



AdFalcon Adapter for Admob Mediation Integration Guide

AdFalcon Mobile Ad Network
Product of
Noqoush Mobile Media Group



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1 Introduction

This document aims to guide the developers in integrating AdFalcon SDKs with AdMob Mediation.



2 Requirements

1. You must have an account on AdFalcon and Admob.
2. You must add your app to both AdFalcon and Admob networks which means that you have App/Site ID for AdFalcon App and Publisher ID for AdMob App.
3. You have to download the below SDKs and Adapter
 - a. AdFalcon SDK **v2.1.0** or highest with its adapter:
<http://www.adfalcon.com/en/download-sdk.html>
 - b. AdFalcon Adapter for AdMob Mediation
<http://www.adfalcon.com/en/adapters.html>
 - c. AdMob SDK:
<https://developers.google.com/mobile-ads-sdk/download>



3 Configure AdMob Mediation to Use AdFalcon

1. Open Admob interface, under 'Sites and Apps' choose 'Ad Network Mediation'.
2. Add Network Mediation Placement.
3. In 'Add Ad Network' interface, choose AdFalcon from Ad Networks list after that you will find 'App/Site ID' input box below, enter your AdFalcon Site ID then press Save.
4. Do not forget to Add AdMob Network.
5. After the previous steps are completed. AdMob Mediation will give you Mediation ID that will be used in your application.



4 SDK Integration Steps

Android

This section illustrates how to use the AdFalcon Android SDK with AdMob Mediation in your application's code.

- **Step 1: Add JARs**

Add AdFalconAndroidSDK2.1.x.jar, gson-1.7.1.jar and adfalcon-android-adapter.jar to your application's Libs folder.

- **Step2: Configure manifest**

- **Configure Application Permissions**

Add the below permissions to your application **manifest.xml**

- Required permissions

The below permissions are required to use the SDK.

In case you do not enable them, the SDK will throw an exception to inform you that "INTERNET/ACCESS_NETWORK_STATE permissions must be enabled in AndroidManifest.xml".

```
<uses-permission android:name="android.permission.INTERNET"/>
<uses-permission
  android:name="android.permission.ACCESS_NETWORK_STATE"/>
```

- Recommended Permissions

The below permissions are highly recommended as they allow highly interactive rich media ads.

If you decide not to add any of the permissions below the AdFalcon SDK will continue to work yet some of the rich media ads' functions will be disabled.

```
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
<uses-permission android:name="android.permission.WRITE_CALENDAR"/>
<uses-permission android:name="android.permission.READ_CALENDAR"/>
<uses-permission
  android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
```

- **Add the SDK's Activities**

Add the below activities to your AndroidManifest.

```
<activity
  android:name="com.noqoush.adfalcon.android.sdk.ADFBrowser"
  android:configChanges="keyboard|keyboardHidden|orientation|uiMode|screenLayout|screen
  Size|smallestScreenSize">
</activity>
<activity
```



```

        android:name="com.noqoush.adfalcon.android.sdk.ADFActivity"
        android:configChanges=
"keyboard|keyboardHidden|orientation|uiMode|screenLayout|screenSize|smallestScreenSize"
        android:theme="@android:style/Theme.Translucent.NoTitleBar.Fullscreen" >
</activity>
<activity
        android:name="com.noqoush.adfalcon.android.sdk.ADFCanvas"
        android:configChanges=
"keyboard|keyboardHidden|orientation|uiMode|screenLayout|screenSize|smallestScreenSize"
        android:theme="@android:style/Theme.Translucent.NoTitleBar" >
</activity>

```

▪ Configure Orientation Changes Handling

It is highly recommended to prevent the system from restarting your activity when the screen orientation changes. Add the below attribute to your activity tag:

```

android:configChanges=
"keyboard|keyboardHidden|orientation|uiMode|screenLayout|screenSize|smallestScreenSize"

