



# Flurry SDK iOS Upgrade Instructions

SDK version 4.x  
Updated: 04/22/2013

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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.

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## 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
<pre>#import "FlurryAnalytics.h" #import "FlurryAppCircle.h" #import "FlurryClips.h" #import "FlurryReengage.h"  - (void)applicationDidFinishLaunching: (UI Application *)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     inventory to determine which ad formats     to display</pre>	<pre>#import "Flurry.h" #import "FlurryAds.h"  - (void)applicationDidFinishLaunching: (UI Application *)application {     [Flurry startSession:@"YOUR_API_KEY"];     [FlurryAds         initialize:rootViewController];      // Your code }  - (void)showAd {     if ([FlurryAds adReadyForSpace:         @"INTERSTITIAL_MAIN_VIEW"]) {         [FlurryAds displayAdForSpace:             @"INTERSTITIAL_MAIN_VIEW"             onView:self.view];     } else {         // Fetch an ad (note: optimize ad         // serving by fetching early)         [FlurryAds fetchAdForSpace:             @"INTERSTITIAL_MAIN_VIEW"             frame:self.view.frame             size:FULLSCREEN];     } }</pre>

```
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
}
}
```

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Please let us know if you have any questions. If you need any help, just email [support@flurry.com](mailto:support@flurry.com)!