

NBMediation 对接说明

解压 om-sample.zip

adapter 和 adapter_cn 为聚合 SDK Adapter 源码，引入到目标工程。

libs 里为三方变现 SDK，引入到工程。

Android Studio 配置参考 demo 进行配置，文档可能有更新不及时的情况。

一、引入 SDK 步骤

1、引入 NBMediation SDK

```
//NBMediation
```

```
implementation(name: 'nm-android-sdk', ext: 'aar')
```

2、引入聚合的 SDK 和相对应的 adapter，完全参考 demo 的 build.gradle 即可。

```
//tencentad cn
```

```
implementation(name: 'GDTSDK.unionNormal.4.191.1061', ext: 'aar')
```

```
implementation(name: 'android-query-full.0.26.7', ext: 'jar')
```

```
implementation project(path: ':adapter_cn:tencentad')
```

```
//tiktok cn
```

```
implementation(name: 'open_ad_sdk_2.9.5.5', ext: 'aar')
```

```
implementation project(path: ':adapter_cn:tiktok')
```

二、聚合 SDK 初始化

请在 Application 的 onCreate 里面初始化聚合 SDK,或者在 SplashActivity 里初始化，接入开屏请参考第六章

```

private void initSDK() {
    NewApiUtils.printLog(msg: "start init sdk");
    NmAds.init(activity: this, NewApiUtils.APPKEY, new InitCallback() {
        @Override
        public void onSuccess() {
            NewApiUtils.printLog(msg: "init success");
            setVideoListener();
            setInterstitialListener();
        }

        @Override
        public void onError(Error result) {
            NewApiUtils.printLog(msg: "init failed." + result.toString());
        }
    });
}

```

这里需要传入一个 AppKey，请在聚合后台获取，具体请看下图，点击复制即可：

新蜂聚合

Overview

Apps

Reporting

Apps

Copied App Key value to the clipboard

Add App

App	Platform	App Key	Active Placements	Operations
汤姆快跑 http://apps.apple.com/cn/app...	iOS		Rewarded Video x 1 Interstitial x 1	Disable
全民来养猪 com.yangzhu.mi	Android		Rewarded Video x 2 Interstitial x 1	Disable
tws测试 com.test.tws	Android		Rewarded Video x 2 Interstitial x 1	Disable
Smart Word Search 1136577472	iOS		Rewarded Video x 2 Interstitial x 3	Disable
Twitter com.twitter.android	Android		Rewarded Video x 1 Interstitial x 1	Disable
抖音短视频 1142110895	iOS		Rewarded Video x 1 Interstitial x 1	Disable
2048 777	Android		Rewarded Video x 2 Interstitial x 1	Disable
1024 666	iOS		Rewarded Video x 2 Interstitial x 1	Disable

三、激励视频和插屏接入

3.1 自动广告加载

这种方式适用于使用单一广告位，并在广告位中设置瀑布流分层。此时，激励视频和插屏库存，可由 SDK 进行管理，开发者判断广告准备就绪，调用展示接口即可。瀑布流加载策略可在聚合后台配置，包括请求并发数，广告缓存池大小，请求间隔，超时时间，详细策略可咨询运营产品。

这里通过下图接口来判断，返回 true 表示激励视频或者插屏已准备就绪，可以调用 showAd 方法展示广告

```

.....if (RewardedVideoAd.isReady()) {
.....    setRewardVideoButtonStat(true);
.....}
.....if (InterstitialAd.isReady()) {
.....    setInterstitialButtonStat(true);
.....}

```

```

1).....public void showRewardVideo(View view) {
.....    RewardedVideoAd.showAd();
.....    setRewardVideoButtonStat(false);
2).....}

1).....public void showInterstitial(View view) {
.....    InterstitialAd.showAd();
.....    setInterstitialButtonStat(false);
2).....}

