKit.m	...in libAduu/libAduu/OpenSource/JSONKit	
m	NSIndexPath+PSTCollectionViewAdditions.m	...in libAduu/libAduu/OpenSource/PS...	-fobjc-arc
m	PSTCollectionView.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTCollectionViewCell.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTCollectionViewController.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTCollectionViewData.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTCollectionViewFlowLayout.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTCollectionViewItemKey.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTCollectionViewLayout.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTCollectionViewUpdateItem.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTGridLayoutInfo.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTGridLayoutItem.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTGridLayoutRow.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	PSTGridLayoutSection.m	...in libAduu/libAduu/OpenSource/PSTCollectionView	-fobjc-arc
m	Reachability.m	...in libAduu/libAduu/OpenSource/Reachability	

三、广告使用

1、在AppDelegate.m中初始化

导入AduuConfig.h如图

```
#import "AppDelegate.h"
#import "ViewController.h"
#import "AduuConfig.h"
```

在 application:didFinishLaunchingWithOptions: 中设置SDK共用属性(必须在设置appid, appsecret之前) appid 和 appsecret

```
[AduuConfig launchWithAppID:@"[Your AppID]" appSecret:@"[Your AppSecret]" channelID:@"[Your channel ID]"]
channelID为应用发布市场名
```

2、Banner广告使用

创建banner

```
- (void)setupAduu{
    aduu = [[AduuView alloc] initWithContentSizeIdentifier:AduuBannerContentSizeIdentifier320x50 delegate:self];
    [aduu setAduuViewOrigin:CGPointMake(0, 200)];
    [self.view addSubview:aduu];
    [aduu release];
}
```

加载与停止获取banner

```
- (void)viewDidAppear:(BOOL)animated{
    [aduu start];
    [super viewDidAppear:animated];
}
- (void)viewDidDisappear:(BOOL)animated{
    [aduu stop];
    [super viewDidDisappear:animated];
}
```

3、插屏广告使用

创建插屏广告

```

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view.
    self.view.backgroundColor = [UIColor whiteColor];

    insertAd = [[AduuInsertAd alloc] init];
    insertAd.delegate = self;
    [insertAd loadingInsertAd];

    UIButton *clickButton = [UIButton buttonWithType:UIButtonTypeRoundedRect];
    clickButton.frame = CGRectMake(0, 100, 320, 50);
    [clickButton setTitle:@"显示" forState:UIControlStateNormal];
    [clickButton addTarget:self action:@selector(showSpotView) forControlEvents:UIControlEventTouchUpInside];
    [self.view addSubview:clickButton];
}

- (void)didReceiveMemoryWarning
{
    [super didReceiveMemoryWarning];
    // Dispose of any resources that can be recreated.
}

- (void)dealloc{
    insertAd.delegate = nil;
    [insertAd release]; insertAd = nil;

    [super dealloc];
}

```

4、应用墙使用

创建与加载

```

- (void)viewDidLoad
{
    [super viewDidLoad];
    // Do any additional setup after loading the view.
    self.view.backgroundColor = [UIColor whiteColor];
    UIButton *button = [UIButton buttonWithType:UIButtonTypeRoundedRect];
    button.frame = CGRectMake(0, 200, 320, 30);
    [button setTitle:@"应用墙" forState:UIControlStateNormal];
    [button addTarget:self action:@selector(clickBtn) forControlEvents:UIControlEventTouchUpInside];
    [self.view addSubview:button];

    UIWindow *window = [UIApplication sharedApplication].keyWindow;
    if (!window) {
        window = [[[UIApplication sharedApplication] windows] objectAtIndex:0];
    }
    window.autoresizingMask = UIViewAutoresizingFlexibleWidth|UIViewAutoresizingFlexibleHeight;
    UIViewController *rootController = window.rootViewController;

    int appY = 0;
    if (rootController.view.frame.origin.y == 0) {
        appY = 20;
    }

    for (UIView *v in rootController.view.subviews) {
        if ([v isKindOfClass:[AduuWallView class]]) {
            [v removeFromSuperview];
        }
    }

    aduuWall = [[AduuWallView alloc] initWithFrame:CGRectMake(rootController.view.bounds.size.width, appY, rootController.view.bounds.size.width, rootController.view.bounds.size.height-appY)];
    aduuWall.delegate = self;
    [rootController.view addSubview:aduuWall];
}

```