cauly iOS SDK

Installation Guide

Contents

✓ cauly iOS SDK v3.0.2

1. Release note

A. The improvement of this version

- bugs and ad function improved.

- Highly profitable Pre-Expandable (P/E) Ad added.

   · As an intermediate form of banner-ad and interstitial-ad, new P/E Ad could deliver high priced ads, which is expecting better profits for App developer.

   · Sample app code for test: CAULY-PETEST

2. Cautions

A. P/E Ad configurations

- P/E Ad allowance can be controlled by App-wide. If you want to deliver P/E Ad, please contact the Cauly's Customer Center.

- P/E Ad allowance can also be controlled by AdView object with a following API.

   · **showPreExpandableAd:(BOOL)**

B. Some ads might contains background musics(BGM). If your app also has BGMs, pause then on willShowLandingView API. You can resume your BGM on didCloseLandingView API after the ad has closed.

C. Ad requests might keep going when the ad view is not displayed on screen. If you want to stop ad requests, please call [(CaulyAdView Object) stopAdRequest] to stop requests.

D. If the "iOS Deployment Target" is iOS 3.0, the attribute of two frameworks, MessageUI.framwork and EventKit.framwork, should be "Optional" not "Required".

E. libCaulyAds.a is a unified file for both a simulator and a device.

3. Notes

A. cauly SDK is based on iOS SDK 6.0.

B. It is only operated properly when installed after deleting all past SDK in existing project.

C. The followings have to made if referring to the existing library occurs after installing the new SDK. [Select "Get Info" from Targets]
Delete those existing libraries included in the linked libraries in the "General" tab.
Search the "Library Search Paths" from the "Build" tab and delete any unnecessary paths.
The desired path should be on the top.

D. The minimum interval for banner-ad request is 15 sec.

4. Recommended Environments

A. Xcode 4.5.x or above

B. BASE SDK : iOS 6.0 or above

  C. iOS Deployment Target iOS : 4.3 or above

5. SDK Components

A. **cauly** v3.0.2

- Header files
  - · CaulyInterstitialAd.h – Header file for Interstitial-ad class.
  - · Cauly.h   – Header file for Cauly defintions and delegates.
  - · CaulyAdSetting.h   – Header file for Cauly ad settings.
  - · CaulyAdView.h   – Header file for banner-ad.
- Library
  - · libCaulyAds.a – Cauly Ads library file (Unified for a simulator and a device)
- Image source

  - · DefaultImages.png (Default image to use when ad request fails)

B. Sample project file

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1. Copy and paste 'library' to project where **cauly** will be applied.

2. Add Framework

UIKit.framework

Foundation.framework

CoreGraphics.framework

QuartzCore.framework

SystemConfiguration.framework
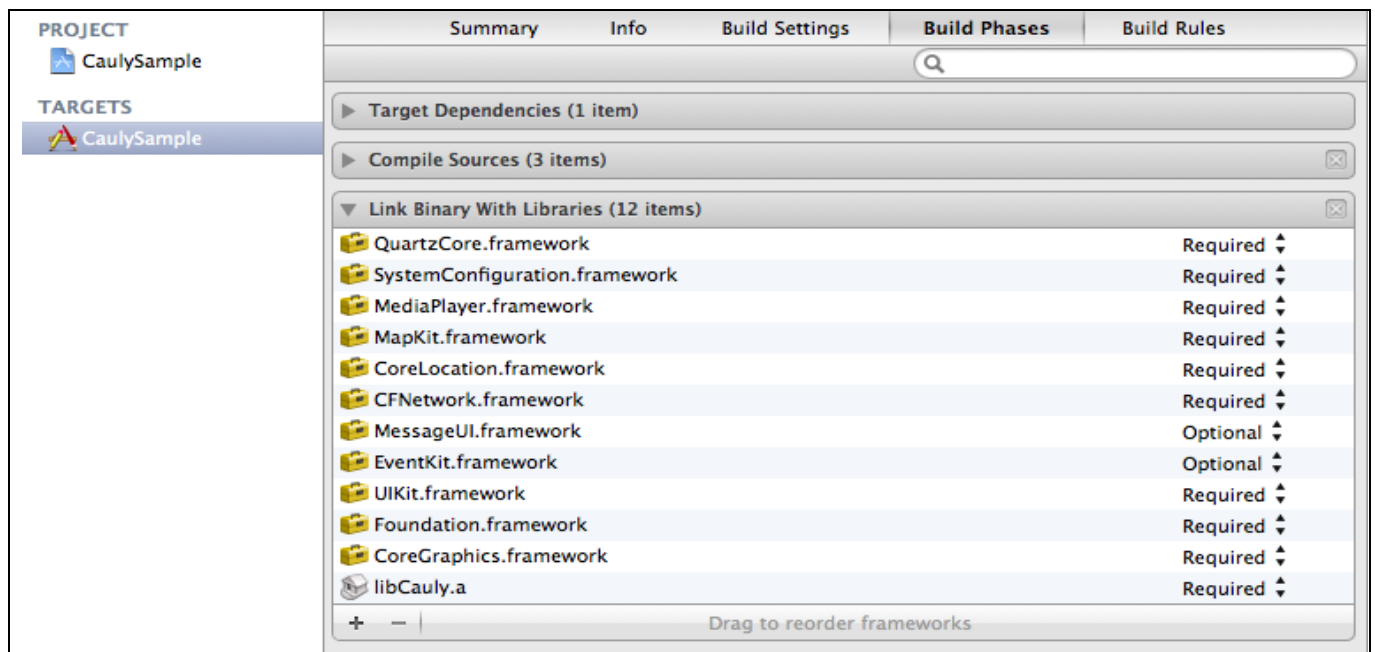
MediaPlayer.framework

