**Think Gaming iOS SDK**

1. **ThinkGaming.framework Interface**

**ThinkGaming.h**

* **ThinkGaming Class**

1. Enumeration

enum {

ThinkGamingEventStartApp = 1,

ThinkGamingEventGetStoreFront,

ThinkGamingEventInitiateBuy,

ThinkGamingEventCompleteBuy,

ThinkGamingEventCancelBuy,

};

typedef NSUInteger ThinkGamingEvent;

1. Properties:

// required

NSString \* apiKey;

NSInteger gameID;

// optional

NSInteger customerID;

NSInteger storefrontID;

NSInteger productID;

NSString\* languageCode;

NSString \* regionCode;

id <ThinkGamingDelegate> delegate;

1. Class Methods:

+ (ThinkGaming \*) sharedThinkGaming;

1. Instance Methods

- (BOOL) checkInternetAccess;

- (void) startApp;

- (void) startPurchase;

- (void) completePurchase;

- (void) cancelPurchase;

* **ThinkGamingDelegate Protocol**

1. Optional delegate methods

- (void) thinkGaming: (ThinkGaming \*) thinkGaming didFailWithError:(NSError\*)error;

// error contains the error code that is retrieved from Think Gaming server.

// 100: Invalid API Key

//101: Not authorized

//105: Service currently unavailable

- (void) thinkGaming: (ThinkGaming \*) thinkGaming didSuccessWithEvent: (ThinkGamingEvent) eventID;

- (void) thinkGaming: (ThinkGaming \*) thinkGaming didSuccess;

1. Required delegate methods

*All the delegate methods are optional.*

1. **Integration**

Examples:

#define “ThinkGaming.h”

-(BOOL) application(UIApplication \*)application didFinishLaunchingWithOptions:(NSDictionary \*) launchOptions {

ThinkGaming \* thinkGaming = [ThinkGaming sharedThinkGaming];

thinkGaming.apiKey = “Your API Key here”;

thinkGaming.gameID = “Your game ID here”;

[thinkGaming startApp];

return YES;

}

*Guides how to integrate the Think Gaming SDK.*