

# AdMob - adapter info

## Compatibility

Network	Bundle version	Third party SDK version	Fyber SDK version	Unity Version
AdMob	7.16.0-r1	7.16.0	8.4.0 +	5.4.2f2

## Important

- The AdMob Mediation bundle (from version 7.6.0-r3) 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.
- AdMob requires deployment target of 6.0 or higher.
- If you want to release apps that support iOS9 or newer, you will need to disable ATS in order to ensure that everything continues to work as expected. To do so, add the `NSAllowsArbitraryLoads` , `NSAllowsArbitraryLoadsForMedia` , and `NSAllowsArbitraryLoadsInWebContent` exceptions to your app's Info.plist file.

```
<key>NSAppTransportSecurity</key>
<dict>
  <key>NSAllowsArbitraryLoads</key>
  <true/>
  <key>NSAllowsArbitraryLoadsForMedia</key>
  <true/>
  <key>NSAllowsArbitraryLoadsInWebContent</key>
  <true/>
</dict>
```

## Example parameters

- name: `AdMob`
- settings:
  - `SPAdMobInterstitialAdUnitId`
  - `SPAdMobIsCOPPACompliant`: `YES` | `NO`
  - `SPAdMobTestDevices`:
    - `kgADSimulatorID`

## Banner sizes

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

Description	AdMobID	FyberID
320x50 Standard Banner	<code>kGADAdSizeBanner</code>	<code>adMobBanner</code>
320x100 Large Banner	<code>kGADAdSizeLargeBanner</code>	<code>adMobLargeBanner</code>
300x250 IAB Medium Rectangle	<code>kGADAdSizeMediumRectangle</code>	<code>adMobMediumRectangle</code>
468x60 IAB Full-Size Banner Tablets	<code>kGADAdSizeFullBanner</code>	<code>adMobFullBanner</code>
728x90 IAB Leaderboard Tablets	<code>kGADAdSizeLeaderboard</code>	<code>adMobLeaderBoard</code>
Screen width x 32/50/90 Smart Banner	<code>kGADAdSizeSmartBannerPortrait</code>	<code>adMobSmartPortrait</code>
Screen width x 32/50/90 Smart Banner	<code>kGADAdSizeSmartBannerLandscape</code>	<code>adMobSmartLandscape</code>
Fluid Banner	<code>kGADAdSizeFluid</code>	<code>not supported</code>

Create Fyber banner sizes by calling `[FYBBannerSize FyberID]`. For example `[FYBBannerSize adMobSmartPortrait]` for a flexible width portrait banner or `[FYBBannerSize adMobDefault]` for the default AdMob banner.

## Required frameworks

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- `AdSupport.framework`
- `AudioToolbox.framework`
- `AVFoundation.framework`
- `CoreGraphics.framework`
- `CoreMedia.framework`
- `CoreTelephony.framework`
- `JavaScriptCore.framework`
- `MessageUI.framework`
- `StoreKit.framework`
- `SystemConfiguration.framework`

## Required linker flags

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*none*

# Known issues

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There is a known issue with AdMob SDK: Unable to receive ads on iOS 6