InMobi iOS SDK

Integration Guidelines

Version: 2.1.3

InMobi iOS SDK Integration Instructions

The InMobi iOS SDK contains the code required to integrate InMobi ads within your application. This SDK is designed to work across iPhone, iPod Touch & iPad with a minimum OS version of 3.0 . The integration guidelines assume that you have basic familiarity with Xcode.

In the zip file, you will find the following files under the SDK Bundle:

- InMobiAdDelegate.h
- InMobiAdView.h
- InMobiEnumTypes.h
- libInMobi_iOS.a

The screenshots and integration steps mentioned below are for Xcode version 3.2.5.
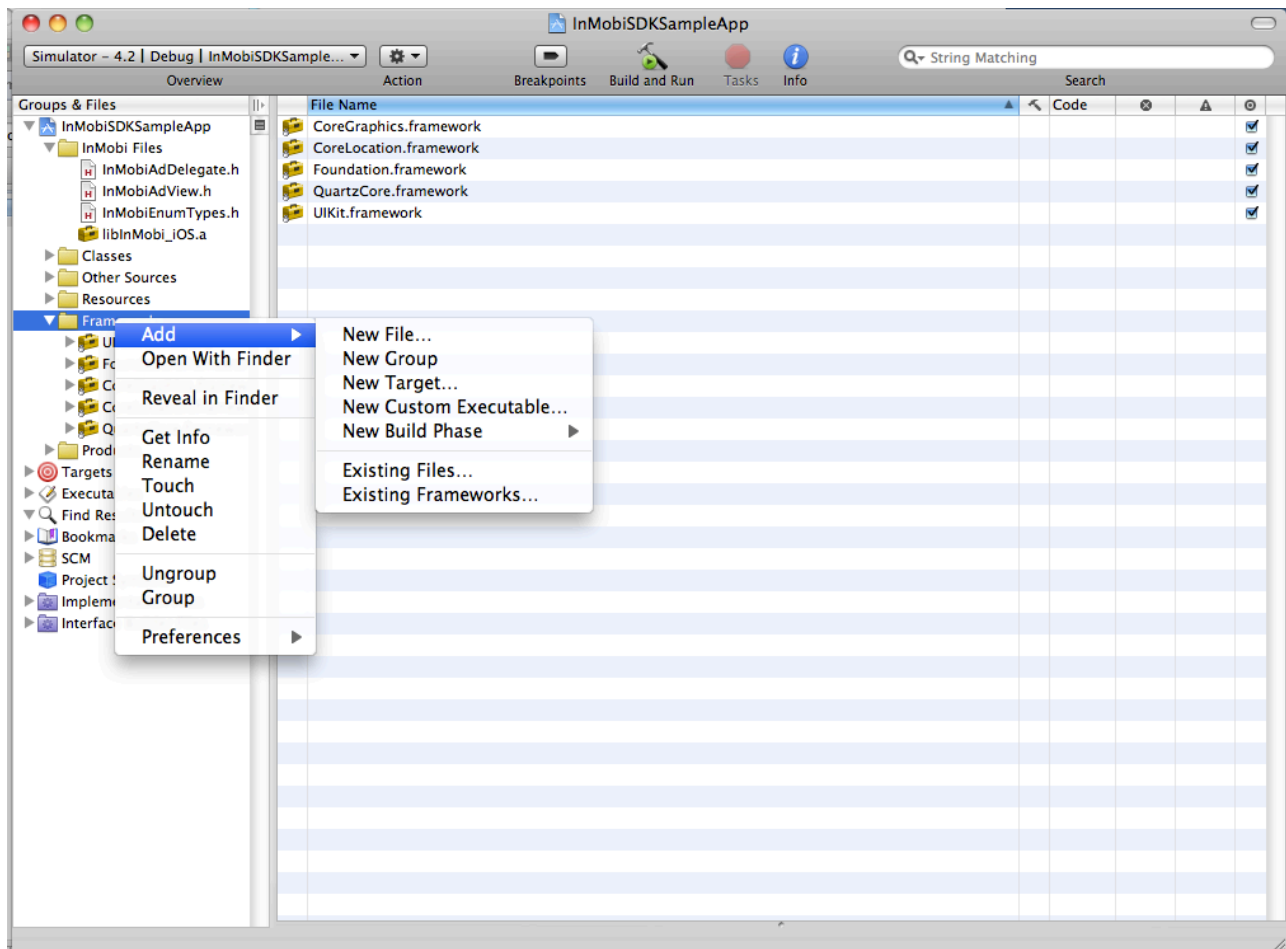
Step 1
Copy the headers to your project from the bundle. The respective header files are InMobiAdView.h, InMobiAdDelegate.h and InMobiEnumTypes.h .
Copy the libInMobi_iOS.a to your project.
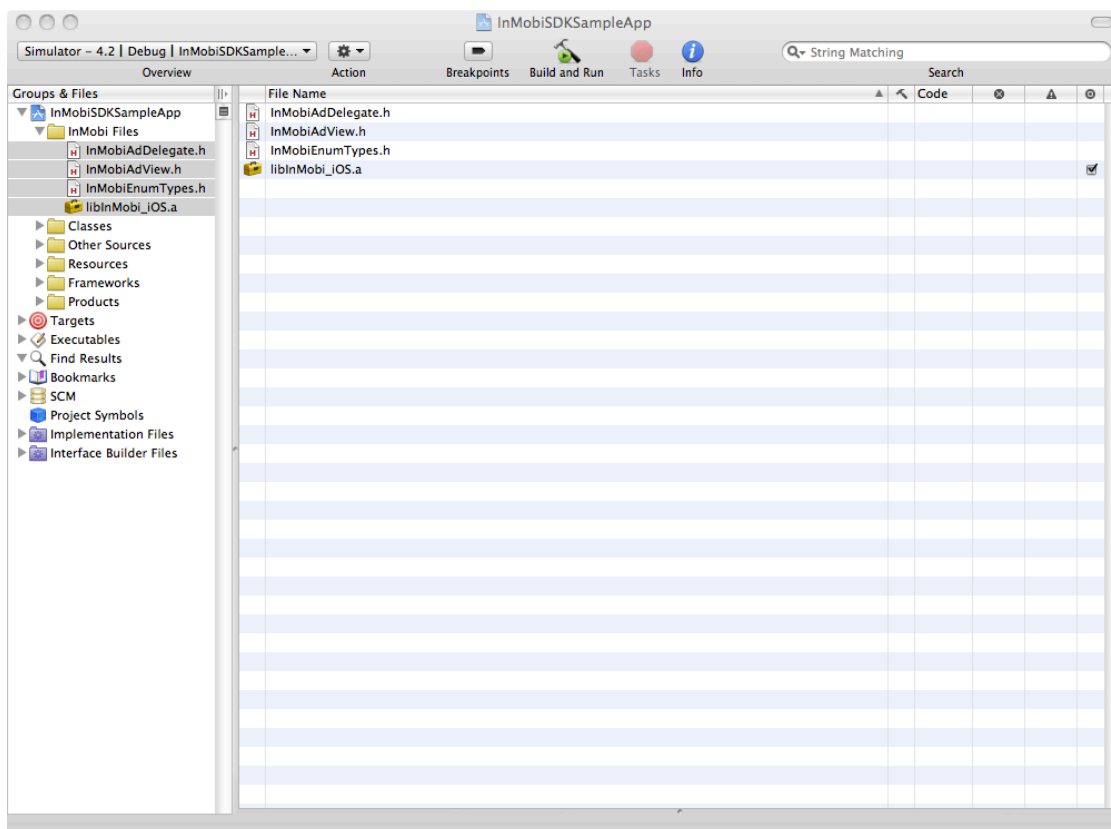
Step 2

You need to add CoreGraphics, CoreLocation, QuartzCore frameworks to compile your project.
Foundation and UIKit frameworks should be present in your project by default.

