AdView

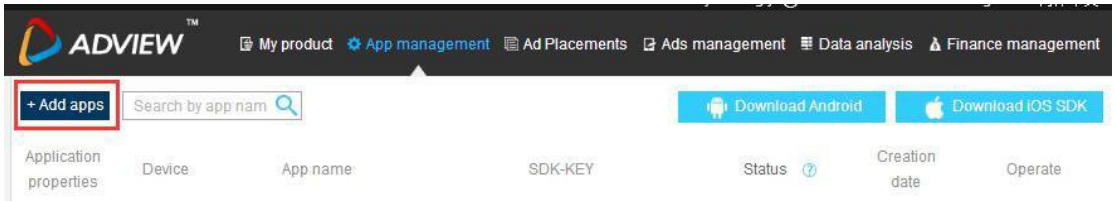
Android SDK Specification

v1.01

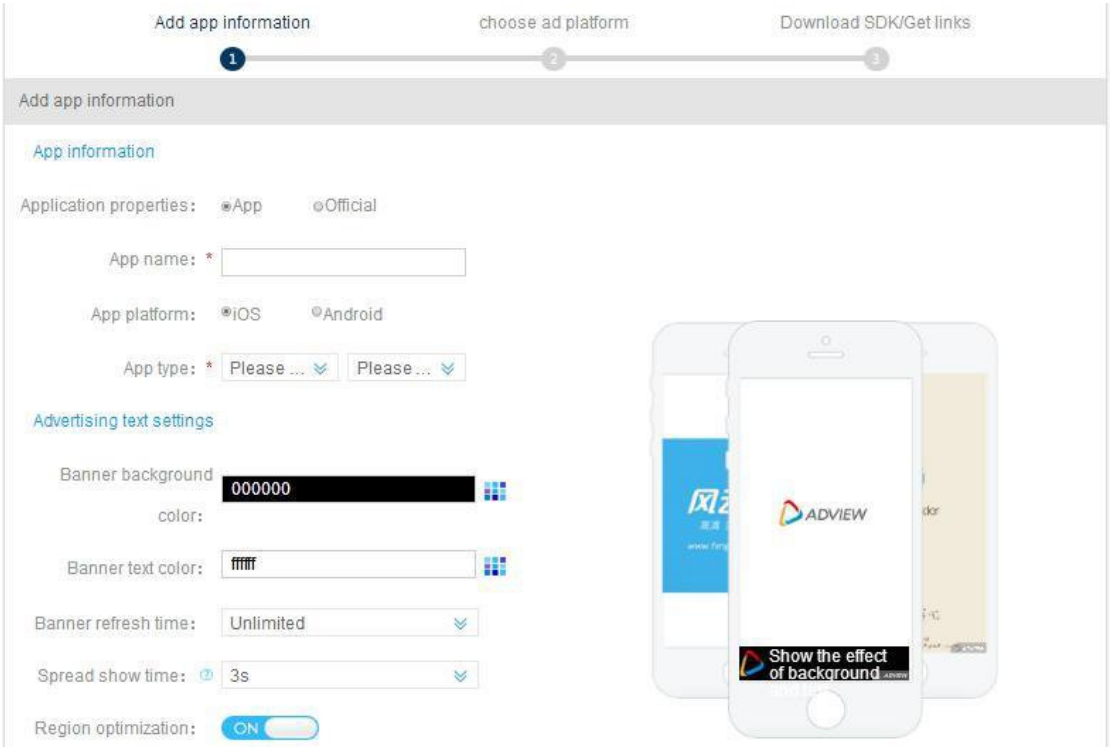
Content

Ⅰ. Register and get the SDK key

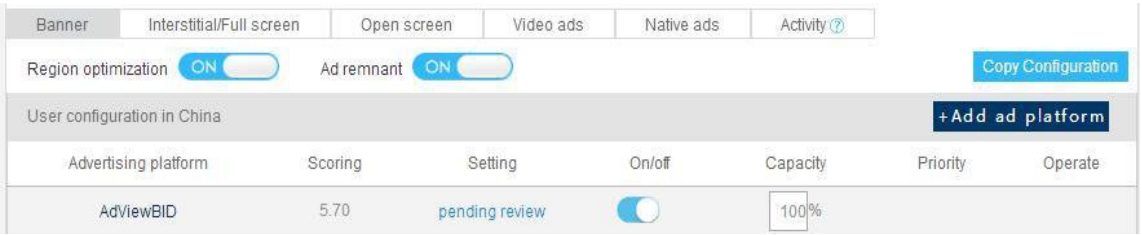
1. Sign up at AdView website http://www.adview.cn or http://www.adview.com
2. Add apps



