

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:

<AppSettingsDelegate>	5
<InGameAdsDelegate>	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]

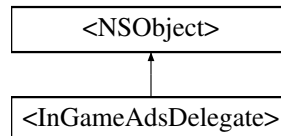
Method to call back when the download of the settings has been started.

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 <InGameAdsDelegate> 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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