iOS AdMob Ad Renderer

Summary

FWAdMobViewAdRenderer is a renderer which is responsible for displaying the AdMob company ad.

Tested Version

20100908 //this is what dumps from NSLog(@"%@", [AdMobView version]);

Which kind of ad can be played

- It depends AdMob

Which content types, slot types and ad units are supported

Supported Content Types or Wapper Types:

- external/admob-view
- external/admob-interstitial
- external/admob

Supported Slot Types:

- preroll
- midroll
- postroll
- display

Supported Ad Units:

- video
- display
- app-interstitial
- fixed-size-interactive

common parameters are supported

Name	Constant	Desciption	Required	Default Value	Valid Values
publisherId	(not seen by player)	the publisher Id get from AdMob web site	Yes		
postalCode	FW_PARAMETER_POSTAL_CODE	the postal code of current App user	NO		
areaCode	FW_PARAMETER_AREA_CODE	the area code of current App user	NO		
dateOfBirth	FW_PARAMETER_DATE_OF_BIRTH	the birth day of current App user	NO		should be a NSDate object
gender	FW_PARAMETER_GENDER	the gender of current app user	NO		must be string "male" of "female"
keywords	FW_PARAMETER_KEYWORDS	the keywords	NO		
testMode	FW_PARAMETER_ADMOB_TEST_MODE	control whether the AdMob renderer in test mode, if in test mode, if testDevices not set, only emulator will be added as test devices, otherwise the udid from testDevices plus emulator will added as test devices	NO		"true" "false" "yes" "no"
testDevices	FW_PARAMETER_ADMOB_TEST_DEVICES	White space seperated string, each one indicate a device UDID	NO		device UDID as string value, e.g. "28ab37c3902621dd572509110745071f0101b124"

Context

More Info of AdMob :

http://www.admob.com/

Ad Mob Ad Types:

http://helpcenter.admob.com/content/ad-unit-display-matrix