radiumone
Intelligent Advertising™

55 Second Street, 18th Floor
San Francisco, CA 94105

Main: 415-418-2840
Fax: 415-418-2860

R1 Effects SDK Quick Start (ios version)

The R1 Effects SDK allows user's to edit photos using filters, borders, cropping, stickers, and text effects.

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Prerequisites

- XCode 4.6 with iOS 6.0 SDK
- Deployment target of 5.0 or greater

Quick Start

Setup

In order to use the SDK in an existing app, you must do the following:

- **Project setup**
  Make sure you're running the latest version of Xcode and Apple's LLVM compiler.
- **Unzip**
  Unzip the R1PhotoEffectsSDK.zip to a convenient location
- **Drag**
  Drag the entire Unzipped folder into the project navigator of your XCode project. Ensure that `Copy Items into destination group's folder (if needed)` is selected Ensure that `Create groups for any added folder` is selected Ensure that the proper target for you app is selected.
- **Link against libraries**
  Check your target's "Link Binary With Libraries" build phase. Make sure your app is being linked against

  ```
  R1PhotoEffectsSDK.a
  ```

  Link against the following libraries and frameworks:

  ```
  Foundation.framework
  UIKit.framework
  R1PhotoEffectsSDK.a
  SystemConfiguration.framework
  OpenGLES.framework
  QuartzCore.framework
  AVFoundation.framework
  CoreMedia.framework
  CoreVideo.framework
  CoreGraphics.framework
  CoreText.framework
  CoreTelephony.framework
  MobileCoreServices.framework
  StoreKit.framework
  AdSupport.framework (optional)
  ```

- **Add linker flags**
  Update your target's (or project's) build settings to include the following "Other Linker Flags:" (under the "Linking" group)

  ```
  -ObjC
  ```

- **Import headers**
  Add the following line the the bottom of your projects prefix.pch file (below the uikit and foundation imports)

  ```
  #import "R1PhotoEffectsSDK.h"
  ```

Basic Usage

First, enable the SDK in your Application Delegate's -application:didFinishLaunchingWithOptions: method. Use the key assigned to your app.

```
//Enable the sdk inside your existing didFinishLaunching method
- (BOOL)application:(UIApplication *)application didFinishLaunchingWithOptions:(NSDictionary *)launchOptions {
{
    [[R1PhotoEffectsSDK sharedManager] enableWithClientID:@"asf232jnj98asfadfdf"];
    //your existing code...
}
```

To present the photo editor, create an instance of R1PhotoEffectsViewController, set it's delegate, assign a UIImage the user would like to edit and present it modaly. Implement the 2 required callback methods to handle the user canceling and finishing editing the image.

```
- (IBAction)buttonPressed
{
    //pick an existing UIImage
    UIImage *pickedImage = self.imageView.image

    //push the view controller
            UIViewController *vc = [[R1PhotoEffectsSDK sharedManager]
                                    photoEffectsControllerForImage: nil
                                                          delegate: (id<R1PhotoEffectsEditingViewControllerDelegate>)self
                                                       cropSupport: YES];
            [self presentViewController:vc animated:YES completion:nil];

}

- (void)photoEffectsEditingViewController:(R1PhotoEffectsEditingViewController *)controller didFinishWithImage:(UIImage *)image
{
    //Do something with the resulting UIImage
            //For example:
            self.imageView.image = image;
            //Dismiss the editor
    [self dismissViewControllerAnimated:YES completion:nil];
}

- (void)photoEffectsEditingViewControllerDidCancel:(R1PhotoEffectsEditingViewController *)controller
{
  [self dismissViewControllerAnimated:YES completion:nil];
}
```