

Getting Started with the Supersonic iOS SDK

To begin monetizing your application with the Supersonic SDK, follow these 2 easy steps:

1. **Add the Supersonic SDK to your project**
2. **Create Supersonic Instance**

Before You Start

We support iOS versions 7 and up.

Step 1. Add the Supersonic SDK to Your Project

Note:

- Make sure you have integrated the latest version of our SDK. Find it here ([/ios/ios-sdk/](#)).
- If you are upgrading from a previous version of the Supersonic SDK, you must completely remove it from your project, otherwise it will cause issues with the update. We also recommend erasing older builds from test devices and making a new build.

Disclaimer: Updating the Supersonic SDK

When upgrading from older SDK versions to the Supersonic SDK 6.4.11+, you must update all mediation adapters.

Follow these steps to add the Supersonic SDK to your project:

1. **Add Supersonic Framework**

After you download the SDK; unzip it and add Supersonic.framework into your Xcode Project.

2. **Adding Required Frameworks**

Go to **Targets** > **Build Phases** > **Link Binary With Libraries**.

Click '+' to add the following frameworks:

Foundation

AVFoundation

CoreMedia

CoreVideo

QuartzCore

SystemConfiguration

CoreGraphics

CFNetwork

MobileCoreServices

libz.tbd

libxml2.tbd

StoreKit

AdSupport

CoreLocation

CoreTelephony

Security

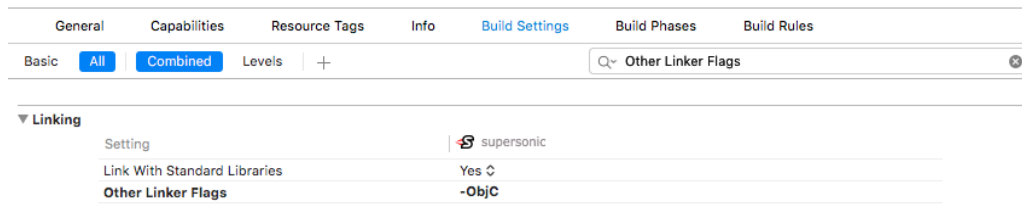
- **Status Bar Control**

To enable the Supersonic SDK to hide the status bar (**even if your app displays it**), in your **info.plist**, add the **View controller-based status bar appearance** flag's value and set it to **NO**.

- **Linker Flags**

Add the following linker flag to the build settings at:

Target ➤ Build Settings ➤ Linking ➤ Other Linker Flags: -ObjC

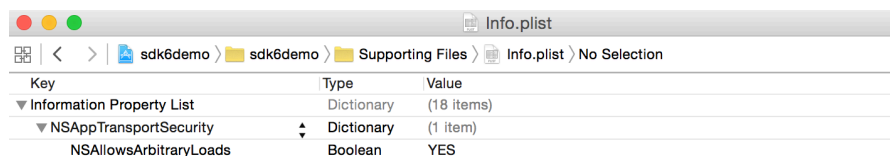


(<http://developers.ironsrc.com/wp-content/uploads/2015/12/linker-flag.png>)

iOS9 App Transport Security settings

Important! In iOS9, Apple has added in controls around 'ATS'. In order to ensure uninterrupted support for Supersonic Ad delivery across all Mediation Networks, it's important to make the following changes in your **info.plist**:

- Add in a dictionary called '**NSAppTransportSecurity**'. Make sure you add this dictionary on the '**Top Level Key**'.
- Inside this dictionary, add a Boolean called '**NSAllowsArbitraryLoads**' and set it to **YES**.



(<http://developers.ironsrc.com/wp-content/uploads/2015/12/Screenshot-iOS9.png>)

Note: Make sure that your info.plist does not contain any other exceptions besides '**NSAllowsArbitraryLoads**', as this might create a conflict. Find more information on ATS here

(https://developer.apple.com/library/prerelease/ios/documentation/General/Reference/Info.plist_keys/index.html#//apple_ref/doc/other/prerelease/ios/documentation/General/Reference/Info.plist_keys/NSAllowsArbitraryLoads).

Step 2. Create Supersonic Instance

Supersonic supports both Objective-C and Swift

If you are using Swift, read our Swift guidelines here (</ios/supersonic-ios-integration-swift/>) before you continue on this document.

Follow these steps to create a Supersonic Instance:

- a. Import the following file:

OBJECTIVE-C

```
#import "Supersonic/Supersonic.h"
```

SWIFT

No import required with **Swift**.

- b. Create a Supersonic instance by calling the following method on your application start:

OBJECTIVE-C

```
[Supersonic sharedInstance];
```

SWIFT

```
Supersonic.sharedInstance()
```

- c. **Optional:** To receive detailed log events, you can register to the log delegate. Skip to Appendix A for more information.

Done!

You are now ready to start working with Supersonic's Ad Units and Mediation Tools.

What's Next?

Follow our integration guides to begin implementing your Ad Units:

- [Rewarded Video \(/ios/rewarded-video-integration-for-ios/\)](/ios/rewarded-video-integration-for-ios/)
- [Offerwall \(/ios/offerwall-integration-ios/\)](/ios/offerwall-integration-ios/)
- [Interstitial \(/ios/sdk-integration/interstitial-integration-ios/\)](/ios/sdk-integration/interstitial-integration-ios/)
- [Advertiser Tracking \(/ios/advertiser-tracking-sdk-integration/\)](/ios/advertiser-tracking-sdk-integration/)


Interested in our Mediation solution? Integrate our Rewarded Video or Interstitial Ads and follow our Mediation articles (</ios/sdk-integration/mediation-networks-ios/>).

Appendix A – Registering to the Log Delegate

Supersonic provides a log delegate allows you to receive detailed logs inside your application. These logs are also printed to the consul. If you'd like to receive these detailed logs, register to the log delegate before initializing the SDK.

OBJECTIVE-C

```
[[Supersonic sharedInstance] setLogDelegate:YOUR_LOG_DELEGATE];
```



SWIFT

```
Supersonic.sharedInstance().setLogDelegate(YOUR_LOG_DELEGATE)
```



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