Freestar Mobile Android SDK Integration Guide

API - *freestar-android-sdk View Injector*

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	*August 16th, 2019*	• Updated to androidx.
1.1.0	*June 21st, 2019*	• Support FreestarNews app.
1.0.0	*June 21st, 2019*	• 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 injector your project.

1. Create a *LinearLayout* tag in your activity layout.*xml* file. In our example we are going to give it the id of **ads_layout**.

```
<LinearLayout
    android:id="@+id/ads_layout"
    android:layout_width="320dp"
    android:layout_height="100dp"
    android:gravity="bottom"
    android:orientation="vertical"
    />
```

2. Edit your *assets/freestar_ads.properties* file and add in your ad specific information (for example it should look something like this)

```
articleDetailType=prebid
articleDetailPlacement=Freestar_Test_320x100
ads_layout.articleDetailAutoRefresh=120000
```

3. Edit your activity class, in the onCreate() method.

```
    AdEngineType articleDetailType = AdEngineType.valueOf(FreestarAdModel.getInstan
    String adKey = FreestarAdModel.getInstance(this).getProperty("articleDetailPlace
    if (adKey != null) {
        playAds = true;
    } else {
        System.err.println("missing placement for article detail, check configuratic
        playAds = false;
    }

    if (playAds) {
        ViewGroup adView = findViewById(R.id.ads_layout);
        FreestarViewInjector injector = FreestarAdModel.getInstance(this).lookupView
        injector.injectBannerAd(articleDetailType, adView, "ads_layout", adKey);
    }
```

4. Add the following methods to your activity class.

```
    @Override
    protected void onResume() {
        super.onResume();
        if (playAds) {
            FreestarAdModel.getInstance(this).lookupRecyclerViewInjector(R.layout.activi
        }
    }

    @Override
    protected void onPause() {
        if (playAds) {
            FreestarAdModel.getInstance(this).lookupRecyclerViewInjector(R.layout.activi
        }
        super.onPause();
    }

    @Override
    protected void onDestroy() {
        if (playAds) {
            FreestarAdModel.getInstance(this).lookupRecyclerViewInjector(R.layout.activi
            FreestarAdModel.releaseInstance(this);
        }
        super.onDestroy();
    }
```

By Example

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 .

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*Comming Soon

Basic Reference Application #1