



MOSDK iOS Objective-C集成说明

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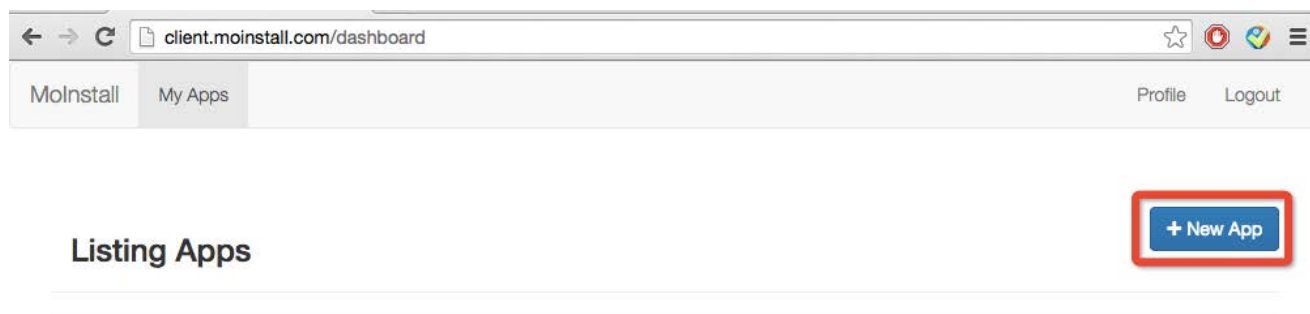
March 1, 2015

本framework目前支持`armv7s`, `armv7`, `arm64`, 以及`i386` and `x86_64` (模拟器调试)

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添加新游戏

- 成功登陆系统后，点击**My Apps**，再点击**+New App**



- 点击New App后会出现信息对话框。按照真实情况填写即可。对于iOS的App来说Store ID就是Apple ID。Orientation一项，Portrait是指竖屏，Landscape是指横屏。如果App两种都可以，则请选择Portrait。

New app

The screenshot shows the 'New app' form. It has four input fields: 'Platform' (set to 'Apple'), 'Store ID' (set to '12345678'), 'Name' (set to 'My Mobile Game'), and 'Orientation' (set to 'Portrait'). A red box labeled '1' encompasses all these fields. Below the fields is a blue button labeled 'Create App', which is highlighted by a red box labeled '2'.

- 点击**Create App**后，系统会出现新游戏的信息。其中**ID**就是在集成MOSDK时必须的信息。新建的App会在右上角显示**Pending**字样。这是因为系统还在对新创的游戏进行审核。但这不影响SDK的集成

🍏 My Mobile Game



下载SDK

- 登陆 <http://client.moinstall.com>
- 登陆后在界面的顶端有SDK和说明文档的下载链接

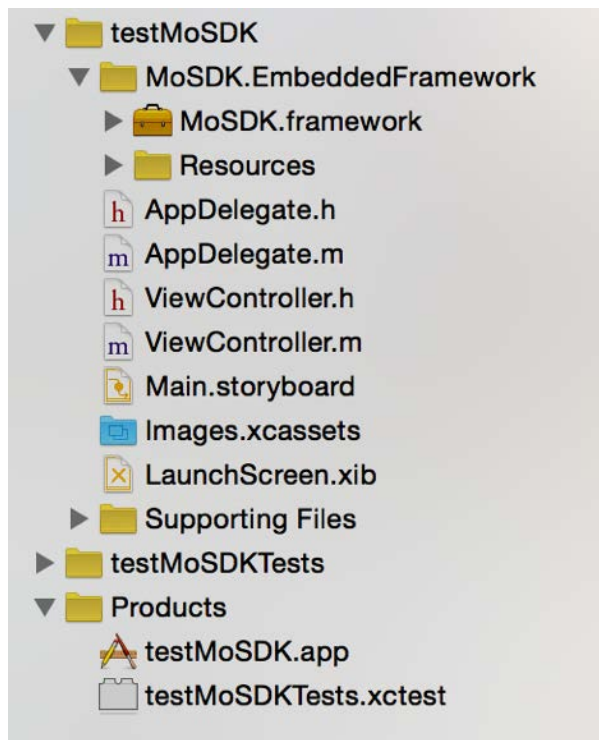


Listing Apps



集成SDK

- 解压缩下载后的SDK文件moinstall-ios-sdk-master.zip
- 打开解压缩后的文件夹，把目录MoSDK.EmbeddedFramework拖拽加入到xcode开发项目中




- 进入项目目的 **Build Settings**，设置 **Other Linker Flags** 为 **-all_load**

General
Capabilities
Info
Build Settings
Build Phases
Build Rules

Basic
All
Combined
Levels
+

▼ Linking

Setting
 testMoSDK

Link With Standard Libraries	Yes ↕
Other Linker Flags	-all_load
Quote Linker Arguments	Yes ↕

- 进入项目目的 **Build Phases** 里里的 **Link Binary With Libraries**，依次添加如下所需的系统框架(如已存在，无无须重复添加)：












General
Capabilities
Info
Build Settings
Build Phases
Build Rules

+

▶ Target Dependencies (0 items)

▶ Compile Sources (3 items)

▼ Link Binary With Libraries (11 items)

Name	Status
 AdSupport.framework	Required ↕
 SystemConfiguration.framework	Required ↕
 StoreKit.framework	Required ↕
 libz.dylib	Required ↕
 AVFoundation.framework	Required ↕
 libsqlite3.0.dylib	Required ↕
 MessageUI.framework	Required ↕
 AudioToolbox.framework	Required ↕
 CoreMedia.framework	Required ↕
 MoSDK.framework	Required ↕
 MediaPlayer.framework	Required ↕

+
-
Drag to reorder frameworks

-
- 在项目目目需要的头文文件顶部添加: `#import <MoSDK/MoSDK.h>`
 - 在项目目目AppDelegate.m 文文件的 `applicationdidFinishLaunchingWithOptions:(NSDictionary *)` 函数里, 添加初始化语句:
`[MoSDK startWithAppId:@"12345123-123451234512345123451234"];`
 - 将这里的ID参数“12345123-123451234512345123451234”用在前面创建新应用的实际ID替换掉
 - 在项目目目里里需要用用户点击触发广广广告的地方方, 调用用:
`[MoSDK showNextAd];`
-