Step 3

Import InMobiAdDelegate.h,InMobiAdView.h and InMobiEnumTypes.h in your .h file.
Declare InMobiAdDelegate protocol and an InMobiAdView instance .
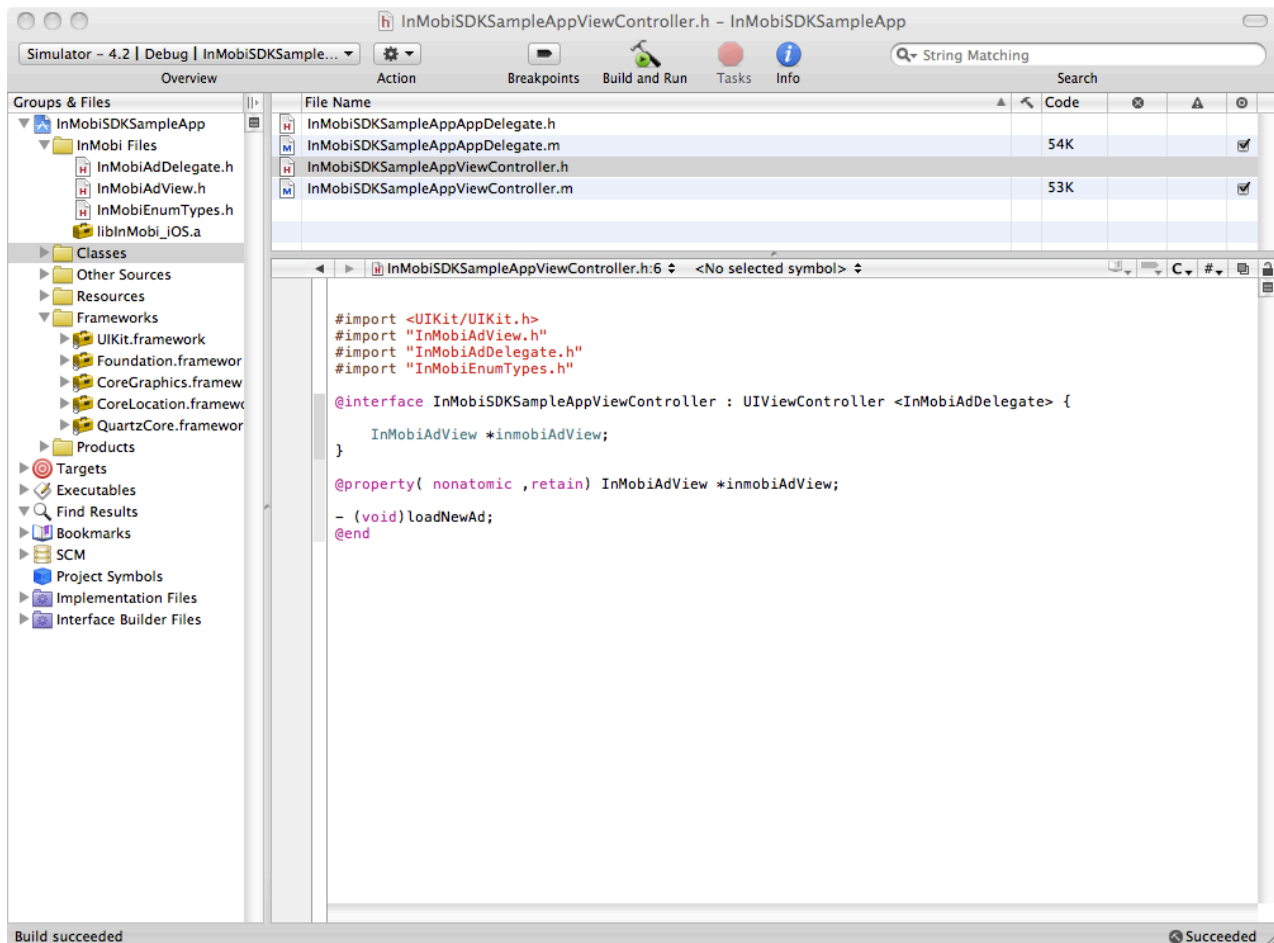
Use the `requestAdUnit: withDelegate:` method to get an instance of InMobiAdView.

```
self.inmobiAdView = [InMobiAdView requestAdUnit:INMOBI_AD_UNIT_320x48
withDelegate:self];

[inmobiAdView setFrame:CGRectMake(0, 0, 320, 48)];
```

