

Integration docs

Find sample integration inside the Gorgon2Demo project here located under ViewController

Requirements

- Add this line on top of the files where you'll use Gorgon2SDK `import Gorgon2SDK`
- Get an API KEY from Bidmotion dashboard

Banner

Standard banner sized 320x50.

Usage

Here, made some assumptions * `<VIEW>` is the UIView that will contain the banner * `<API_KEY>` is the api key given by Bidmotion * `<CONFIG>`: (OPTIONAL) you can avoid defining this parameter, but you can use this one to change the default behaviour of the app

```
Banner(with: <API_KEY>, using: <CONFIG>).load() { view, error in
    guard let banner = view, error == nil else {
        return
    }
    DispatchQueue.main.async {
        self.<VIEW>.addSubview(banner)
        banner.translatesAutoresizingMaskIntoConstraints = false
        banner.widthAnchor.constraint(equalToConstant: 320).isActive = true
        banner.heightAnchor.constraint(equalToConstant: 50).isActive = true
        banner.centerXAnchor.constraint(equalTo:
self.<VIEW>.centerXAnchor).isActive = true
        banner.bottomAnchor.constraint(equalTo: self.<VIEW>.bottomAnchor).isActive
= true
    }
}
```

Returned by the `.load()` are a `view: BannerView?` with the loaded ad and an `error: Error?`

If you want to show it on top instead of the screen bottom, remove the following line

```
banner.bottomAnchor.constraint(equalTo: self.<VIEW>.bottomAnchor).isActive = true
```

and replace it with this one

```
banner.topAnchor.constraint(equalTo: self.<VIEW>.topAnchor).isActive = true
```

Interstitial

Standard full screen ad

Usage

Here, made some assumptions * <API_KEY> is the api key given by Bidmotion * <CONFIG>:
(OPTIONAL) you can avoid defining this parameter, but you can use this one to change the default behaviour of the app

```
Interstitial(with: <API_KEY>, using: <CONFIG>).load() { view, error in
  guard let interstitial = view, error == nil else {
    return
  }
  interstitial.show()
}
```

Returned by the `.load()` are a `view: InterstitialView?` with the loaded ad and an `error: Error?`
The interstitial view

the current `InterstitialView` contains 2 methods to control its behaviour

- `show()`: Shows the ad taking the entire screen
- `clean()`: Removes the ad from the top of the screen