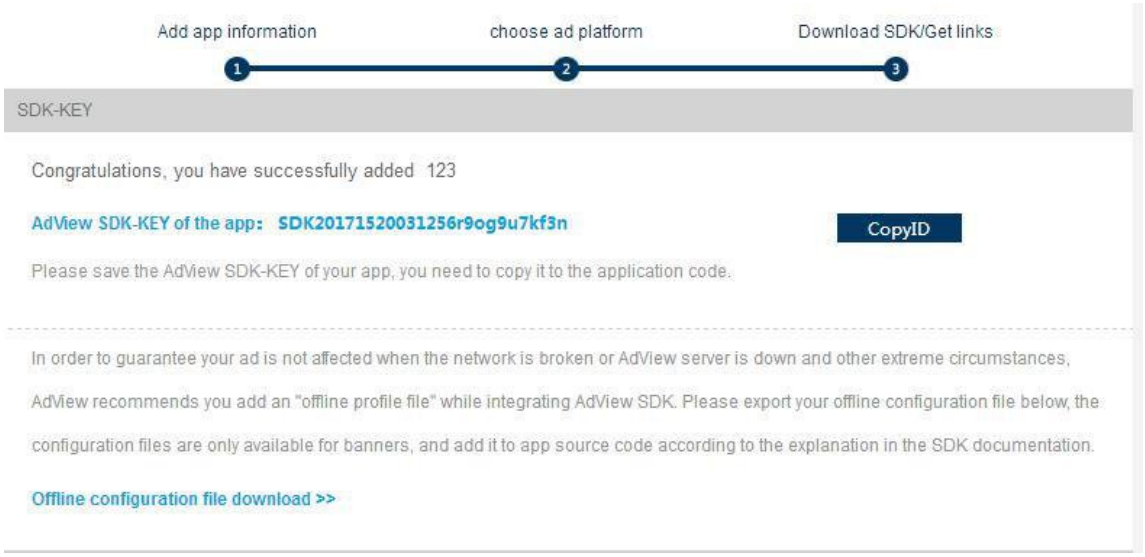
3. Fill in the required information, please select the right ad format, otherwise you cannot get any ads.



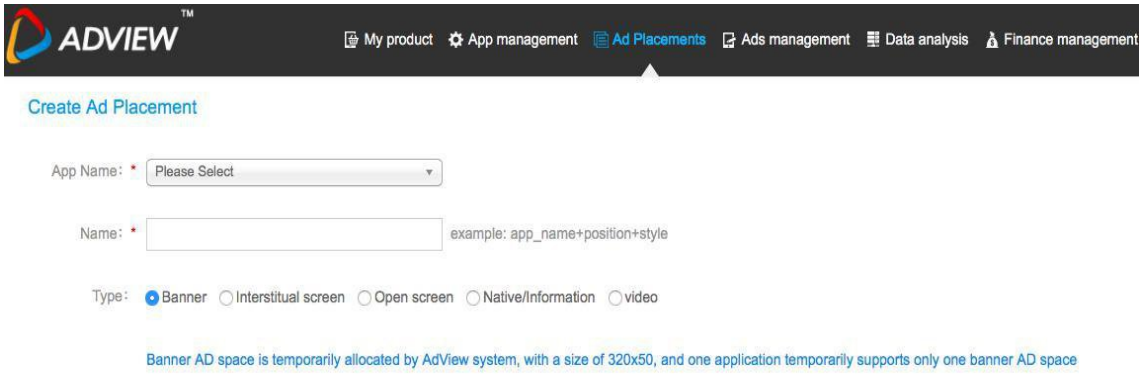
4. Select AdViewBID and turn on the switch, enter 100% in capacity, Save and click Next



