iOmniata SDK Set up Guide

Embedding in an iOS Application

1. Copy the iOmniataAPI.framework to any subdirectory in your app folder.
2. Drag it to your Xcode project.
3. Add the following frameworks to your project by clicking on your Target, choosing the "Build Phases" tab and using the + button at the bottom of the "Linked Libraries" section.
   A. Foundation
   B. UIKit
   C. SystemConfiguration

Getting Started

Include this header when using iOmnaitaAPI

```
#import <iOmniataAPI/iOmniataAPI.h>
```

Initialize:

```
NSString * identifierForVendor = [[[UIDevice currentDevice] identifierForVendor] UUIDString];

[iOmniataAPI initializeWithUserId: identifierForVendor api_key:@" eyp0efb7"];
```

Tracking a Load Event:

```
[iOmniataAPI trackLoadEvent:@"AD_SRC" refUID:@"aab12nv" refApiKey:@"eyp0efb7"];
```

Tracking a purchase event:s

```
[iOmniataAPI trackPurchaseEvent:99.9 currency_code: @"EUR"];
```

Tracking a Custom Event:

```
NSDictionary *dictionary = [[NSDictionary alloc] initWithObjectsAndKeys:@"type",@"quest_completed",
                    @"cash_balance",21,
                    @"level",7,
                    nil];

[iOmniataAPI trackEvent:dictionary];
```

Debug:
There is a set of debug level values that you can use to set the log level.

```
[iOmniataAPI setLogLevel:SMT_LOG_VERBOSE];
```

Please go through the API documentation for technical specifications