



Flurry iOS Release Notes

SDK version 4.0.5
Updated: 10/03/2012

Version 4.0.5 - 10/03/2012

- Adds the following methods to fetch, check and display ads. These allow for finer control of ad display:
 - `+(void) fetchAdForSpace:(NSString*)space frame:(CGRect)frame size:(FlurryAdSize)size;`
 - `+(BOOL) adReadyForSpace:(NSString*)space;`
 - `+(void) displayAdForSpace:(NSString*)space onView:(UIView *)view;`
 - `+(void) fetchAndDisplayAdForSpace:(NSString*)space view:(UIView *)viewContainer size:(FlurryAdSize)size;`
 - Deprecates following methods to show ads and check availability in favor of the above:
 - `+(BOOL) isAdAvailableForSpace:(NSString*)space view:(UIView *)view size:(FlurryAdSize)size timeout:(int64_t)timeout;`
 - `+(BOOL) showAdForSpace:(NSString*)space view:(UIView *)viewContainer size:(FlurryAdSize)size timeout:(int64_t)timeout;`
 - Introduces new and updated delegates in `FlurryAdDelegate.h`
 - `-(void) spaceDidReceiveAd:(NSString*)adSpace;`
 - `-(void) spaceDidFailToReceiveAd:(NSString*)adSpace error:(NSError *)error;`
 - `-(BOOL) spaceShouldDisplay:(NSString*)adSpace interstitial:(BOOL)interstitial;`
 - `-(void) spaceDidFailToRender:(NSString *)space error:(NSError *)error;`
 - `-(void) spaceWillDismiss:(NSString *)adSpace interstitial:(BOOL)interstitial;`
 - `-(void) spaceDidDismiss:(NSString *)adSpace interstitial:(BOOL)interstitial;`
 - Fixes issue where network calls at the end of a session could cause app to terminate instead of backgrounding
 - Fixes issue where the loss of connection in the middle of ad serving could block the main thread.
 - Updates all ad units to support larger display of iPhone5
 - Updates metric collection to better represent fill rate for mediation
 - Updates Custom ad network framework to make it easier to integrate ad networks that are not supported natively. The new files are included in the Mediation folder of the SDK download.
 - Adds new method in `FlurryAds` to register a custom network
 - `+(void) addCustomAdNetwork:(Class<FlurryCustomAdNetwork>) adNetworkClass withProperties:(id<FlurryCustomAdNetworkProperties>) adNetworkProperties;`
 - Updates support for ad networks to the following versions:
 - inMobi 3.6.0
 - Mobclix 600
 - Millennial 4.6.1
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Version 4.0.4 - 09/17/2012

- Removes Debug symbols that cause warnings during compilation
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Version 4.0.3 - 09/13/2012

- Built from Xcode 4.5 and includes support for iPhone 5 and armv7s
 - Strips symbols to avoid conflict with other JSON libraries
 - Disables context menu in ad
 - Disables scrolling for banners
 - Updates to Custom Network Framework
 - Adds support for iAd takeovers
 - Update to support Millennial 4.6
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Version 4.0.2 - 07/30/2012

- Updates reachability status changed notification to be namespaced to avoid collisions
 - Improvements to resolve memory leaks
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Version 4.0.1 - 07/19/2012

- Improves responsiveness when user closes an ad
 - Fixes issue of ads not appearing intermittently on iOS 4.3
 - Add reachability methods to determine network availability before showing pre-cached ads
 - Adds fix to prevent decoding issues in transmission of user cookies
 - Removes extraneous file that referenced CoreLocation framework
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Version 4.0.0 - 06/14/2012

- Adds method to check if an ad is available
- Adds method initialize to allow precaching of ads at startup.
- Adds methods setKeywordsForTargeting:(NSDictionary *)keywords and clearKeywords to allow campaign targeting based on developer supplied key-value pairs.
- Updates showAdForSpace:viewContainer:size:timeout method to include default size parameter
- Updates showAdForSpace:viewContainer:timeout to display ad completely asynchronously (without blocking) when timeout is set to 0. This is useful for the display of banners where interaction with the app can continue unimpeded by the ad display (in

