# Publisher Guide Android Integrating MobPartner with

# mopub

## (with MobPartner SDK)

Your account manager would be happy to help you understand or integrate any of the ad units. Do not hesitate to contact our team at publisher@mobpartner.com
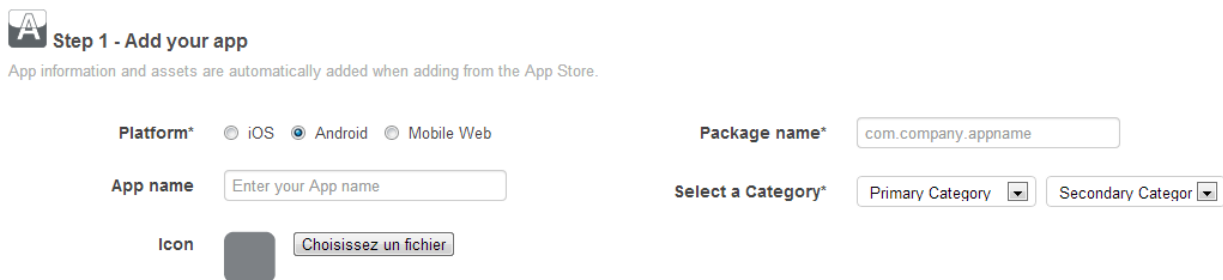
**MobPartner**

# Content

# 1. Introduction

This document describes the integration steps to include MobPartner Ads into your MoPub network using the MobPartner Publishers' SDK.

# 2. Prerequisites

1. Retrieve Pool ID from MobPartner website. http://www.mobpartner.com
2. Log in to your MoPub account at https://app.mopub.com.
3. Link your application with MoPub. Login to your MoPub Account → go to "**Inventory"** menu tab → click on "**Add a New App**".



4. Add an ad Unit in your already linked application.

   Go to "**Inventory**" menu tab → click on the application you wish to add an ad Unit → click on "**Add an Ad Unit**" at the top right corner.

   **Note:** You cannot share the same ad Unit from the same application in different **Custom Networks**. You must create a new ad Unit (can be same type but different name) for the different Custom Networks.

Ad Unit for Banner



Ad Unit for Interstitial

# 3. Create a Custom Event on MoPub Website

1. Click on **"Networks"** Menu tab.
2. Create an ad Network by clicking on **"Add a Network"** and select **"Custom Native Network"**.

3
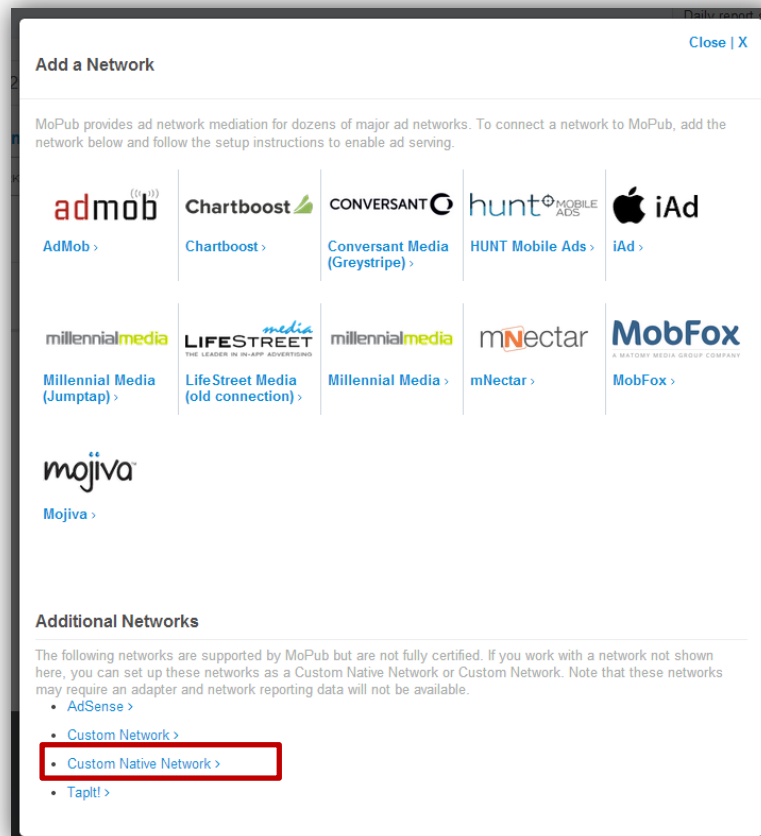
3. For the Ad Unit of your choice (Banner and/or interstitial), fill in the Custom Event Class and Custom Event Class Data field as the graph shown below.

4. After filling all the information for all your ad Units, click on **"Save and Continue"**.

**Fields required to fill:**

**Title** – Ad Network label that you will assign to your customized ad network.

**Custom Event Class** – class name that will be implemented in your code to show MobPartners' ad. It should be a full class path from your application project.

**Custom Event Class Data** – data parameters that are required to be passed back to your Custom Event class; in this case your pool ID from MobPartner and it should be in JSON format.

# 4. Add MoPub banner to your project

1. Download and import the latest MobPartner Android SDK (**MobPartnerAndroidPublisherSDK.jar)** to your project. You can find it at https://github.com/MobPartner/AndroidPublisherSDK .

