

# Freestar Mobile Android SDK Integration Guide

## API - *freestar-android-sdk* installation

### What's New

We are pleased to announce the release of our SDK! Banner ad formats are currently supported, with more coming. Be sure to check-in frequently for the latest releases and announcements.

#### Change History

Version	Release Date	Description
1.2.0	<i>August 16th, 2019</i>	• Updated to androidx.
1.1.0	<i>June 21st, 2019</i>	• Support FreestarNews app.
1.0.0	<i>June 21st, 2019</i>	• Initial release.

#### Major API Changes

Latest
[ 1.2.0 ] • Updated the api to latest mopub api and androidx support libraries.
Previous
[ 1.0.0 ] • Test application support release.

#### GMA SDK Compatibility Matrix

FSAdSDK Version	GMA SDK Version	Prebid SDK Version (Freestar)	Podfile
~> 1.2.0	18.1.1	FS-1.2.0	com.google.android.gms:play-services-ads, :jcenter()
= 1.1.0 [EOL]	17.1.3	FS-1.1.0	com.google.android.gms:play-services-ads, :mavenLocal()
<= 1.0.0 [EOL]	17.1.3	FS-1.0.6	com.freestar.org.prebid:API1.0 : jcenter()

## Minimum Requirements

minSDKVersion 16 targetSDKVersion 28 com.android.tools.build:gradle 3.4.2

## ## Getting Started

Here are the basic steps required to use the SDK with your project.

1. Setup **Freestar** specific properties control file
  - a) Create *assets* directory in your *src/main* directory
  - b) In the *assets* directory, create a *freestar\_ads.properties* file
  - c) Add preliminary entries:

```
SHARE_GEO_LOCATION=true
PREBID_FSDATA=https://a.pub.network/app/io.freestar.mobile.Freestar-News/fsdata.json
PREBID_HOST=https://dev-prebid.pub.network/openrtb2/auction`
```

2. Add access permissions to your *AndroidManifest.xml* in the **manifest** tag block

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

3. Add add manager meta-data to your *AndroidManifest.xml* in the **application** tag block

```
<meta-data
  android:name="com.google.android.gms.ads.AD_MANAGER_APP"
  android:value="true"/>
` ` `
```

`4.` Add dependency to your *\_build.gradle\_* (Project) in the **\*\*buildscript.dependencies\***



```
maven { url "https://dl.bintray.com/freestarmobile/com.freestar.org.prebid" }
```

`5.` Add dependency to your *\_build.gradle\_* (Module) in the **\*\*dependencies\*\*** block

```
api 'com.freestar.org.prebid:freestarSDK:1.1.0' ````
```

## By Example

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The **master** branch contains the basic reference application. The **freestar-api-install** branch has the initialization steps completed, and may act as a reference application for further examples.

### Reference Application

**\*\*Basic Reference Application #1\*\***

The basic reference application (#1) can be found here. A very simple, single activity game app. It was adapted from the example presented by [https://www.youtube.com/channel/UC\\_Fh8kvtkVPkeihBs42jGcA](https://www.youtube.com/channel/UC_Fh8kvtkVPkeihBs42jGcA).

### Install Freestar API Branch

Example of reference application #1, with the **Freestar** ads api installed and ready for specific advertising options to be implemented. All advertising examaples will be derived by the activities defined by this option.

### Using FreestarBannerAd View

Example of using the tag within your *activity* layout *xml* files.

### Example video

**\*\*Basic Reference Application #1\*\***