

# Spil iOS Framework

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

<AppSettingsDelegate> . . . . .	5
<NSObject>	
<InGameAdsDelegate> . . . . .	6



## Chapter 2

# Class Index

### 2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

<a href="#">&lt;AppSettingsDelegate&gt;</a>	.....	5
<a href="#">&lt;InGameAdsDelegate&gt;</a>	.....	6





## Chapter 3

# Class Documentation

### 3.1 <AppSettingsDelegate> Protocol Reference

```
#import <AppSettingsDelegate.h>
```

#### Instance Methods

- (void) - [appSettingsDidLoad:](#)
- (void) - [appSettingsDidFailWithError:](#)
- (void) - [appSettingsDidStartDownload](#)

#### 3.1.1 Detailed Description

Protocol to handle the responses from the App Settings subsystem

#### 3.1.2 Method Documentation

3.1.2.1 - (void) `appSettingsDidFailWithError: (NSError *) error` [required]

Method to call back in case the settings couldn't be loaded. Usually the reasons to call this method will be:

- if there is any parsing error in the remote settings and in the local settings.
- if there is a connection error, and the file of the defaults can be found locally.

##### Parameters

<i>error</i>	Error describing what was wrong.
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3.1.2.2 - (void) `appSettingsDidLoad: (NSDictionary *) settings` [required]

Method to call back when the settings are finally loaded. This methods will receive the settings loaded in the form of a dictionary. The developers should know the structure of the dictionary since they created the default settings file.

## Parameters

<i>settings</i>	The settings loaded. The format and the values are defined by the developer of the app.
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## 3.1.2.3 - (void) appSettingsDidStartDownload [required]

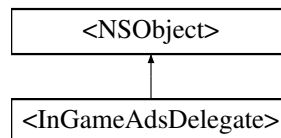
Method to call back when the download of the settings has been started.

The documentation for this protocol was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-ios-framework/src/Classes/settings/AppSettingsDelegate.h

## 3.2 &lt;InGameAdsDelegate&gt; Protocol Reference

Inheritance diagram for <InGameAdsDelegate>:



## Instance Methods

- (void) - [adDidGetInGameAd:](#)
- (void) - [adDidFailToGetInGameAd:](#)

## 3.2.1 Method Documentation

## 3.2.1.1 - (void) adDidFailToGetInGameAd: (NSError \*) error

Method to callback when an error happened trying to retrieve the ad from the server.

## Parameters

<i>error</i>	An error code describing the cause of the error.
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## 3.2.1.2 - (void) adDidGetInGameAd: (UIView \*) image

Method to callback when a in game ad has been retrieved from the server. This view will handle the display event and will mark the advert as shown.

## Parameters

<i>image</i>	A UIView that will respond to the events when it's displayed and clicked.
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The documentation for this protocol was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-ios-framework/src/Classes/ads/ingame/InGameAdsDelegate.h

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