

# iOS SDK

## RapidoReach iOS Integration Guide

### Get Your API Key

Sign-up for a new developer account and create a new iOS app [here](#) and copy your API Key.

### Install SDK

Install via Cocoapods (easiest)

```
pod 'RapidoReachSDK', :git => 'https://github.com/skondgekar/roriossdk.git'
```

To install

```
pod install
```

### Flags

On the Build Settings tab and type in `Other Linker Flags` in the search field. Add the following flags.

- ObjC

### Set Required Build Settings

We utilize Apple's Advertising ID (IDFA) to identify users. When uploading your app we recommend that you check all the boxes to note that your app uses IDFA and receives a smooth approval process. On the Info tab add in a Dictionary called `NSAppTransportSecurity`. Make sure you add this dictionary on the `Top Level Key`. Inside this dictionary, add a Boolean called `NSAllowsArbitraryLoads` and set it to YES. An example of your `info.plist` can be found [here](#).

# Initialize

After you have finished modifying the project settings, open your `AppDelegate.swift` file and import the RapidoReach SDK. Replace the `YOUR_API_TOKEN` with the actual api key found on your app. Replace `YOUR_USER_ID` with your unique ID for your appuser. If you do not have a unique user ID we recommend just using their `Apple Advertising ID (IDFA)`. If you utilize a server-side callback, this is the user ID that will be passed back to you when a user earns a reward.

```
// AppDelegate.swift
import RapidoReachSDK
```

Next initialize the RapidoReach SDK in your `applicationDidFinishLaunchingWithOptions` method.

```
// AppDelegate.swift

static let RapidoReachAPIKey = "<YOUR_API_TOKEN>"
static let RapidoReachUSER = "<YOUR_USER_ID>"

RapidoReach.shared.configure(apiKey: AppDelegate.RapidoReachAPIKey, user:
AppDelegate.RapidoReachUSER)
```

# Reward Center

Open the `.swift` file of the controller where you want your users to have access to RapidoReach Reward Center. Call the `presentSurvey` method when you are ready to send the user into the reward center where they can complete surveys in exchange for your virtual currency. We automatically convert the amount of currency a user gets based on the conversion rate specified in your app.

```
// ViewController.swift
// Import rapidoreach SDK
import RapidoReach

// Call for AppUserId
// Do any additional setup after loading the view, typically from a nib.
RapidoReach.shared.delegate = self
// Fetch userId
RapidoReach.shared.fetchAppUserID()

// Start reward center
```

```
RapidoReach.shared.setNavigationBarText(for: "Rapidoreach")
RapidoReach.shared.presentSurvey()
```

## Reward Callback

To ensure safety and privacy, we notify you of all awards via a server side callback. In the developer dashboard for your App add the server callback that we should call to notify you when a user has completed an offer. Note the user ID pass into the initialize call will be returned to you in the server side callback. More information about setting up the callback can be found in the developer dashboard.

The quantity value will automatically be converted to your virtual currency based on the exchange rate you specified in your app. Currency is always rounded in favor of the app user to improve happiness and engagement.

## Client Side Award Callback

For security purposes we always recommend that developers utilize a server side callback, however we also provide APIs for implementing a client side award notification if you lack the server structure or a server altogether or want more real-time award notification. It's important to only award the user once if you use both server and client callbacks (though your users may not be opposed!).

```
import RapidoReach

extension ViewController: RapidoReachDelegate {
    func didSurveyAvailable(_ available: Bool) {
        print("ROR: Surveys available "+(available ? "Available" : "Not Available"));
    }

    func didOpenRewardCenter() {
        print("didOpenRewardCenter")
    }

    func didClosedRewardCenter() {
        print("didClosedRewardCenter")
    }

    func didGetRewards(_ reward: RapidoReachReward) {
```

```
        print("RapidoReach Rewards Available: \(reward.total_rewards)")
        self.user?.rewards = reward
        self.bindReward()
    }

    func didGetError(_ error: RapidoReachError) {
        print("didGetError: "+error.localizedDescription)
    }
}
```

## Testing SDK

When you initially create your app we automatically set your app to Test mode. While in test mode a survey will always be available. Note - be sure to set your app to Live in your dashboard before your app goes live or you won't serve any real surveys to your users!

## Customizing SDK

We provide several methods to customize the navigation bar to feel like your app.

```
RapidoReach.shared.setNavigationBarColor(for: "#00796B")
RapidoReach.shared.setNavigationBarTextColor(for: "#FFFFFF")
RapidoReach.shared.setStatusBarStyle(for: "light") // 'light' or 'dark' depending on what
color of Navigation Bar is selected
```

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