Welcome to Flurry!

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1. Introduction

The 4.x Flurry iOS SDK is modularized to allow our partners to select exactly the components they wish to integrate into their app. This will allow for more targeted updates and smaller distributions for partners that only integrate a subset of available Flurry services.

The Flurry iOS Analytics library is required for any integration. You may optionally add on the Flurry Ads library. More information on these libraries are contained in their respective README documents, however a brief description follows:

● **Flurry Analytics Agent** allows you to track the usage and behavior of your iPhone application on users' phones for viewing in the Flurry Developer Portal.
● **Flurry Ads Agent** allows you to earn revenue by offering App, Video, and Reengagement recommendations in your app. Supported integrations include banners, takeovers, and offerwalls.

2. Upgrading

Upgrading to 4.x is a straightforward process that should take less than 10 minutes.

Flurry Analytics

1. FlurryAPI (2.x) or FlurryAnalytics (3.x) is now just Flurry. Replace FlurryAPI/FlurryAnalytics in existing calls that relate to capturing analytics data with Flurry.

2. In the finder, drag Flurry/ into project's file folder. *(NOTE: Be sure to remove any existing Flurry library folders from your project's file folder before proceeding. Older versions were under FlurryLib or FlurryAnalytics)*

3. Now add it to your project: **Project > Add to project > Flurry**
        - Choose 'Recursively create groups for any added folders'

4. In your Application Delegate:
        - Import Flurry and inside "applicationDidFinishLaunching:" add: [Flurry startSession:@"YOUR_API_KEY"];

```
#import "Flurry.h"
- (void)applicationDidFinishLaunching:(UIApplication *)application {
    [Flurry startSession:@"YOUR_API_KEY"];
    //your code
```

```
        }
```

Flurry Ads

1. Make sure to first follow steps for Flurry Analytics integration above. The Ads library is dependent on the Analytics library. Replace FlurryAPI or FlurryAppCircle/FlurryClips/FlurryReengagement in existing calls that relate to app recommendations with FlurryAds.

2. In the finder, drag FlurryAds/ into project's file folder.

3. Now add it to your project: **Project > Add to project > FlurryAds**
      - Choose 'Recursively create groups for any added folders'

3. In your Application Delegate:
      - In your source code, import FlurryAds and initialize it **after** calling Analytics' startSession selector:

```
#import "FlurryAds.h"
- (void)applicationDidFinishLaunching:(UIApplication *)application {
     [Flurry startSession:@"YOUR_API_KEY"];
     [FlurryAds initialize:rootViewController];
     //your code
}
```

Sample 3.x Implementation of Analytics and Ads	Equivalent 4.x Implementation of Analytics and Ads

``#import "FlurryAnalytics.h"
#import "FlurryAppCircle.h"
#import "FlurryClips.h"
#import "FlurryReengage.h"
-(void)
applicationDidFinishLaunching:(UIApplication *)application {
  [FlurryAppCircle
      setAppCircleEnabled:YES];
  [FlurryClips setVideoEnabled:YES];
  [FlurryReengage
      setReengageEnabled:YES];
 	
  [FlurryAnalytics
      startSession:@"YOUR_API_KEY"];
 	
  // Your code
}
 	
-(void)showAd {
  // Check if ad inventory is available per hook.
  BOOL adAvailable = [FlurryAppCircle
      appAdIsAvailable:@"APP_REC"];
  BOOL videoAvailable = [FlurryClips
      videoAdIsAvailable:@"VIDEO_REC"];
  BOOL adAvailableR = [FlurryReengage
      appAdIsAvailable:@"APP_REENGAGE"];
 	
  // Build IF statement based on ad```
	``#import "Flurry.h"
	#import "FlurryAds.h"
	-(void)
	applicationDidFinishLaunching:(UIApplication *)application {
	  [Flurry startSession:@"YOUR_API_KEY"];
	  [FlurryAds
	      initialize:rootViewController];
	
	  // Your code
	}
	
	-(void)showAd {
	  if(![FlurryAds
	      showAdForSpace:@"AD_REC"
	      view:viewContainer size:FULLSCREEN
	      timeout:3000]) {
	
	    // Perform some other action
	  }
	}```

```
inventory to determine which ad formats
to display
  if (adAvailableR) {
    [FlurryReengage
      openTakeover:@"APP_REENGAGE"
      orientation:@"landscape"
      rewardImage:nil rewardMessage:nil
      userCookies:nil];
  } else if (videoAvailable) {
    [FlurryClips
      openVideoTakeover:@"VIDEO_REC"
      orientation:nil rewardImage:nil
      rewardMessage:nil userCookies:nil
      autoPlay:NO];
  } else if (adAvailable) {
    [FlurryAppCircle
      openTakeover:@"APP_REC"
      orientation:@"landscape"
      rewardImage:nil rewardMessage:nil
      userCookies:nil];
  } else {
    // Perform some other action
  }
}
```

Please let us know if you have any questions. If you need any help, just email support@flurry.com!