Mapkit.framework

CoreLocation.framework

CFNetwork.framework

MessageUI.framework

EventKit.framework

Below iOS SDK 4.3 version : libz.1.2.3.dylib, iOS SDK 5.0 : libz.1.2.5.dylib

3. Import `CaulyAdView.h`, `CaulyInterstitialAd.h` file. [See the CaulySample project for details]

· Location in the CaulySample Project : RootViewController.h

```
#import <UIKit/UIKit.h>
#import "CaulyAdView.h"
#import "CaulyInterstitialAd.h"
```

4. Create ad view. [See the CaulySample project for details]

· Location in the CaulySample Project : RootViewController.m

```objc
// Ad Setting
CaulyAdSetting * adSetting = [CaulyAdSetting globalSetting];
[CaulyAdSetting setLogLevel:CaulyLogLevelRelease];        //  Cauly log level
adSetting.appCode              = @"CAULY";        //  App code
adSetting.animType             = CaulyAnimNone;   //  View transition effect


// Banner AD
//  Create CaulyAdView
CaulyAdView *_adView = [[CaulyAdView alloc] initWithParentViewController:self];
[self.view addSubview:_adView];
_adView.delegate = self;                                   //  Set delegate
[_adView startBannerAdRequest];                            //  Request banner-ad



// Interstitial AD
 //  Create Interstitial-ad
 CaulyInterstitialAd * _interstitialAd = [[CaulyInterstitialAd alloc] initWithParentViewController:self];
 _interstitialAd.delegate = self;     //  Set delegate
 [_interstitialAd startInterstitialAdRequest];    //  Request interstitial-ad

// Banner AD API
#pragma mark - CaulyAdViewDelegate

// Successfully received ad.
- (void)didReceiveAd:(CaulyAdView *)adView isChargeableAd:(BOOL)isChargeableAd{
    NSLog(@"didReceiveAd");
}

// Failed to receive ad.
- (void)didFailToReceiveAd:(CaulyAdView *)adView errorCode:(int)errorCode errorMsg:(NSString *)errorMsg {
    NSLog(@"didFailToReceiveAd : %d(%@)", errorCode, errorMsg);
}



// Landing view will be shown.
```

```objc
- (void)willShowLandingView:(CaulyAdView *)adView {
    NSLog(@"willShowLandingView");
}


// Landing view has closed.
- (void)didCloseLandingView:(CaulyAdView *)adView {
    NSLog(@"didCloseLandingView");
}


// Interstitial AD API
#pragma mark - CaulyInterstitialAdDelegate

// Successfully received interstitial-ad.
- (void)didReceiveInterstitialAd:(CaulyInterstitialAd *)interstitialAd isChargeableAd:(BOOL)isChargeableAd {
    NSLog(@"didReceiveInterstitialAd");
    [_interstitialAd show]; // You must call [_interstitialAd show] to display interstitial-ad.
    [_interstitialAd release];
    _interstitialAd = nil;
}


// Interstitial-ad has closed.
- (void)didCloseInterstitialAd:(CaulyInterstitialAd *)interstitialAd {
    NSLog(@"didCloseInterstitialAd");
    [_interstitialAd release];
    _interstitialAd = nil;
}


// Interstitial ad will be shown.
- (void)willShowInterstitialAd:(CaulyInterstitialAd *)interstitialAd {
    NSLog(@"willShowInterstitialAd");
}


// Failed to receive interstitial-ad.
- (void)didFailToReceiveInterstitialAd:(CaulyInterstitialAd *)interstitialAd errorCode:(int)errorCode
errorMsg:(NSString *)errorMsg {
    NSLog(@"didFailToReceiveInterstitialAd : %d(%@)", errorCode, errorMsg);
    [_interstitialAd release];
    _interstitialAd = nil;
```

```
}

@end
```

