

Live Wallpapers App

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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.

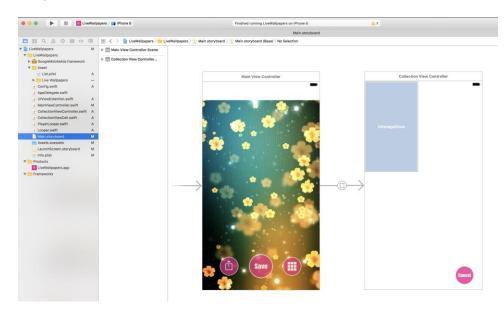


B) Source code structure

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

```
● ● ● ■ ■ ■ ■ LiveWallpapers > ■ iPhone 6
                                                                             LiveWallpapers | Build LiveWallpapers: Succeeded | Today at 9:58 PM
                                                                                                MainViewController.swift
 🛅 🛱 🔍 🛆 🛇 🎟 🗁 📳 🔇 > 💁 LiveWallpapers > 🛅 LiveWallpapers > 🔊 MainViewController.swift > 📵 MainViewController
                               1 //
2 //
3 //
Show the Project navigator
 ▼ <u>LiveWallpapers</u>
                                       ViewController.swift
   ▶ GoogleMobileAds.framework M
                                      LiveWallpapers
                               4 //
      List.plist
                               5 //
                                      Created by polat on 3/8/17.
    ▼ Eive Wallpapers
                                      Copyright @ 2017 wsoft. All rights reserved.
                               6 //
       LW1.JPG
                         Α
                               7 //
       LW1.MOV
       ■ LW2.JPG
                         Α
                               9 import UIKit
       ■ LW2.MOV
                         Α
                              10 import AVFoundation
       LW3.JPG
                         Α
                              11 import Photos
       ■ LW3.MOV
                              12 import GoogleMobileAds
       ■ LW4.JPG
       a LW4.MOV
                         Α
       ■ LW5.JPG
                         Α
       LW5,MOV
                         Α
                              16 class MainViewController: UIViewController, GADInterstitialDelegate {
       a LW6.JPG
       ■ LW6.MOV
                         Α
                                       //Variables
     Config.swift
                                      var wallpaperData = [[String:String]]()
     AppDelegate.swift
                                      var currentWallpaperNumber = 0
     UIViewExtention.swift
    MainViewController.swift M
                                      var looper: Looper?
    CollectionViewController.swift A
                                      var playerLooper: NSObject?
                                      var playerLayer: AVPlayerLayer!
     CollectionViewCell.swift A
    PlayerLooper.swift
                                      var queuePlayer: AVQueuePlayer?
var interstitial:GADInterstitial?
    Looper.swift
    Main.storyboard
    Assets.xcassets
    LaunchScreen.storyboard M
 ▼ Products
                                       //Outlets
    LiveWallpapers.app
                             31
                                      @IBOutlet weak var bannerView: GADBannerView!
 ▼ Frameworks
                             ○ 32
                                      @IBOutlet weak var saveBtn: UIButton!
                                      @IBOutlet weak var wallpaperImageView: UIImageView!
                             ○ 33
                                       @IBOutlet weak var shareBtn: UIButton!
```

Storyboard Screenshot



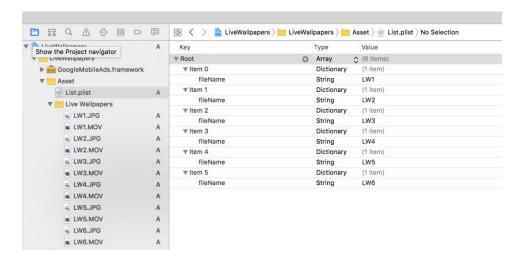
C-1) Setting up Admob Banner and Interstitials

```
| Solution | Solution
```

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 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