



iOS SDK v 1.0
SDK Integration Guide
Advertisers



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Introduction

This document outlines the iOS SDK v1.0 that allows tracking installations of iOS applications.

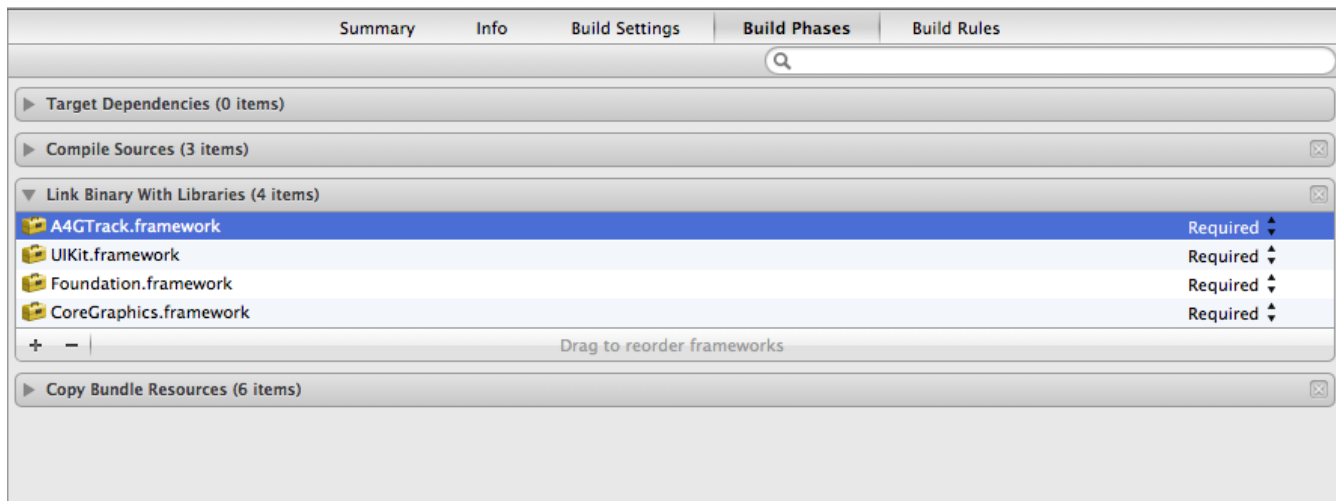
The current version of the iOS SDK is compatible with iOS 4.3 and above.

1. Download iOS SDK

Download the Ad4game iOS SDK for advertisers. Decompress the zip file and extract the files to your development mac. The Ad4game iOS SDK is provided as a single framework file (**A4GTrack.framework**), making it easy to include in your iOS project.