- contrast to an interstitial view).
 - Updates addUserCookies:(NSString *)key value:(NSString *)value to setUserCookies:(NSDictionary *)userCookies to allow for input of multiple cookies in a single line of code.
 - Updates ad tracking to specify unique key for every distinct frame.
 - Fixes issue where banner would no longer refresh if the next ad was unavailable.
 - Fixes issue where displaying a rewarded catalog only logged the impression for the first offer.
 - Fixes issues where a video ad couldn't be closed and clicking on the fullscreen button caused the video to go black.
 - Fix for retaining reported ids in raw byte form rather than converting to hex strings.
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Version 4.0.a.83 - 05/18/2012

- Implementation of Rewarded Catalogs
 - Added a method to enable setting up individual ad spaces to receive test ads.
 - Fixes issue where adding an ad to a larger view space applies a double offset to the frame's x and y coordinates, which caused misalignment.
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Version 4.0.a.81 - 05/08/2012

- Implementation of AdNetworks
 - iAd: banners
 - Admob: banners, interstitials
 - Millennial Media: banners, interstitials
 - inMobi: banners, interstitials
 - Greystripe: banners, interstitials
 - Mobclix: banners, interstitials
 - Jumptap: banners, interstitials
 - Allows finer control of ad display with new method [FlurryAds removeAdFromSpace:]. This method allows a publisher to decide exactly when to remove an ad from a view (e.g. - in the viewDidDissappear selector).
 - Adds FlurryAdDelegate.h to FlurryAds bundle. This header file specifies the delegates that allow advanced interaction with ad serving.
 - Removes loading activity indicator that appeared over banners when switching to a new ad.
 - Prevents sending of ad logs at the end of session on devices and apps that do not support backgrounding. Invoking network connections in that scenario could lead to a crash.
 - Fixes case in which an ad can be over-released leading to a crash.
 - Fixes crash that can arise when automatically refreshing a banner ad.
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Version 4.0.a.80 - 05/02/2012

- Initial Release of Alpha SDK
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Release notes for v3.0.9:

Maintenance build to improve performance

Release notes for v3.0.8:

- Fix mem leaks in Analytics

Release notes for v3.0.7:

The Flurry iOS 3.0.7 SDK provides the following changes:

- Fix for referencing deallocated Ad delegate in Clips
- Reduce possible duplicate symbols between Analytics lib and Ad libs when compiling with -all_load option
- Fix for the issue where at times the Reengagement banner expands from the top even though the collapsed banner is at the bottom of the screen
- Update Reengagement documentation

Release notes for v3.0.6:

The Flurry iOS 3.0.6 SDK provides the following changes:

- Unique Ids for events, errors, AppCircle ad logs
- Ad callbacks updated to use unique Id and ad state offset params
- In-App canvas view for AppCircle
- Checksum for validating data integrity
- Fix possible backup session file corruption

Release notes for v3.0.5:

The Flurry iOS 3.0.5 SDK provides the following changes:

- prevents running startSession more than once if a session is already started

- fixes a memory leak
- fixes impression overcounting that can occur sometimes in updated banners

Release notes for v3.0.4:

The Flurry iOS 3.0.4 SDK provides the following changes:

- resolves Pasteboard copy/paste issue

Release notes for v3.0.3:

The Flurry iOS 3.0.3 SDK provides the following changes:

- Follows new policies on session data and backup rules for different iOS versions
- Fix to use most appropriate ad version request to improve bandwidth usage
- Reports another FlurryId which is expected to be more universal and easier for developers and partners to work with
- Remove duplicates in ad reporting which had previously inflated impression and click counts before the backend workaround was put in place

Release notes for v3.0.2:

The Flurry iOS 3.0.2 SDK provides the following changes:

Adds an enhancement to the reporting protocol.

