



Live Wallpapers App

Created: 27 June 2017

by: Bahtiyar Polat

Thank you for purchasing my source code. If you have any questions that are beyond the scope of this help file, please feel free to email me.

Table Of Contents

A) Overall

B) Source Code Structure

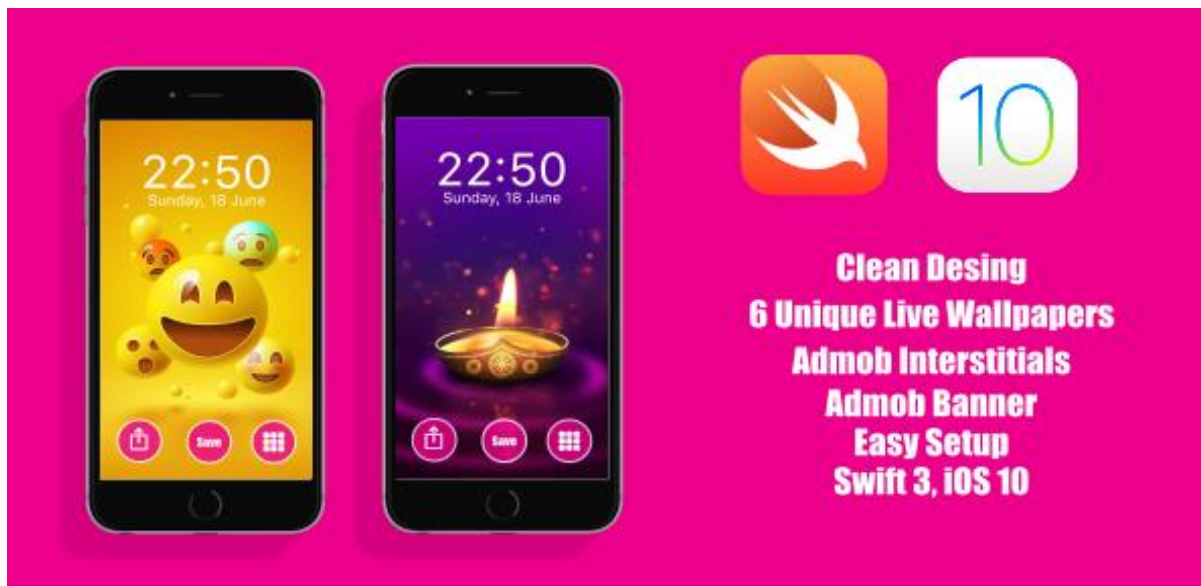
C) How To Implement

D) Credits

A) Overall

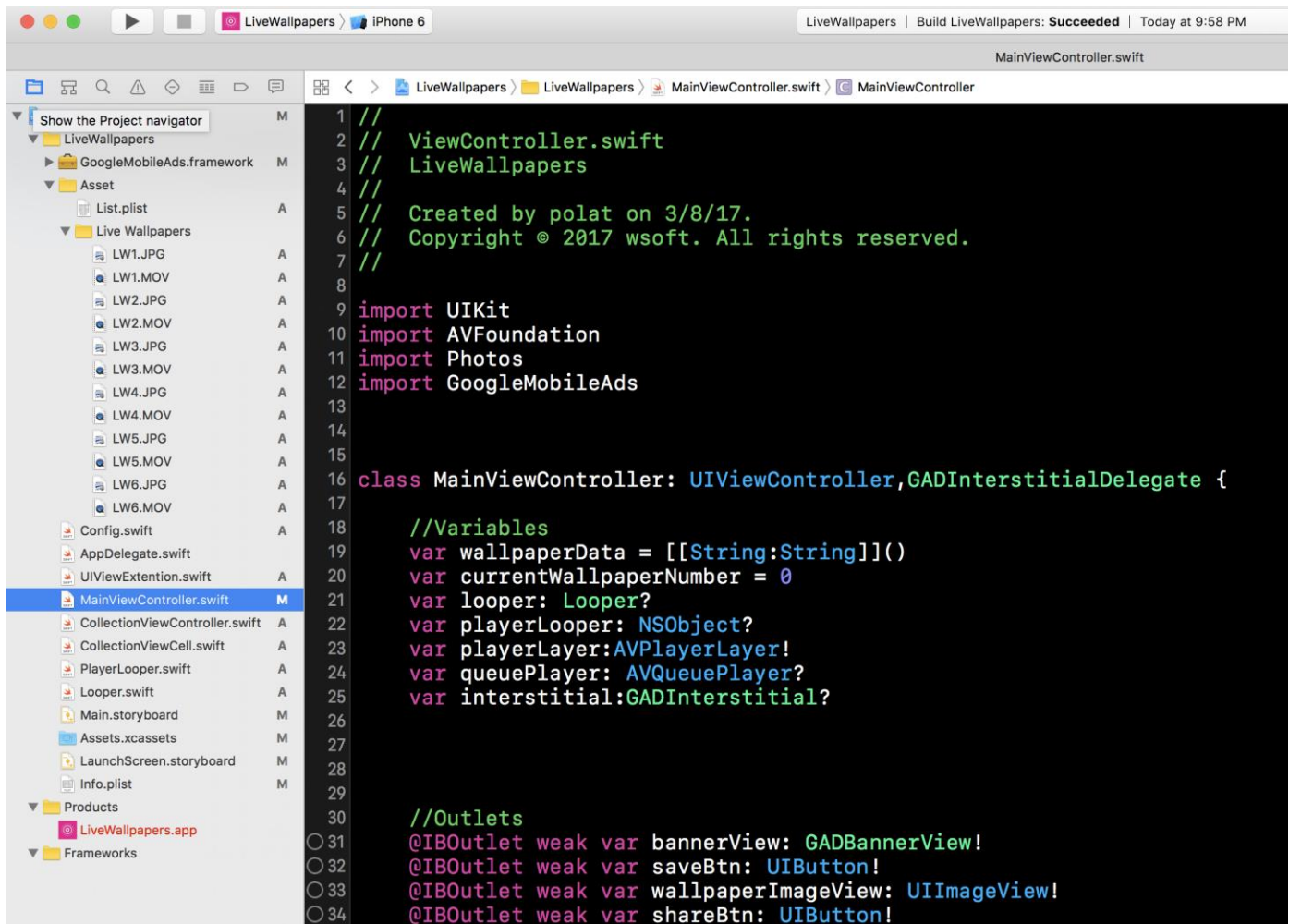
Live Wallpapers iOS App provide high quality live wallpapers for 3d touch enabled iPhone devices. It is written with clean swift 3 code. It comes with 