**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.
   1. Foundation
   2. UIKit
   3. SystemConfiguration

**Getting Started**

Include this header when using iOmnaitaAPI

#import <iOmniataAPI/iOmniataAPI.h>

**Initialize:**

NSString \* api\_key = @”<API\_KEY>”;

NSString \* user\_id = @”<USER\_ID>”;

[iOmniataAPI initializeWithApiKey:api\_key api\_key: UserID:user\_id AndDebug:FALSE]; // Tracks against production API

[iOmniataAPI initializeWithApiKey:api\_key UserId:user\_id AndDebug:TRUE]; // Tracks against realtime event monitor

**Tracking a Load Event:**

[iOmniataAPI trackLoadEvent];

**Tracking a purchase event:s**

[iOmniataAPI trackPurchaseEvent:99.9 currency\_code: @"EUR"];

**Tracking a Custom Event:**

NSDictionary \*dictionary = [[NSDictionary alloc] initWithObjectsAndKeys: 21, @”cash\_balance”,

7, @”level”,

nil];

[iOmniataAPI trackEvent: @”quest\_complete”, 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