```

设置全局激励视频的监听回调，只适用于自动管理：

```

1)private void setVideoListener() {
.....    RewardedVideoAd.setAdListener(new RewardedVideoListener() {
.....        @Override
.....        public void onRewardedVideoAvailabilityChanged(boolean available) {
.....            if (available) {
.....                setRewardVideoButtonStat(true);
.....            }
.....        }

.....        @Override
.....        public void onRewardedVideoAdShown(Scene scene) { NewApiUtils.printLog(msg: "onRewardedVideoAdShown " + scene); }

.....        @Override
.....        public void onRewardedVideoAdShowFailed(Scene scene, Error error) { NewApiUtils.printLog(msg: "onRewardedVideoAdShowFailed " + scene); }

.....        @Override
.....        public void onRewardedVideoAdClicked(Scene scene) { NewApiUtils.printLog(msg: "onRewardedVideoAdClicked " + scene); }

.....        @Override
.....        public void onRewardedVideoAdClosed(Scene scene) { NewApiUtils.printLog(msg: "onRewardedVideoAdClosed " + scene); }

.....        @Override
.....        public void onRewardedVideoAdStarted(Scene scene) { NewApiUtils.printLog(msg: "onRewardedVideoAdStarted " + scene); }

.....        @Override
.....        public void onRewardedVideoAdEnded(Scene scene) { NewApiUtils.printLog(msg: "onRewardedVideoAdEnded " + scene); }

.....        @Override
.....        public void onRewardedVideoAdRewarded(Scene scene) { NewApiUtils.printLog(msg: "onRewardedVideoAdRewarded " + scene); }
.....    });
2).....}

```

设置全局插屏的监听回调，只适用于自动管理：

```

private void setInterstitialListener() {
    mInterstitialAd.setAdListener(new InterstitialAdListener() {
        @Override
        public void onInterstitialAdAvailabilityChanged(boolean available) {
            if (available) {
                setInterstitialButtonStat(true);
            }
        }

        @Override
        public void onInterstitialAdShown(Scene scene) { NewApiUtils.printLog(msg: "onInterstitialAdShown." + scene); }

        @Override
        public void onInterstitialAdShowFailed(Scene scene, Error error) { NewApiUtils.printLog(msg: "onInterstitialAdShowFailed." + scene); }

        @Override
        public void onInterstitialAdClosed(Scene scene) { NewApiUtils.printLog(msg: "onInterstitialAdClosed." + scene); }

        @Override
        public void onInterstitialAdClicked(Scene scene) { NewApiUtils.printLog(msg: "onInterstitialAdClicked." + scene); }
    });
}

```

具体请参考 DEMO 里的 `com.nbmediation.sdk.demo.MainActivity` 详情

3.2 手动管理

如广告场景使用多广告位，不设置分层，可采用手动管理广告加载。开发者判断触发场景前，调用广告加载接口，加载指定广告位，并在填充回调后，调用广告展示。

插屏加载接口，注意要去掉 3.1 节中，全局插屏的监听回调。

```

//加载插屏
NmManager.getInstance().loadInterstitialAd(placementId: "235");
//设置监听回调
NmManager.getInstance().setInterstitialAdListener(placementId: "235", new InterstitialAdListener() {
    @Override
    public void onInterstitialAdAvailabilityChanged(boolean available) {
        if (available) {
            //available为true时, 可展示激励视频
        }
    }

    @Override
    public void onInterstitialAdShown(Scene scene) {
        NewApiUtils.printLog(msg: "onInterstitialAdShown1 " + scene);
    }

    @Override
    public void onInterstitialAdShowFailed(Scene scene, Error error) {
        NewApiUtils.printLog(msg: "onInterstitialAdShowFailed1 " + scene);
    }

    @Override
    public void onInterstitialAdClosed(Scene scene) {
        NewApiUtils.printLog(msg: "onInterstitialAdClosed1 " + scene);
    }

    @Override
    public void onInterstitialAdClicked(Scene scene) {
        NewApiUtils.printLog(msg: "onInterstitialAdClicked1 " + scene);
    }
});

//判断激励视频是否ready
if(NmManager.getInstance().isInterstitialAdReady(placementId: "235")){
    //展示激励视频
    NmManager.getInstance().showInterstitialAd(placementId: "235", scene: ""); //scene id可以不传
}