Choose an ad-unit from the set of following values declared in InMobiAdView.h

```
/**
 * Supported iOS Banner sizes
 */
// Standard size for an InMobi Ad, 320x48 pixels,designed for all device size
#define INMOBI_AD_UNIT_320x48      9

// Medium Rectangle size for an InMobi Ad, 300x250 pixels, designed for all
device size,
// especially in a UISplitView's left pane.
// can be called from an iPhone/iPod Touch
#define INMOBI_AD_UNIT_300x250     10

// Leaderboard size for an InMobi Ad, 728x90 pixels, designed for iPad's
screen size.
#define INMOBI_AD_UNIT_728x90      11

// Full Banner size for an InMobi Ad, 468x60 pixels, designed for iPad's
screen size,
// especially in a UIPopoverController or in UIModalPresentationFormSheet
placement.
#define INMOBI_AD_UNIT_468x60      12

//Skyscraper size for an InMobi Ad, 120x600 pixels, designed for iPad's
screen size.
#define INMOBI_AD_UNIT_120x600     13
```

Note: InMobi cannot serve ads if the following are not valid:

- siteId
- rootViewControllerForAd
- delegate
- ad-unit

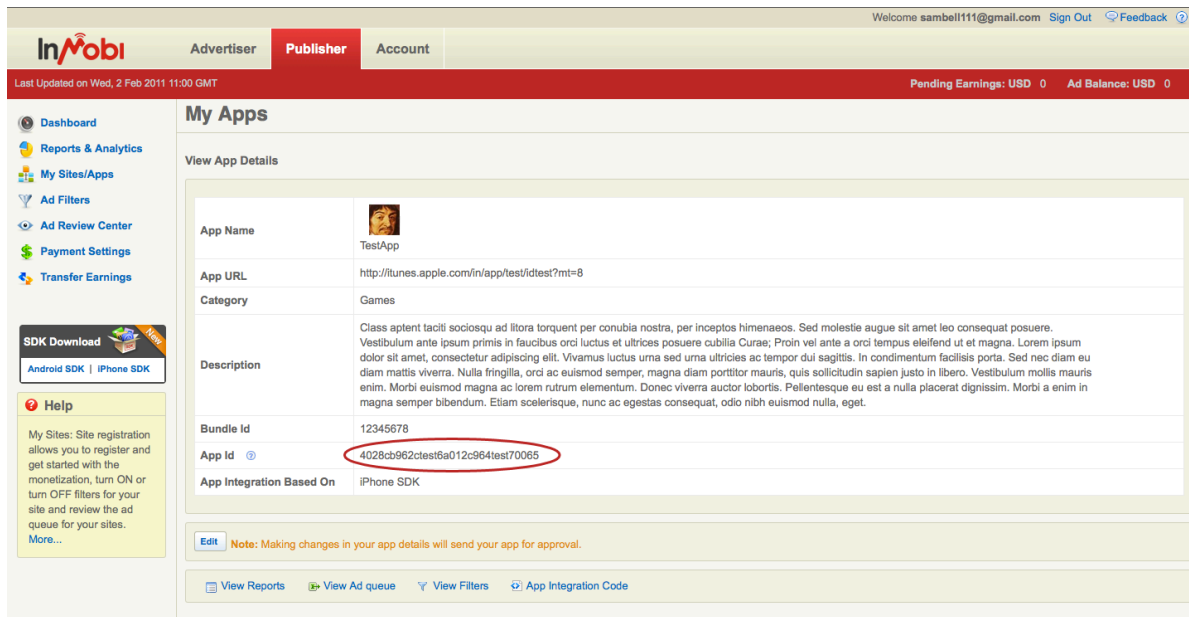siteId and rootViewControllerForAd are required methods of InMobiAdDelegate protocol.

Reqeust with invalid(or not supported) ad unit will all default to `INMOBI_AD_UNIT_320x48`.