Updates to improve user experience of banners:

- Only accepts a single click
- No longer displays blank intermediary page
- No longer show canvas page
- Banner rotates when returning to app

Release notes for v3.0.1:

The Flurry iOS 3.0.1 SDK renames appName to avoid a naming conflict for apps submitted to AppStore.

Release notes for v3.0.0:

The Flurry iOS 3.0.0 SDK introduces a new modularized library structure, separating Analytics API

functionality and AppCircle API functionality into FlurryAnalytics and FlurryAppCircle libraries. Developers still get all the same functions and features as before but with the following added advantages of a new modularized library structure:

- logical groupings of API functionality and features
- reduced overhead of application size and memory footprint with independence to linking Advertisement libraries as desired

The FlurryAnalytics library has a new API method to optionally set session reporting requests to HTTPS.

Release notes for v2.8.5:

Marks the first release including AppCircle Clips.

Release notes for v2.8.4:

- Disabled check for Jailbroken devices

Release notes for v2.8.3:

- Added a new recommendation type (takeover) for iPhone AppCircle

Release notes for v2.8.2:

- Change multiple method signatures to standardize SDK methods in different platforms
- Remove libFlurryWithLocation and replaced with a generalized setLocation() function

Release notes for v2.8.1:

- Added support for AppCircle in iPad applications including a new recommendation type (takeover)
- Improved speed of reporting on session start

Release notes for v2.7:

- Supports Xcode 3.2.3 and above
- Default pause session reporting is on for applications using iOS4 features
- Configurable pause time before new session is started
- Displaying and closing canvas can be animated
- Allow endTimedEvent to update event parameters
- Change setAppVersion to be configured before session starts
- To support OS 3.x, please set Base SDK to iPhone Device 4.0 and iPhone OS Deployment Target to iPhone OS 3.0. Extra linker flags may be needed if NSConcreteGlobalBlock and UIBackgroundTaskInvalid runtime

error occur under 3.x.

The linker flags are:

- weak_framework UIKit
- weak_library /usr/lib/libSystem.B.dylib

Release notes for v2.6:

- Improve memory usage in pause/resume cycle
- Pausing the app will not send sessions by default
- Fix AppCircle image parse error
- Close AppCircle canvas on pause

Release notes for v2.5:

- Send sessions data when paused.
- May create a new session depending on length of pause or will continue the current session on resume.

Release notes for v2.4:

- Supports Xcode 3.2.3 and below
- Removed device data collection including Model Name, OS Version and Firmware Version

Release notes for v2.3:

- Adds support for features from the old PinchMedia API including the ability to:
 - * Track page views
 - * Time events
 - * Acquire age demographics

Release notes for v2.2:

- AppCircle is now available to all developers!
- Applications will attempt to send session reports at the end of the session by default to improve reporting speed. This can be disabled via the SDK.
- Note that AppCircle is disabled by default, please enable AppCircle from the SDK before using AppCircle banners.

Release notes for v2.1:

- AppCircle release candidate SDK for use in the Beta program

Release notes for v2.0b18:

- Added tracking of when sessions are paused for new analytics
- Fixed jailbreak metrics reporting in the iPhone simulator

Release notes for v1.4:

- Added the ability to detect jailbroken devices which will be shown as a metric soon.
- Add automatic detection of the AppStore Id of the application to make categorization easier.

Release notes for v1.3:

- Includes minor bug fixes including minor memory leak fixes.

Release notes for v1.2:

- Added the option to enable session reports to be sent at the end of a user session. This will increase the speed at which event data, error logging and session length metrics are updated as it does not require waiting until the next session to report.

Release notes for v1.1:

- Added the ability to track user paths and event parameters to allow for more robust reporting around custom events.