[설정 방법]

메소드	설 명
appCode	Received code after registering the App. (Use 'CAULY' for a test) Other available test app codes: CAULY-RICHADTEST CAULY-PETEST, CAULY-3DTEST
animType	CaulyAnimCurlDown : Curl down animation CaulyAnimCurlup : Curl up animation CaulyAnimFadeOut : Old banner fades out and new banner fades in CaulyAnimFlipFromLeft : Flip animation from left CaulyAnimFlipFromRight : Flip animation from right CaulyAnimNone(Default) : No amination
useGPSInfo	Decides usability of GPS information from Cauly's SDK. YES or NO(default)
adSize	Set the ad size. CaulyAdSize_IPhone : 320 x 48 CaulyAdSize_IPadLarge : 728 x 90 CaulyAdSize_IPadSmall : 468 x 60
reloadTime	Set the ad changing time period. CaulyReloadTime_30(default) : 30 sec. CaulyReloadTime_60 : 60 sec. CaulyReloadTime_120 : 120 sec.
useDynamicReloadTime	YES(default) : Reloading time could be set differently by Ads, thus higher profit would be expected. NO : : Rolls according to reloadTime set period

[Error code definition]

Code	Message	설명
0	OK	Paid AD
100	Non-chargeable ad is supplied	Free AD (Public service ads, cauly's basic ads)
200	No filled AD	No proper ad is available.
400	The app code is invalid. Please check your app code!	Discordance of app code or default app code.
500	Server error	Cauly server error
-100	SDK error	SDK error

-200	Request Failed(You are not allowed to send requests under minimum interval)	Minimum request interval has not passed.

End of iOS cauly SDK installation guide

If you need more informations to install cauly SDK, please give us a call to the customer center +82-1544-8867 or send an e-mail to cauly@futurestream.co.kr.

✓ Class Reference

Callback API
Banner-ad
- (void)didReceiveAd:(CaulyAdView *)adView isChargeableAd:(BOOL)isChargeableAd; // Successfully received banner-ad
- (void)didFailToReceiveAd:(CaulyAdView *)adView errorCode:(int)errorCode errorMsg:(NSString *)errorMsg; // Failed to receive banner-ad
- (void)willShowLandingView:(CaulyAdView *)adView; // Landing view will be shown
- (void)didCloseLandingView:(CaulyAdView *)adView; // Landing view has closed
Interstitial-ad
- (void)didReceiveInterstitialAd:(CaulyInterstitialAd *)interstitialAd isChargeableAd:(BOOL)isChargeableAd; // Successfully received interstitial-ad
- (void)didFailToReceiveInterstitialAd:(CaulyInterstitialAd *)interstitialAd errorCode:(int)errorCode errorMsg:(NSString *)errorMsg; // Failed to receive interstitial-ad
- (void)willShowInterstitialAd:(CaulyInterstitialAd *)interstitialAd; // Interstitial-ad will be shown
- (void)didCloseInterstitialAd:(CaulyInterstitialAd *)interstitialAd; // Interstitial-ad has closed

Other API
Banner-ad
+ (id)caulyAdViewWithController:(UIViewController *)controller; // Class method to create banner-ad object
- (id)initWithParentViewController:(UIViewController *)controller; // Instance method to create banner-ad object
- (void)startBannerAdRequest; // Request banner-ad
- (void)stopAdRequest; // Stop banner-ad request
Interstitial-ad

+ (id)caulyAdWithController:(UIViewController *)controller; // Class method to create interstitial-ad object.
- (id)initWithParentViewController:(UIViewController *)controller; // Instance method to create interstitial-ad object
- (void)startInterstitialAdRequest; // Request interstitial-ad
- (void)stopAdRequest; // Stop interstitial-ad request

Properties
Banner-ad
delegate // Delegation object for CaulyAdViewDelegate protocol
localSetting // Object setting by CaulyAdSetting
parentController // parentViewController object
errorMsg // Error messages for banner-ad
showPreExpandableAd // Set P/E Ad allowance
Interstitial-ad
delegate // Delegation object for CaulyInterstitialAdDelegate protocol
localSetting // Object setting by CaulyAdSetting
parentController // parentViewController object
errorMsg // Error messages for interstitial-ad

✓ Update history

Date	SDK Ver.	Updates
2012-11-15	v3.0.0	① API updates ② Support for P/E Ad ③ Library separation for architecture
2013-02-08	V3.0.1	① Others (bugs and ad function improved).
2013-02-08	V3.0.1_3D	① Added 3D module ② Others (bugs and ad function improved)
2013-04-15	V3.0.2 V3.0.2_3D	① bugs and ad function improved