Working with the Library

Copy G6PayVideoAds Files

Download and unzip the latest version of libG6PayVideo. Copy the G6PayVideoAds directory into the same directory as your project.

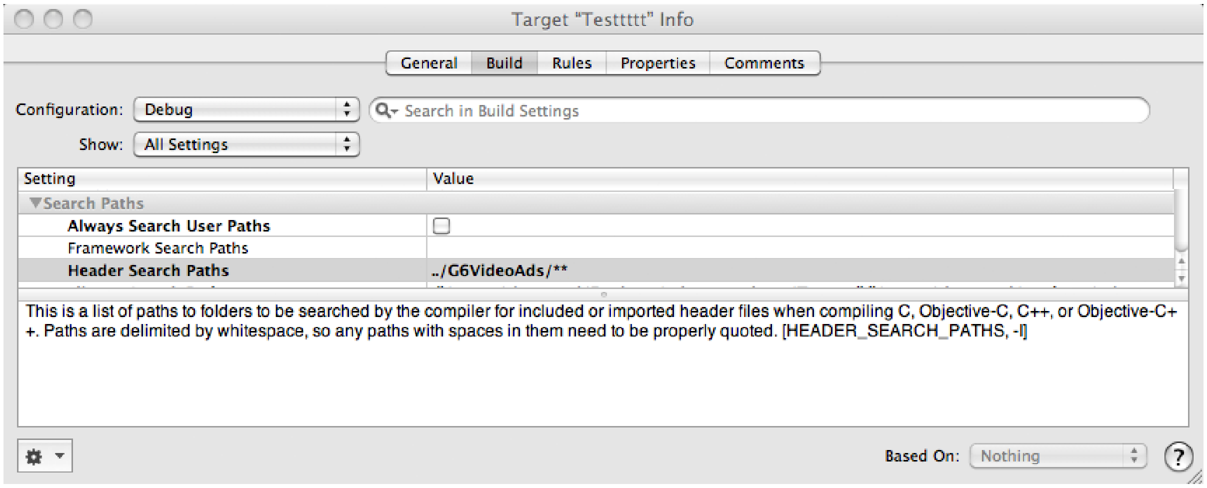
Required Libraries

libG6PayVideo-<version>.a
CoreGraphics.framework
Foundation.framework
UIKit.framework
MediaPlayer.frameworkwork

Build Settings

Header Search Path

Ensure that your project's header search path includes the G6PayVideoAds directory (recursive).



Target "Testtttt" Info

Configuration: Debug
Show: All Settings

Setting	Value
▼Search Paths	
Always Search User Paths	□
Framework Search Paths	
Header Search Paths	../G6VideoAds/**

This is a list of paths to folders to be searched by the compiler for included or imported header files when compiling C, Objective-C, C++, or Objective-C++. Paths are delimited by whitespace, so any paths with spaces in them need to be properly quoted. [HEADER_SEARCH_PATHS, -I]