5. Wait for AdView's approval to get formal ads



6. If you need video or native ads, go to ad placements model to create ad placement ID.



Ⅱ. Add the SDK

1. Download adview-v4.0-OVS-xxx.zip
2. Add **adview-v4.0-OVS-xxx.jar** to your application project.

Ⅲ. Add permissions and declare code

```
<!-- AdView SDK mandatory or important permissions -->
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.ACCESS_WIFI_STATE" />
<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
<!-- if need location can use this -->
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.REQUEST_INSTALL_PACKAGES" />
<!-- targetSdkVersion >= 26 must provide this -->
<uses-permission android:name="android.permission.MOUNT_UNMOUNT_FILESYSTEMS"/>


 <!-- Must declare it for Adivew SDK -->
<activity
   android:name="com.kuaiyou.video.AdViewVideoActivity"
android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|uiMode|screenSize|smallestScreenSize"
   android:hardwareAccelerated="true" >
</activity>

<service android:name="com.kuaiyou.utils.DownloadService" />
<activity android:name="com.kuaiyou.utils.AdViewLandingPage" />
<activity android:name="com.kuaiyou.utils.AdActivity" />
```

Ⅳ. Integrated SDK

1. banner code generation（Single request mode）

```
// Initialize banner（Incoming parameters followed by context, sdkKey, whether to refresh,and gdpr string ）
AdViewBannerManager adViewBIDView = new AdViewBannerManager (context,sdkKey, true, gdpr);

// Set whether to turn on the ads off function
adViewBIDView.setShowCloseBtn(false);

// Set the ad switching time (seconds), if you do not set the default does not automatically switch ads, if -1 means not changed automatically
adViewBIDView. setRefreshTime (15);
// Set the animation when the ads automatically switch
adViewBIDView.setOpenAnim(true);
// Set the monitor callback
adViewBIDView.setOnAdViewListener (this);
```

1.1 banner ad interface description

```
public interface AdViewBannerListener{
    /**
    * This function is called when the ad clicks. */
     void onAdClicked();
     /**
    * This function is called when the ad is displayed. */
    void onAdDisplayed();
   /**
    * This function is called when the ad is received. */
    void onAdReceived();
   /**
    * This function is called when an ad request fails. */
    void onAdFailedReceived(String error);
   /**This function is called when the ad is closed. */
    void onAdClosed();  }
```

2. Interstitial code generation

```
    // Instl initialization (incoming parameters followed by Context, sdkKey,
whether it can be closed, and gdpr string)
  AdViewInstlManager adInstlBIDView= new AdViewInstlManager (context, sdkKey,
True, gdpr );

    // Set the monitor callback
  adInstlBIDView. setOnAdViewListener(this);

    // Initialize the layout of the inserted screen when the ad is successfully received
  @Override
  public void onAdReceived() {
    // At this point you can call the show insert screen method
     adInstlBIDView.showInstl(context)
    // If you use a custom splash screen, such as the back-screen ads can use the
       following
methods to get the ad view, custom display
  //adInstlBIDView.getDialogView();
     }
```

2.1 Interstitial interface description

```
public interface AdViewInstlListener{
    /**
    * This function is called when the
    ad clicks. */
     void onAdClicked();
     /**
    * This function is called when the ad is
    displayed. */
    void onAdDisplayed();
   /**
    * This function is called when the ad is
    received. */
    void onAdReceived();
   /**
    * This function is called when an ad
    request fails. */
    void onAdFailedReceived(String error);
   /**This function is called when the ad is closed. */
     void onAdClosed();
     }
```

3. Opening screen (Spread) code generation

```
    // Initialize Instl (incoming parameters followed by Context, sdkKey, the need to display the outer layout of the open-screen ad, and gdpr string )
    AdViewSpreadManager  adViewBIDSpread = new AdViewSpreadManager (context,sdkKey,parentView,gdpr);

    // Set the top countdown notification method, the default does not notify
    adViewBIDSpread.setSpreadNotifyType( AdViewSpreadManager.NOTIFY_COUNTER_NULL);

    // Set open screen advertising logo
    adViewBIDSpread.setLogo(logoDrawable);

    // Set the background color of the open screen ad
    adViewBIDSpread. setBackgroundColor (backgroundColor);

    // Set the open screen ads monitor callback
    adViewBIDSpread. setOnAdViewListener (this);
```

The top notification settings of opening screen

Enum name	description	Constant value
NOTIFY_COUNTER _NULL	Do not show any countdown tips	0
NOTIFY_COUNTER_NUM	After setting the top shows countdown	1
NOTIFY_COUNTER _TEXT	After setting the top of the display as a skip button (after the specified show time will appear)	2
NOTIFY_COUNTER_CUSTOM	After setting will call onAdNotifyCustomCallback (), in which you can customize the notification style	3

