

Integrating Scringo into your IOS Project

This is a basic 2 Part guide to get Scringo up and running in your Buzztouch IOS project. Use the Scringo.com resources and Buzztouch forum for additional help.

Contact ian@buzztouch.com for any suggestions on this integration.

**** The Scringo folder is NO LONGER included in your project download. You will need to add it.**

Adding or Updating the Scringo Folder in your Buzztouch Xcode Project

<http://www.youtube.com/watch?v=hKFvvgzwCXE&feature=youtu.be>

Part 1 Video Tutorial (2 minutes) link:

Activating Scingo in your Buzztouch code

<https://www.youtube.com/watch?v=uwlCc7OmkqA>

Part 2 Video Tutorial (5 minutes) link:

Getting Facebook to play nice with Scringo

<http://www.youtube.com/watch?v=nLqu2mdDp9A&feature=youtu.be>

Additional Resources:

**** Make sure to add the *AdSupport.framework* to your project.**

Sample AppDelegate.m file (instructions in file)

https://dl.dropboxusercontent.com/u/39276137/SampleScringo_appDelegate.rtf

Adding or Updating the Scringo Folder in your Buzztouch Xcode Project

<http://www.youtube.com/watch?v=hKFvvgzwCXE&feature=youtu.be>

Sample BT_info.plist file used in Part 2 of video (you'll need your Facebook App ID)

<https://dl.dropboxusercontent.com/u/39276137/ScringoPLIST.txt>

Facebook App ID link:

<https://developers.facebook.com/apps/>

Facebook code added to yourappname_appDelegate.m file:

<https://dl.dropboxusercontent.com/u/39276137/ScringoFacebookCode.txt>

Scringo documentation on adding Facebook

<https://dev.scringo.com/resources.php?resource=guides>