2. Download and import the latest MoPub Android SDK library into your project. You can find it at https://github.com/mopub/mopub-android-sdk/wiki/Getting-Started. If you are not using any other third party ad network you only need **MobPub Android Base SDK**.

3. Configure the AndroidManifest.xml with Mobpartners and MoPubs settings. You can find Mobpartner's settings at https://github.com/MobPartner/AndroidPublisherSDK.

4. Add com.mopub.mobileads.MoPubView into your XML layout to define your ad banner slot.

5. Set the ad Unit ID and load MoPub ads in your Activity. Ad Unit ID and integration instruction can be found at: "**Inventory**" tab → click on your app → click on the desired ad Unit →click on "**Code integration**" tab on the top right corner.

## Code Integration

Download the MoPub SDK and copy your Ad Unit ID (a unique identifier that allows MoPub to target your Ad Unit). Follow the steps below to ensure a successful integration with your product.

**Our Latest SDK**

Download MoPub Android SDK

View Project on GitHub

Banner - (320x50)

**Your Ad Unit ID**

a5f29f72d2cf4d7382bea9efa096151d

### Code Integration Tutorial

▸ **1** Integrate the MoPub SDK into your project

▸ **2** Android Banner Code Integration

▸ **3** Setup advanced features (optional)

All Done!

6. Create a class in your application project with the same class name defined in your Custom Network.

7. Include the following code.

   **Note:** For a complete sample please refer to the sample project the **SampleWithMoPub** project.

```java
public class MobpartnerCustomEventsMoPubBanner extends CustomEventBanner{

    private MobPartnerAdBanner mBanner;
    private CustomEventBannerListener mListener;


        @Override
        protected void loadBanner(Context context, CustomEventBannerListener listener,
                        Map<String, Object>  localExtras, Map<String, String> serverExtras) {

                mListener = customEventBannerListener;
                String poolID = (String) serverExtras.get("pool");
                mBanner = new MobPartnerAdBanner(context, poolID);

                //Displays banner
                mBanner.setMobPartnerAdListener(new MobPartnerAdListener() {

                        @Override
                        public void onReady() {
                                mBanner.show();
                                mListener.onBannerLoaded(mBanner);
                        }

                        @Override
                        public void onStartDownloadAds() {

                        }

                        @Override
                        public void onLoadAdSucceeded() {

                        }

                        @Override
                        public void onLoadAdFailed(String s) {

                        }

                        @Override
                        public void onAdDisappeared() {

                        }

                });

        }

        @Override
        protected void onInvalidate() {

        }

}
```

# 5. Add MoPub Interstitial to your project

1. Download and import the latest MobPartner Android SDK (**MobPartnerAndroidPublisherSDK.jar)** to your project. You can find it at https://github.com/MobPartner/AndroidPublisherSDK .

2. Download and import the latest MoPub Android SDK library into your project. You can find it at https://github.com/mopub/mopub-android-sdk/wiki/Getting-Started. If you are not using any other third party ad network you only need **MobPub Android Base SDK**.

3. Configure the AndroidManifest.xml with Mobpartners and MoPubs settings. You can find Mobpartner's settings at https://github.com/MobPartner/AndroidPublisherSDK.

4. Set the ad Unit ID and load MoPub ads in your Activity. Ad Unit ID and integration instructions can be found at: "**Inventory**" tab → click on your app → click on the desired ad Unit →click on "**Code integration**" tab on the top right corner.

## Code Integration

Download the MoPub SDK and copy your Ad Unit ID (a unique identifier that allows MoPub to target your Ad Unit). Follow the steps below to ensure a successful integration with your product.

**Our Latest SDK**

Download MoPub Android SDK

View Project on GitHub

Full - (320x480)

**Your Ad Unit ID**

bf422d9d6bb24222b77035b8fddc3f49

## Code Integration Tutorial

1  Integrate the MoPub SDK into your project

2  Android Interstitial Code Integration

3  Setup advanced features (optional)

5. Create a class in your application project with the same class name defined in your Custom Network.

6. Include the following code.
   **Note:** For a complete sample please refer to the sample project the **SampleWithMoPub** project.

```java
public class CustomEventAdapterInterstitial extends CustomEventInterstitial{

    private MobPartnerAdInterstitial mInterstitial;
    private CustomEventInterstitialListener mListener;


        @Override
        protected void loadInterstitial(Context context, CustomEventInterstitialListener
                customEventInterstitialListener, Map<String, Object> localExtras,
                Map<String, String> serverExtras) {

                mListener = customEventInterstitialListener;
                String poolID = (String) serverExtras.get("pool");
                mInterstitial= new MobPartnerAdInterstitial (context, poolID);

                //Displays Interstitial
                mInterstitial.setMobPartnerAdListener(new MobPartnerAdListener() {

                        @Override
                        public void onReady() {
                                mListener.onInterstitialLoaded (mInterstitial);
                        }

                        @Override
                        public void onStartDownloadAds() {

                        }

                        @Override
                        public void onLoadAdSucceeded() {

                        }

                        @Override
                        public void onLoadAdFailed(String s) {

                        }

                        @Override
                        public void onAdDisappeared() {
                                mListener.onInterstitialDismissed();

                        }

                });

        }

        @Override
        protected void showInterstitial() {
                mInterstitial.show();
        }

        @Override
        protected void onInvalidate() {

        }

}
```