6 unique live wallpaper and you can add unlimited number of live wallpapers into project.

The app has beautifully designed minimalist user interface. You can easy modify interface according to your taste.

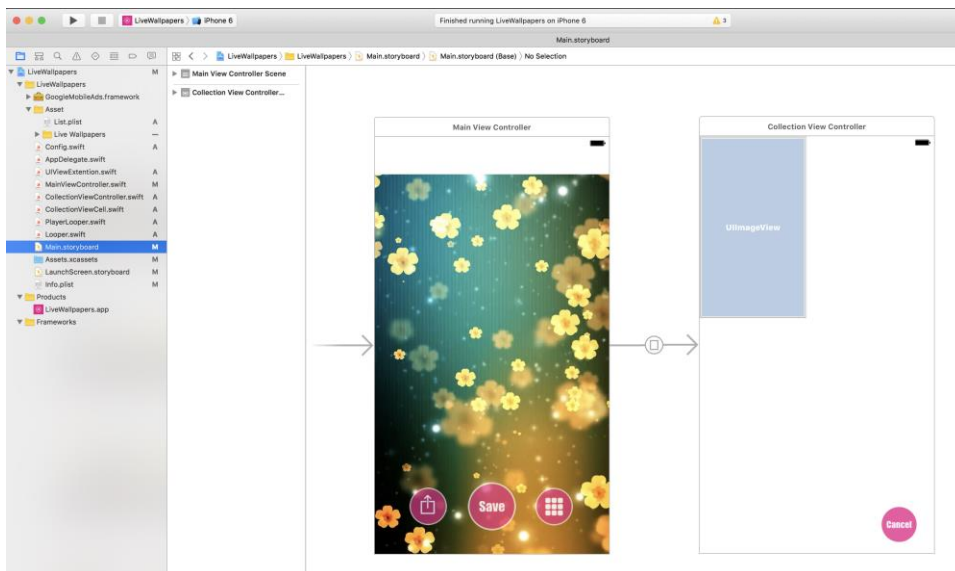


B) Source code structure

This is a clean swift 3 code and you can open with latest Xcode version (Xcode 8.2 currently). If you are happy with functionality and design of the app then you do not need to modify any code at all. You only need to add your Admob Banner Unit IDs into Config.swift

