

Objective-C library

Installation

1. Unpack archive with library somewhere
2. In build settings of your Xcode project in Header search path option add following:
 - <path to library>/include
 - <path to library>/include/apr-1
 - <path to library>/include/mbrx/objc
3. Drop libmbrx-fat.a to Frameworks group of your Xcode project.

Usage

Example Xcode project that uses library can be found in example folder in library archive.

Core services

Declared in	<code>MBDeviceManager.h</code>
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MBDeviceInit

Initializes environment. Must be called before any other library related call.

```
void MBDeviceInit(NSURL *URL, NSString *app);
```

Parameters

URL

Server URL

app

Application identifier

MBEngineStart

Connects to ad server and starts ad serving engine. Must be called prior to obtaining **MBAController**

```
BOOL MBEngineStart(void);
```

Return Value

YES if operation completed successfully, **NO** otherwise.

MBEngineStop

Disconnects from server and stops ad serving engine. After this call no further communication to ad server is possible.

```
void MBEngineStop(void);
```

MBSetSocialVars

```
void MBSetSocialVars(NSDictionary *vars);
```

Sets social variables dictionary to be passed to creative.

MBGetSocialVars

```
NSDictionary *MBGetSocialVars(void);
```

Retrieves social variables dictionary.

MBAdController Class Reference

Inherits from	UIViewController
Declared in	MBAdController.h

adControllerWithTargets:

Creates ad controller and returns initialized **MBAdController** instance

```
+ (id)adControllerWithTargets:(NSDictionary *)targets;
```

Parameters

targets

additional targeting criteria defined in DFP control panel. May be **nil**

Return Value

Initialized **MBAdController** instance or **nil** if communication to ad server is not functional.

load

preloads advertisement

```
-(void)load;
```

When advertisement is successfully loaded notification

MBAdControllerDidLoad is posted. When advertisement is ready to be displayed notification **MBAdControllerReady** is posted.

show

shows advertisement

```
-(void)show;
```

When advertisement is shown notification **MAdControllerShow** is posted.

close

closes advertisement

```
-(void)close;
```

When advertisement is closed notification **MAdControllerClose** is posted

Notifications

All notifications are posted by **MAdController** instance. **userInfo** object is **nil** if not specified otherwise.

MAdControllerDidLoad

Posted when ad controller loads advertisement

MAdControllerDidFail

Posted when ad controller failed to load an advertisement

MAdControllerReady

Posted when advertisement is ready to be displayed

MAdControllerShow

Posted when advertisement is shown

MAdControllerClose

Posted when advertisement is closed

MAdControllerRewardConfirmation

Posted when creative sends reward confirmations. Reward confirmation data is stored in **userInfo** dictionary.