



# Mobclix iOS SDK Transition Guide

Transition from 4.1.x to 4.2

## Additional Dependencies

With the release of Mobclix SDK 4.2 for iOS, we've added a ton of additional rich media functionality which will require a few additional frameworks, here's a list of all frameworks you'll need to link against in as of v4.2:

- |                  |                 |                |                        |
|------------------|-----------------|----------------|------------------------|
| a. AddressBook   | d. AVFoundation | g. MediaPlayer | j. SystemConfiguration |
| b. AddressBookUI | e. CoreMotion   | h. MessageUI   |                        |
| c. AudioToolbox  | f. EventKit     | i. QuartzCore  |                        |

- The standard UIKit, Foundation, and CoreGraphics frameworks are also required. If you've removed any them from your project, you'll need to re-add them.
- When targeting 3.x devices, the AVFoundation, CoreMotion and EventKit frameworks should be weak linked. To do this, switch the "required" option next to each framework to "weak".

## Rich Media and User Interaction

In Mobclix SDK 4.0 we introduced the ability to support autoplay interstitial ads, and we've taken it a step further in 4.2. Included as apart of our additional rich media support is the ability for rich media ads to automatically access features of the phone that wouldn't otherwise take them away from your app. Some of these features include the vibrate functionality, audio support, inline autoplay video and access to the LED light on iPhone 4.

We've added a new configurable setting called **richMediaRequiresUserInteraction**. By default, this is turned off. You can turn it on by either going to the developer dashboard or returning YES for the new delegate callback **-richMediaRequiresUserInteraction:**.

As with autoplay interstitial ads, you'll see a much higher eCPM if you allow these kind of ads in your application.

## MobclixFeedback Improvements

The **MobclixFeedback** class methods have been deprecated in favor of instance methods. While **+sendRatings:** and **+sendComment:** will still work until the next major release of the Mobclix iOS SDK, we highly recommend updating your code to support **-sendRatings:** and **-sendComment:**. With the ability to initialize **MobclixFeedback**, we've also added a delegate property, so you will know whether or not your feedback has been sent.

# Additional Support

If you have any additional questions, there are a few more resources available to you:

- The Mobclix Example Application, [found here](#), shows the Mobclix SDK fully integrated and running.
- You can view the [Mobclix SDK Documentation online](#) for a complete overview of the SDK and all classes and methods available.
- The header files provided with the Mobclix SDK contain documentation above each method.
- The [Mobclix iPhone & iPad SDK Google Group](#) is a great way to interact with other developers using the Mobclix SDK as well as asking a question directly to the engineers at Mobclix.
- If you have any other questions, send us an email at [support@mobclix.com](mailto:support@mobclix.com) and we'll be happy to help!