Step 4

Copy InMobiAdDelegate protocol methods in your .m file.
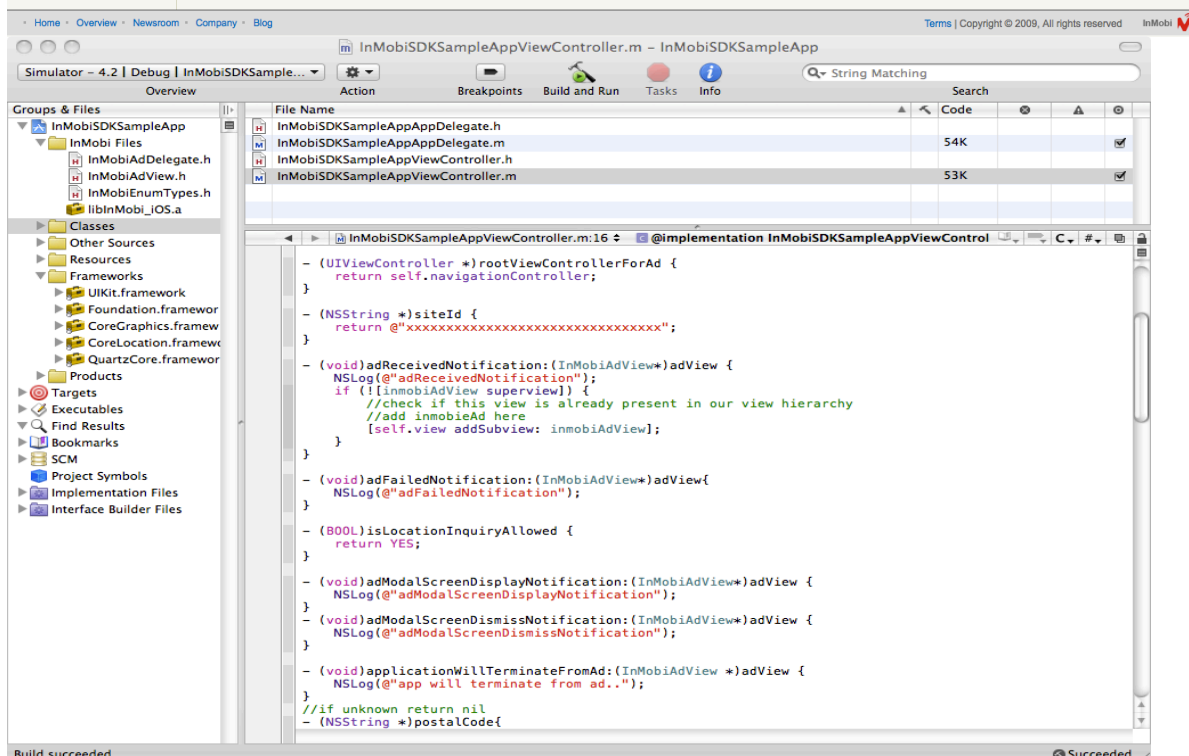You can retrieve the site id from the InMobi.com web site
1. log into your InMobi account @ http://www.inmobi.com.
2. Click on Mysites/Apps from the navigational links
3. Click on the App Name to retrieve your site id.
4. Copy the App id value and use it in siteId method of InMobiAdDelegate protocol.

Interface Builder support for InMobiAdView:

You can also add an InMobiAdView to your UIViewController through Interface Builder.
Follow these simple steps:

1. Place a UIView in your File's Owner View at the position where the ad should be displayed.
2. Set the frame as per the InMobi ad you want to request.
   See **Step3** above for various iOS supported banner sizes and their respective ad unit.
   Note: The standard iOS banner size of 320x48 has been used in the below screenshot.
3. Set the Class Identity of this UIView to **InMobiAdView**.
4. In your UIViewController's .h file, declare an IBOutlet instance of InMobiAdView.
5. Set this as your outlet in your File's Owner.
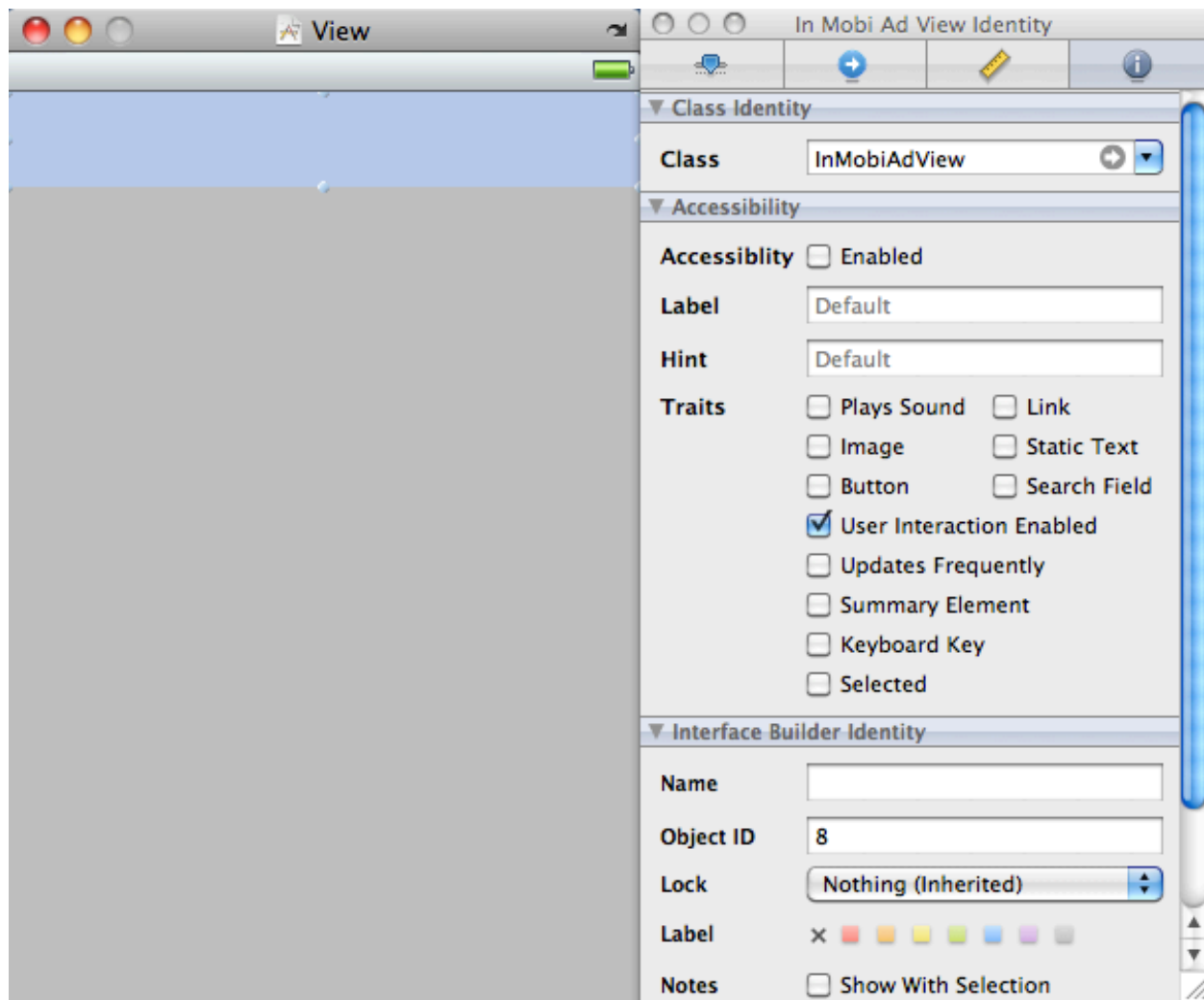
Set the delegate and ad-unit properties for this instance in your .m file. InMobi will not be able to fulfill an ad request if these parameters are missing.

```
[inmobiAdView_IB setDelegate:self];
[inmobiAdView_IB setAdUnit:INMOBI_AD_UNIT_320x48];
[inmobiAdView_IB loadNewAd];
```

Note: The ad-unit should be as per iOS Banner size you want to request.
See **Step3** above for various iOS supported banner sizes and their respective ad unit.

P.S. : Developers are requested to enter their application URL in their InMobi Publisher Account after the application is approved in the App Store.

More Information:
You can find more information in the sample projects within the zip file.

For any SDK integration queries, please send an email to [InMobi Publisher Support](#) along with your login id.