Based On: Nothing

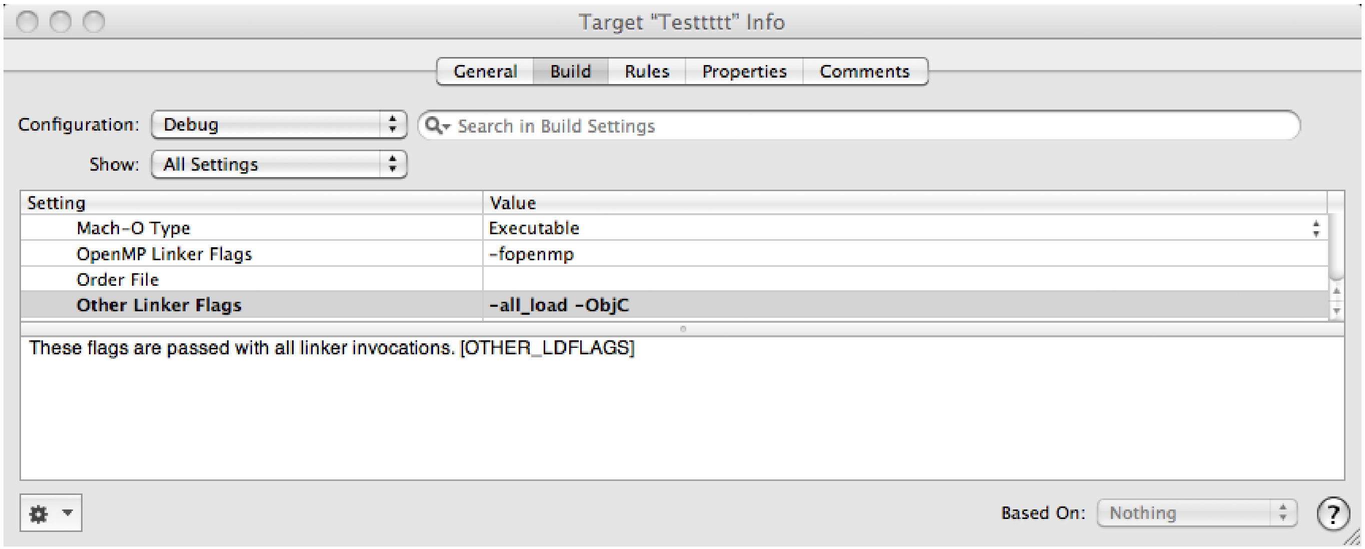
Add UI Files

Ensure that you add the UI components of the SDK located in the G6PayVideoAds/UI directory.

Linker

In order to properly link against the G6Pay static library, you will need to set two flags in your build target's Other Linker Flags:

- -all_load
- -ObjC



Configuration: Debug

Show: All Settings

Setting	Value
Mach-O Type	Executable
OpenMP Linker Flags	-fopenmp
Order File	
Other Linker Flags	**-all_load -ObjC**

These flags are passed with all linker invocations. [OTHER_LDFLAGS]

Based On: Nothing

Quickstart

Prerequisite

Before getting started you must perform the steps above outlined in **Working with the Library**.

In addition you'll need to include *G6PayVideoAds.h* in your source files.

G6PayVideoAds Setup

Initialize a G6PayAdManager instance using your **App ID** and **Prestitial Space ID** from the G6Pay module for your application:

```
//Init a G6PayAdManager object to gather video ads and display
videoAdManager = [[G6PayAdManager alloc]
initWithAppID:@"YourAppID"
prestitialSpaceID:@"YourAppPrestitialSpaceID" delegate:self];
```

G6PayAdManager Delegate

```
//Called when a VideoAd is ready in the spaceID.  You can play the
video here by calling the playVideoAd method. You should pause
gameplay/music prior to calling the playVideoAd method.
-(void)g6VideoAdsReadyInSpace:(NSString *)spaceID{
    [videoAdManager playVideoAd];
}

//Called when you call the playVideoAd method but the VideoAd has
not finished preparing.
-(void)g6VideoAdsNotReadyInSpace:(NSString *)spaceID{
    NSLog(@"Ads not ready in spaceID: %@", spaceID);
}

//Called when G6Pay does not have any ads to fill your spaceID
-(void)g6VideoNoVideoFillInSpace:(NSString *)spaceID{
    NSLog(@"No videos in spaceID:%@", spaceID);
}

//Called when the VideoAd Player has given control back to your
application.
-(void)g6VideoAdDidEndTakeover{
    //Resume music, game, etc.
}

-(void)g6VideoAdIsAlreadyPlaying{
    //Called when you try to play another VideoAd when one is
    currently playing
}
```

G6PayAdManager Loading Type

The Video Ad Manager has two different loading types.

1. You can choose to preload the video using the `G6PayVideoOfferPreload` type.
2. You can choose to live stream the video using the `G6PayVideoOfferLiveStream` type.

```
//G6PayVideoOfferLiveStream will download and stream the video
while it is showing.  While the video prepares to play the videoAd
player will show a loading indicator.  Will call the delegate
g6VideoAdsReadyInSpace: method when the ad info is known.
videoAdManager.videoLoadType = G6PayVideoOfferLiveStream;
```

OR

```
//G6PayVideoOfferPreload will download the video in the background
and will call the g6VideoAdsReadyInSpace: delegate call when the
video is downloaded.
videoAdManager.videoLoadType = G6PayVideoOfferPreload;
```

G6PayBannerView

You can init banner ads using the SDK. You should only init a banner view **after** receiving the `g6VideoAdsReadyInSpace:` delegate call. You can init the banner to be portrait (`G6PayBannerContentSizeIdentifierPortrait`) or landscape (`G6PayBannerContentSizeIdentifierLanscape`)

```
-(void)g6VideoAdsReadyInSpace:(NSString *)spaceID{
    //Build your banner ad here.
    G6PayBannerView *banner = [[G6PayBannerView alloc]
initWithVideoAdManager:videoAdManager
contentSize:G6PayBannerContentSizeIdentifierLanscape];

    //Display the banner view here...
}
```

Custom Views to play G6Pay Video Ads

You can create custom buttons to play video ads. You should **ONLY** show these buttons if you receive the `g6VideoAdsReadyInSpace:` delegate call.

```
-(void)myCustomEarnCurrencyAction:(id)sender{
    //Call your Video Ad Manager to start a video ad.
    [videoAdManager playVideoAd];
}
```