```

激励视频加载接口, 注意要去掉 3.1 节中, 全局激励视频的监听回调。

```

//加载激励视频
NmManager.getInstance().loadRewardedVideo(placementId: "212");
//设置监听回调
NmManager.getInstance().setRewardedVideoListener(placementId: "232", new RewardedVideoListener() {
    @Override
    public void onRewardedVideoAvailabilityChanged(boolean available) {
        if (available) {
            //available为true时, 可展示激励视频
        }
    }

    @Override
    public void onRewardedVideoAdShown(Scene scene) {
        NewApiUtils.printLog(msg: "onRewardedVideoAdShown " + scene);
    }

    @Override
    public void onRewardedVideoAdShowFailed(Scene scene, Error error) {
        NewApiUtils.printLog(msg: "onRewardedVideoAdShowFailed " + scene);
    }

    @Override
    public void onRewardedVideoAdClicked(Scene scene) {
        NewApiUtils.printLog(msg: "onRewardedVideoAdClicked " + scene);
    }

    @Override
    public void onRewardedVideoAdClosed(Scene scene) {
        NewApiUtils.printLog(msg: "onRewardedVideoAdClosed " + scene);
    }

    @Override
    public void onRewardedVideoAdStarted(Scene scene) {
        NewApiUtils.printLog(msg: "onRewardedVideoAdStarted " + scene);
    }

    @Override
    public void onRewardedVideoAdEnded(Scene scene) {
        NewApiUtils.printLog(msg: "onRewardedVideoAdEnded " + scene);
    }

    @Override
    public void onRewardedVideoAdRewarded(Scene scene) {
        NewApiUtils.printLog(msg: "onRewardedVideoAdRewarded " + scene);
    }
});
//判断激励视频是否ready
if(NmManager.getInstance().isRewardedVideoReady(placementId: "232")){
    //展示激励视频
    NmManager.getInstance().showRewardedVideo(placementId: "232", scene: ""); //scene id
}

```

四、Banner 接入

```
.....bannerAd = new BannerAd( activity: this, NewApiUtils.P_BANNER, new BannerAdListener().{
.....@Override
.....public void onAdReady(View view){
.....try {
.....if (null != view.getParent()) {
.....((ViewGroup) view.getParent()).removeView(view);
.....}
.....adContainer.removeAllViews();
.....RelativeLayout.LayoutParams layoutParams = new RelativeLayout.LayoutParams(
.....RelativeLayout.LayoutParams.WRAP_CONTENT, RelativeLayout.LayoutParams.WRAP_CONTENT);
.....layoutParams.addRule(RelativeLayout.CENTER_IN_PARENT);
.....adContainer.addView(view, layoutParams);
.....}.catch (Exception e){
.....Log.e( tag: "AdtDebug", e.getLocalizedMessage());
.....}
.....bannerButton.setEnabled(true);
.....bannerButton.setText("Load And Show Banner Ad");
.....}

.....@Override
.....public void onAdFailed(String error){
.....bannerButton.setEnabled(true);
.....bannerButton.setText("Banner Load Failed, Try Again");
.....}

.....}

.....@Override
.....public void onAdClicked(){

.....}
.....});
.....bannerAd.setAdSize(AdSize.AD_SIZE_320X50);
.....bannerAd.loadAd();
```