3.1 Open screen advertising interface instructions

```
public interface AdViewSpreadListener{
    /**
     * This function is called when
     the ad clicks. */
      void onAdClicked();
      /**
     * This function is called when the ad
     is displayed. */
     void onAdDisplayed();
    /**
     * This function is called when the ad is
     received. */
     void onAdReceived();
    /**
     * This function is called when an ad
     request fails. */
     void onAdFailedReceived(String error);
    /**
     * This function is called when the ad
     is closed. */
     void onAdClosed();
     /**
     * This function is called when the show time is
     about to close. */
     void onAdSpreadPrepareClosed();
     /**
     * User cancels
     display */
     void onAdClosedByUser();
     /**
     * Custom
     callbacks */
     void onAdNotifyCustomCallback(int ruleTime,int delayTime);
     }
```

4. Native ads generation

```
    // Initialization of native ads (incoming parameters followed by Context, sdkKey,
advertising id, monitoring interface,and gdpr string (can be null))
    AdViewNativeManager    adViewNative = new AdViewNativeManager (this, appId,
posId, nativeAdCallBcak, gdpr);
    // Request advertisement (optional parameter: number of advertisement)
    adViewNative.requestAd();
    nativeBean = (HashMap) nativeAdList.get(0);
    // Report display
    adViewNative.reportImpression((String) nativeBean.get("adId"));
    // Click to report the incoming parameters for the current ad id -> corresponding map
    adIdfield
    adViewNative.reportClick((String) nativeBean.get("adId"));
      (int)event.getX(), (int)event.getY());
```

4.1 Native ad interface instructions (Native ads only)

```
public interface AdViewNativeListener {
    /**
    * This function is called when the ad request is
    successful. */
    public void onNativeAdReceived(List<HashMap> nativeAdList);
    /**
    * This function is called when an ad
    request fails. */
    public void onNativeAdReceiveFailed(String errorCode);
    /**
    * Download progress
    status code. */
    public void onDownloadStatusChange(int arg0);
    /**
    * This function is called
    when an ad closed. */
    public void onNativeAdClosed(View var1);

}
```

4.2 Native ad field description

Field	Type	Description
adIcon	String	Icon picture link
adImage	String	Big picture data picture link
title	String	Ad title
description	String	Ad description content
sec_description	String	Supplementary description text
adFlagLogo	String	Logo
imageWidth	int	Big picture width
imageHeight	int	Big picture high
iconWidth	int	Icon wide
iconHeight	int	Icon high

* The first four bold fields are the key ones

5. Video ads generation

```
//* Common non-patch advertising methods used:
    // Initialize video ads (incoming parameters followed by Context, sdkKey,
advertising id, monitoring interface, is paste video, and gdpr string )
    AdViewVideoManager videoManager = new AdViewVideoManager(this, appId,
posId, adViewVideoInterface, false,gdpr );
    // This method is called when the ad is loaded to show video ads
    videoManager.playVideo(context);
```

5.1 Video ad interface description (video ads only)

```
public interface AdViewVideoListener {
    /**
    * This function is called when the ad request is
    successful. */
    public void onReceivedVideo(String vast);
    /**
    * This function is called when an ad
    request fails. */
    public void onFailedReceivedVideo(String errorCode);
    /**
    * Called when the video ad is ready, after which video shows
    can be made */
    public void onVideoReady();
    /**
    * Called when video ads start
    playing */
    public void onVideoStartPlayed();
   /**
    * Called when video ads
    have ended */
    public void onVideoFinished();
   /**
    * Called when the video ad
    is closed */
    public void onVideoClosed();
   /**
    * Called when the video ad is playing
    incorrectly */
    public void onPlayedError(String error);  }
```

Ⅴ.FAQ

1. What should I do if I want ProGuard app

AdView call ads dynamically, no need to make it ProGuard, the basic advertising company code has been independently ProGuard, if it's needed, you can add below at the beginning of proguard.cfg, more details please refer to the sample code (the code below can be copied in the sample)：

```
-dontwarn
-keepclassmembers class * {public *;}
-keep public class       com.kuaiyou.**.** {*;}
-optimizationpasses 5
-dontusemixedcaseclassnames
-dontskipnonpubliclibraryclasses
-dontpreverify
-verbose
```

At present Adview SDK support proguard 4.6 above version, developers can download at proguard official website
http://sourceforge.net/projects/proguard/files/proguard/
If you want to upgrade, then replace the new version with the
"android-sdk-windows \ tools \ proguard"

2. Who should I contact with if any questions?

Log in AdView website, service email, customer service hotline, corporate QQ customer are available at the bottom of the page.