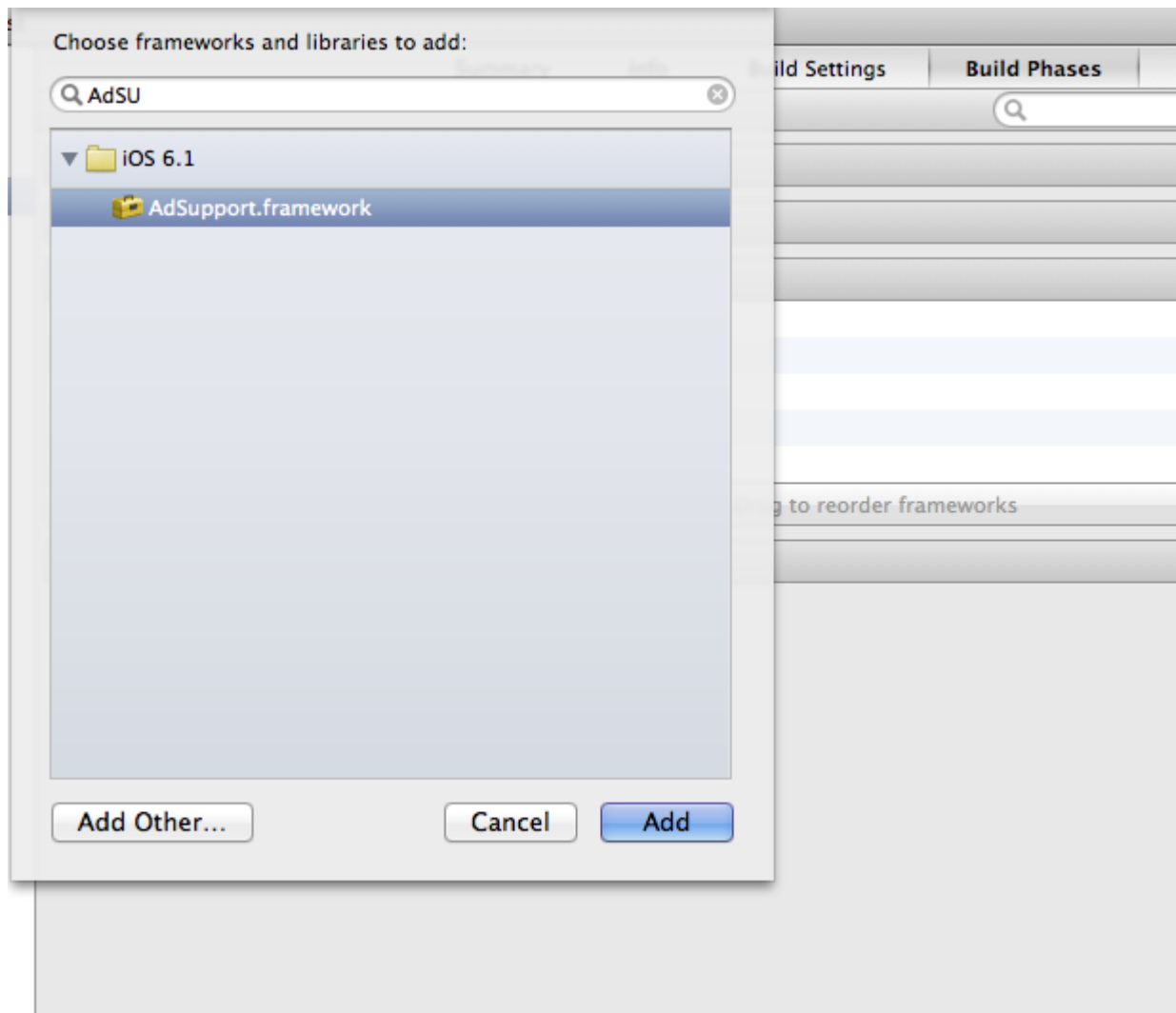
2. Include the A4GTrack.framework

To include the A4GTrack.framework to your xcode project, you need to select your target project, and then go to **Build Phases** → **Link Binary With Libraries**, then click on the + sign → **Add Other**, and select the A4GTrack.framework saved on your mac as shown below:



3. Include the AdSupport.framework

You need to include the AdSupport.framework to your project target to enable the Advertiser Identifier functionality. Go to **Build Phases** → **Link Binary With Libraries**, then click on the + sign to add the AdSupport.framework as shown below:



Then, change the value of AdSupport.framework from Required to **Optional**.



4. Include the SystemConfiguration.framework

You need to include the **SystemConfiguration.framework** to your project target to enable detection of the internet availability. Go to **Build Phases** → **Link Binary With Libraries**, then click on the + sign to add the SystemConfiguration.framework.

5. Tracking installations

In your AppDelegate.m, you need to import the A4GTrack.framework

```
#import <A4GTrack/A4GTrackViewController.h>
```

In your **didFinishLaunchingWithOptions** method, you need to call the **trackInstall** method that allow you tracking installations once per user.

```
[A4GTrackViewController trackInstall:@"yourTrackerID"].
```