

Facebook Audience Network - adapter info

This is recommended update

Compatibility

Network	Bundle version	Third party SDK version	Fyber SDK version	Unity Version
Facebook	4.21.0-r1	4.21.0	8.4.0+	5.3.2f1

Important

- The Facebook Mediation bundle (from version 4.13.1-r1) adds support for Creative Controls. Please note that this bundle is not backwards compatible with previous SDK versions, and that you need at least SDK version 8.4.0 to use this bundle.
- The Facebook SDK for iOS versions 4.0.0+ supports iOS 7.x and higher.
- Support for iOS 6.x was dropped in version 4.0.0 of the SDK.
- **If you want to release apps that support iOS10, you will need to add the photo library usage description to your apps plist **

```
<key>NSPhotoLibraryUsageDescription</key>
<string>Advertisement would like to store a photo.</string>
```

Example parameters

- **name:** FacebookAudienceNetwork
- **settings:**
 - SPFacebookInterstitialPlacementId
 - SPFacebookTestDevices

Important: To add your test device's **hash id** to the SPFacebookTestDevices list, run the test application and copy your **hash id** from the log similar to:

```
FBAudienceNetworkLog: Test mode device hash: #hash_id# .
```

Banner sizes

Make sure to import the adapter's header file: `#import "FYBFacebookAudienceNetwork.h"`.

Description	FAN ID	Fyber ID
320x50 standard banner size (deprecated)	<code>kFBAdSize320x50</code>	<code>facebook320x50</code>
flexible width & height 50	<code>kFBAdSizeHeight50Banner</code>	<code>facebookSmartx50</code>
flexible width & height 90	<code>kFBAdSizeHeight90Banner</code>	<code>facebookSmartx90</code>
flexible width & height 250	<code>kFBAdSizeHeight250Rectangle</code>	<code>facebookSmartx250</code>
interstitial size	<code>kFBAdSizeInterstitial</code>	<code>facebookInterstitial</code>

Create Fyber banner sizes by calling `[FYBBannerSize Fyber ID]`. For example `[FYBBannerSize facebookSmartx50]` for a flexible width portrait banner or `[FYBBannerSize facebookDefault]` for the default FAN banner.

Required frameworks

- `AdSupport.framework`
- `CoreMotion.framework`

Required linker flags

none

Known issues

- There is an issue with interstitials and rewarded videos being displayed incorrectly concerning device orientation (this issue affects iPads running iOS 10 only). It is happening because of iPad supports the multitasking feature.
 - There are two approaches that the app can take in this scenario -
 - 1. If the app wishes to not participate in the multitasking, you should check the option "Requires full screen".
 - 2. If you want to still lock the orientation, you can add the following code (or something similar) to your AppDelegate:

```
- (UIInterfaceOrientationMask)application:(UIApplication *)application
supportedInterfaceOrientationsForWindow:(nullable UIWindow *)window {
    return UIInterfaceOrientationMaskPortrait;
}
```