这里的广告位 ID 请去聚合后台查找

新蜂聚合

Overview

Apps

2048
777

Apps Dashboard

Placements

Ad Network

Mediation

SDK Intergration

Reporting

Placements

Type

Apply

Add Placement

Placement	Type	Enable Scenes	Traffic Control	Operations
Banner-Cloudmobi Banner 260	Banner	---	Placement-level: Limited Scene-level: All	Edit Disable
two_banner Banner 259	Banner	---	Placement-level: All Scene-level: All	Edit Disable
NATIVE Native 258	Native	---	Placement-level: All Scene-level: All	Edit Disable
Banner Banner 258	Banner	---	Placement-level: Limited Scene-level: All	Edit Disable
Default_Interstitial Interstitial 235	Interstitial	1	Placement-level: All Scene-level: All	Edit Disable
Default_RewardVideo Rewarded Video 236	Rewarded Video	1	Placement-level: Limited Scene-level: All	Edit Disable
Default_RewardVideo2 Rewarded Video 248	Rewarded Video	1	Placement-level: Limited Scene-level: All	Edit Enable

五、native 接入

1、原生

```
private NativeAd = new NativeAd( activity: this, NewApiUtils.P_NATIVE, new NativeAdListener() {
    @Override
    public void onAdFailed(String msg) {
        nativeButton.setEnabled(true);
        nativeButton.setText("Native Load Failed, Try Again");
    }

    @Override
    public void onAdReady(AdInfo info) {
        adContainer.removeAllViews();
        adView = LayoutInflater.from(MainActivity.this).inflate(R.layout.native_ad_layout, null);

        TextView title = adView.findViewById(R.id.ad_title);
        title.setText(info.getTitle());

        TextView desc = adView.findViewById(R.id.ad_desc);
        desc.setText(info.getDesc());

        Button btn = adView.findViewById(R.id.ad_btn);
        btn.setText(info.getCallToActionText());

        MediaView mediaView = adView.findViewById(R.id.ad_media);

        nativeAdView = new NativeAdView( context: MainActivity.this);

        AdIconView adIconView = adView.findViewById(R.id.ad_icon_media);

        DisplayMetrics displayMetrics = MainActivity.this.getResources().getDisplayMetrics();
        mediaView.getLayoutParams().height = (int) (displayMetrics.widthPixels / (1200.0 / 627.0));

        nativeAdView.addView(adView);

        nativeAdView.setTitleView(title);
        nativeAdView.setDescView(desc);
        nativeAdView.setAdIconView(adIconView);
        nativeAdView.setCallToActionView(btn);
        nativeAdView.setMediaView(mediaView);

        nativeAd.registerNativeAdView(nativeAdView);
        RelativeLayout.LayoutParams layoutParams = new RelativeLayout.LayoutParams(
            RelativeLayout.LayoutParams.WRAP_CONTENT, RelativeLayout.LayoutParams.WRAP_CONTENT);
        adContainer.addView(nativeAdView, layoutParams);
        nativeButton.setEnabled(true);
        nativeButton.setText("Load And Show Native Ad");
    }

    @Override
    public void onAdClicked() {
    }
});
nativeAd.loadAd();
```

2、Draw 信息流与内容 Draw。

draw 信息流里全部为广告；内容 draw 里会穿插内容+广告。

后台配置广告位时，添加前缀 draw 或者 cdraw，表示此广告位为 draw 和内容 draw。

SDK 依据后台配置，返回的 MediaView 即为响应的 Draw 视图，开发者将 MediaView 添加到布局上即可。

根据下图参考聚合后台配置。

NATIVE

Native | 258

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Instances

Waterfall

Ad Network

Instance

Apply

Ad Network	Instance Name	Unit ID	Operations
KS	KS-Content-Draw 内容 draw	<u>cdraw</u> 90009005	Edit Disable
KS	KSDraw draw	<u>draw</u> 5254000194	Edit Disable

六、开屏接入

- 1、可新建 SplashActivity 作为 app 主 Activity
- 2、在 SplashActivity 中初始化 SDK，并在成功回调中展示开屏。