```

For more information please refer to

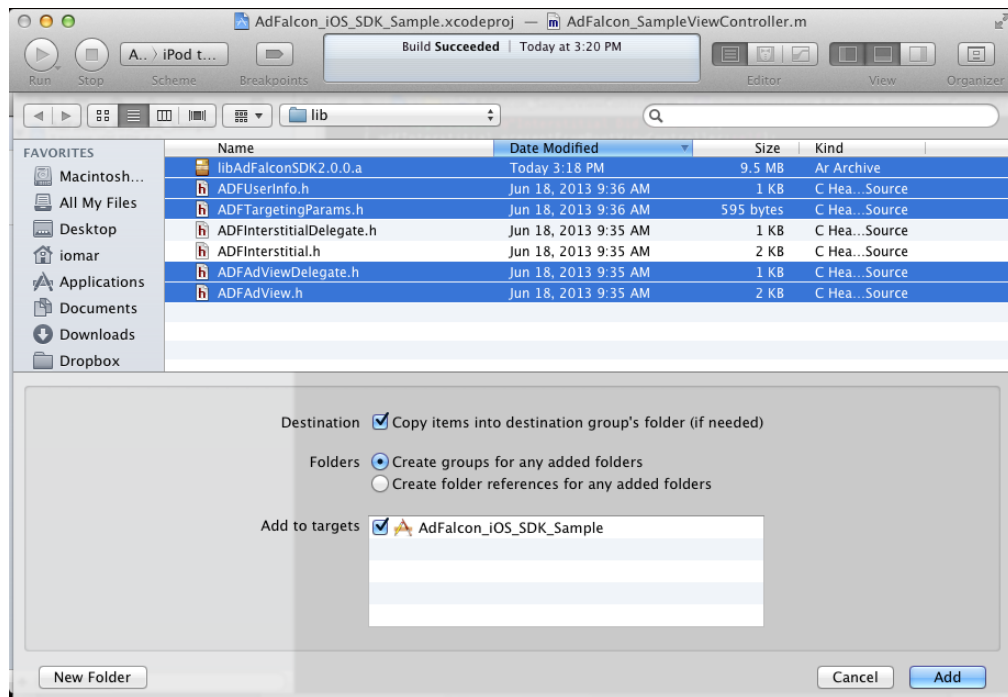
<http://developer.android.com/guide/topics/resources/runtime-changes.html>

iOS

This section describes how to integrate with the AdFalcon's iOS SDK in order to consume the services available by the network.

In order to integrates with the SDK, please perform the following steps:

- **Step 1:** Add headers and library
 1. Create a folder for AdFalconSDK in your project
 2. Right click at the folder and select from submenu Add Files to "Project name"...
 3. Navigate to AdFalcon iOS SDK Bundle folder (where the SDK files are stored)
 4. Select from the file pane the following headers and library:
 - **ADFAdView.h**
 - **ADFAdViewDelegate.h**
 - **ADFUserInfo.h**
 - **ADFTargetingParams.h**
 - **libAdFalconSDK2.0.0.a**
 5. Mark "Copy items into destination group's folder of needed" as checked then click Add

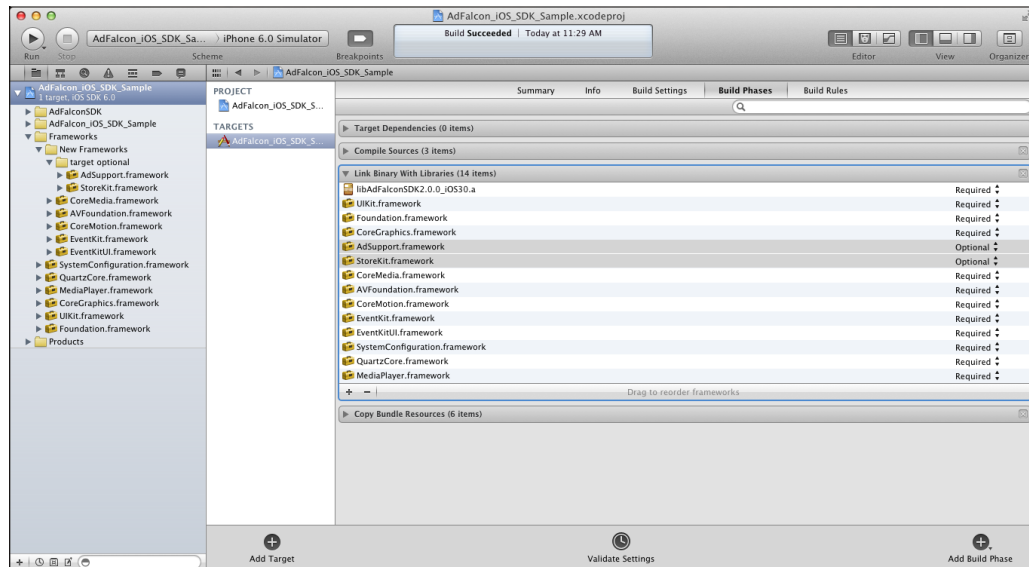


- **Step 2: Add frameworks**

You have to add the below frameworks to your project's target libraries

- QuartzCore.framework
- MediaPlayer.framework
- CoreGraphics.framework
- SystemConfiguration.framework
- CoreMedia.framework
- AVFoundation.framework
- CoreMotion.framework
- EventKit.framework
- EventKitUI.framework
- AdSupport.framework (Optional)
- StoreKit.framework (Optional)

Note: You have to mark (AdSupport and StoreKit) as 'optional' because they are just compatible with the iOS6 and above versions. In case you do not mark them as optional, your app will not run successfully in the older iOS versions (iOS4.x, iOS5.x).



AdMob Mediation

Follow the instructions in the below link to add AdMob Mediation SDK to your Application.

<https://developers.google.com/mobile-ads-sdk/docs/admob/mediation>

For any technical instructions queries, please contact support@adfalcon.com