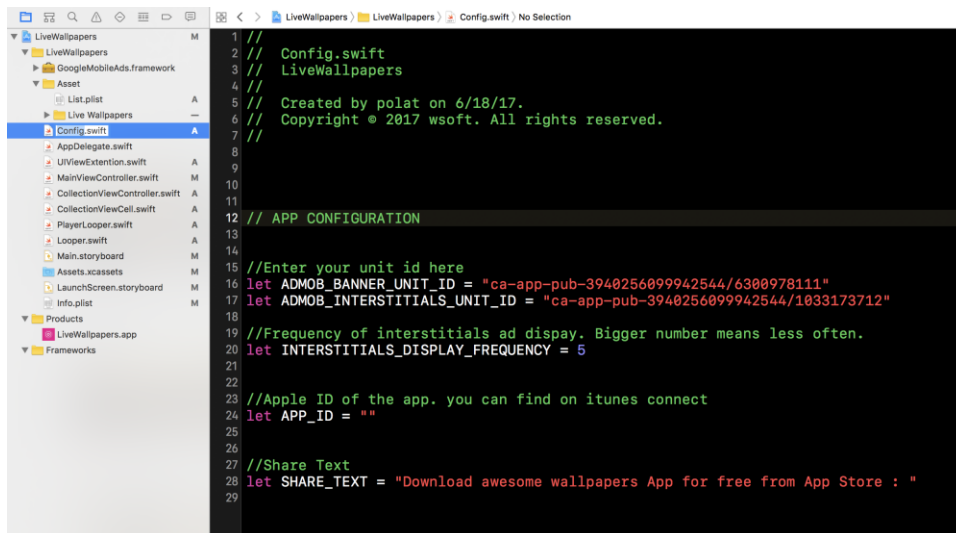


Storyboard Screenshot



C) How To Setup

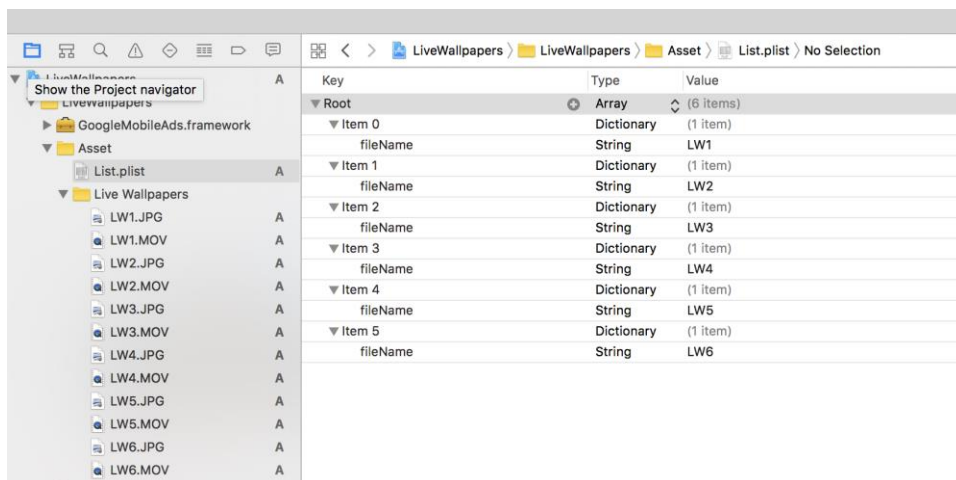
C-1) Setting up Admob Banner and Interstitials



Open Config.swift file and fill out your Banner IDs and Interstitials Unit ID for AdMob.

C-2) Adding new Live Wallpapers

First you need to find live wallpaper according to Apple's specs on it. You may need to hire designer or buy from some designer once you have a new wallpaper It is extremely easy to add a new live wallpaper. Just import .JPG and .MOV files into project then open List.plist file and add new item into array and add your file name into array list.



D) Credits

I have used following sources in the code

- Admob