Avazu Native Ad SDK Setup for Android
Google Play Compliant

2015-04-24	1.1.1	Release version for Google Play
2015-05-12	1.2.0	Change server
2015-05-27	1.3.0	Code refactoring

1. Development Preparation

1) Import jar package

Copy “adsdk_1.3.0.jar” to the “libs” directory of your project.

Import appcompat-v7 and google play service to your project

Note: If you forget to import these files, the app will crash. Please do not import a lib twice.

2) Configure AndroidManifest.xml

Add the following permissions to “AndroidManifest.xml”.

```
<uses-permissionandroid:name="android.permission.INTERNET" />
<uses-permissionandroid:name="android.permission.ACCESS_NETWORK_STATE"/>
<uses-permissionandroid:name="android.permission.READ_PHONE_STATE"/>
<uses-permissionandroid:name="android.permission.ACCESS_WIFI_STATE"/>
<uses-permissionandroid:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
<uses-permissionandroid:name="android.permission.READ_EXTERNAL_STORAGE"/>
```

2. Main Functions

1) SDK Initialization

a) Use a single source ID

Call the initialization function at the startup of your application.

```
AdSdk.initialize(Context context,String sourceId);
```

sourceId: Traffic Source ID

2) Retrieve AdView

a) Instantiate AdViewController

AdViewSettings (int width_dip, int height_dip, int show_type, boolean should_show_loading)

width_dip: Ad width in dip

height_dip: Ad height in dip

show_type: One of the following ad format types

AdViewSettings.TYPE_RECT_WALL: Multiple-line rectangle app wall

AdViewSettings.TYPE_RECT_SINGLE: Single-line rectangle app wall

AdViewSettings.TYPE_BANNER_WALL: Banner app wall

AdViewSettings.TYPE_BANNER_SINGLE: Single banner

AdViewSettings.TYPE_BANNER_TRANSPARENT: Single banner with transparent background

should_show_loading: The switch to show loading effect or not when the AdView is loading

b) Generate AvazuAdView

Use the instantiated AdViewSettings object to generate AdView.

```
AvazuAdView adView = new AvazuAdView (Context context,
AdViewSettings settings);
```

Place the generated AdView to the proper position in your application.

c) Load AvazuAdView

Use the function to load ad:
adview.loadWebviewAd();

d) AdViewStateListener

You can listen to the loading status of AdView

```
AdView.setAdViewStateListener(AdViewStateListener l);
```

Recall methods:

```
public void onLoadAdStart(AdView view);
This method will be called when the AdView starts to load

public void onLoadAdFinish(AdView view, int adCount);
This method will be called when the AdView finishes loading

public boolean onLoadAdError(AdView view, String error);
This method will be called when any error occurs on loading. The
string “error” contains the error message.
```

3)AvazuAdView Configuration

AdViewSettings also provides configuration options.

a) Customize App Elements

Show app icon or not
AdViewSettings.setNeedIcon(boolean needIcon)

Show app title or not
AdViewSettings.setNeedTitle(boolean needTitle)

Show app ranking score or not
AdViewSettings.setNeedRating(boolean needRating)

Show app category or not
AdViewSettings.setNeedCat(boolean needCat)

Show app package size or not
AdViewSettings.setNeedSize(boolean needSize)

Show download button or not
AdViewSettings.setNeedBtn(boolean needBtn)

Show app installation number or not
AdViewSettings.setNeedInstalls(boolean needInstalls)

Show app review number or not
AdViewSettings.setNeedReviewNum(boolean needReviewNum)

b) Customize Ad Color

All color value must be "#" followed by 6 hexadecimal RGB digitals. For example, #FFFFFF is the white color.

Set the background color of app wall
AdViewSettings.setMainBackColor(String mainBackColor)

Set the background color of the ad block
AdViewSettings.setBlockBackColor(String blockBackColor)

Set the font color of the app title
AdViewSettings.setAppTitleColor(String appTitleColor)

Set the font color of the download button
AdViewSettings.setButtonTextColor(String buttonTextColor)

Set the background color of the download button
AdViewSettings.setButtonBackColor(String buttonBackColor)

c) Amount of Apps

For TYPE_RECT_WALL, TYPE_RECT_SINGLE, TYPE_BANNER_WALL only
Set the maximum amount of apps to show in the ad
AdViewSettings.setAppCount(int appCount)

d) Background Transparency

```
For TYPE_BANNER_TRANSPARENT only
Set the transparency ratio of the background
AdViewSettings.setAlpha(int alpha)

alpha: should be between 0 (completely transparent) and 100
(completely opaque)
```

4)Get Raw Data

a) Get the Raw Data

```
AdSDK.getAdRawData(Context context, final String sourceId,
String excludePackages, int limitNumber, FetchRawDataListener
listener)
```

b) Parameter Description

String sourceId: Traffic Source ID

String excludePackages:

The campaign_id of ad which you want exclude, it is useful to avoid displaying repeat ads when page changing . You can input “” when no exclude needs. If there are multiple ads needs to be excluded, you are required to divide the campaign by “,”.For example: “6184, 3241”.

int limitNumber: The maximum ad number you want to get

FetchRawDataListener listener: The callback method to proceed RawData

void onLoadRawDataStart(): This will be called when the RawData starts to load. Please execute this method in the main thread.

void onLoadRawDataSuccess(List<FetchAdResult.Ad > data): This will be called when the RawData finishes loading. Please execute this method in the main thread.

void onLoadRawDataFail(Error mError):This will be called when fetching Rawdata failed. Please execute this method in the main thread.