



# InMobi Android SDK Integration

InMobi Android SDK v2.3

## **InMobi Android SDK Integration**

The InMobi Android SDK contains the code necessary to integrate InMobi ads in your application.

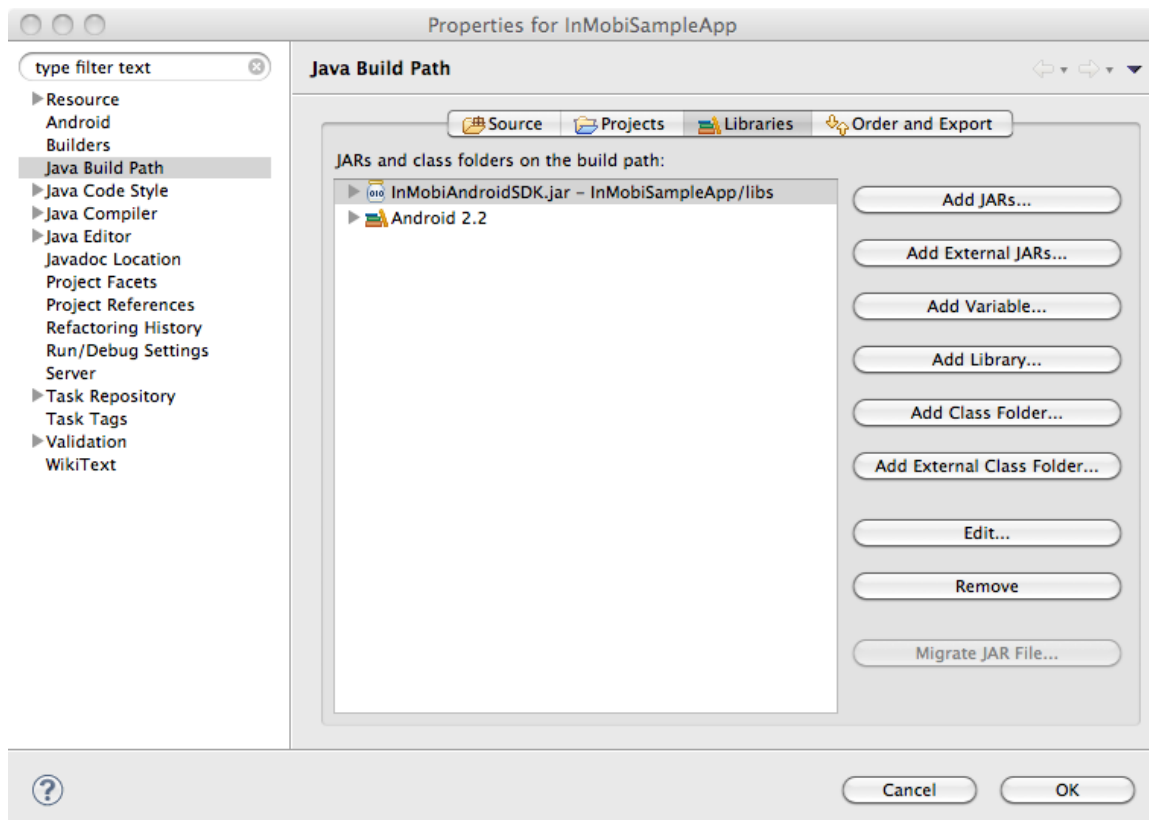
This SDK is designed to work across all Android platforms with a minimum OS version of 1.6

### **Step 1**

In your project's root directory create a subdirectory `libs`. This will already have been done for you if you have used Android's `activitycreator` tool. Copy the `InMobiAndroidSDK.jar` file into the `libs` directory.

For Eclipse projects:

- Right-click on your project from the Package Explorer tab and select "Properties"
- Select "Java Build Path" from the left panel
- Select "Libraries" tab from the main window
- Click on "Add JARs..."
- Select the JAR copied to the `libs` directory
- Click "OK" to add the SDK to your Android project



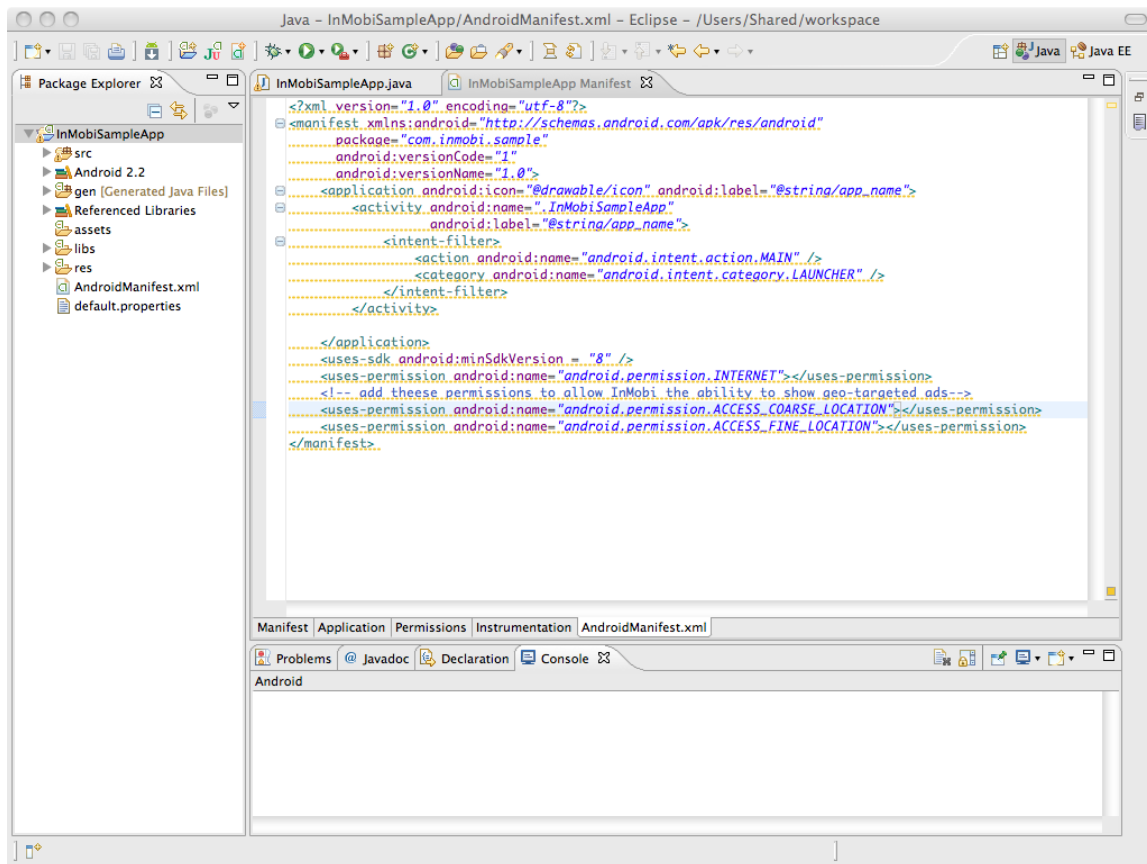
## Step 2

Add the INTERNET permission to your AndroidManifest.xml just before the closing `</manifest>` tag:

```
<uses-permission android:name="android.permission.INTERNET" /></manifest>
```

Optionally, you can add the ACCESS\_COARSE\_LOCATION and/or ACCESS\_FINE\_LOCATION permissions to allow InMobi the ability to show geo-targeted ads.

Your final AndroidManifest.xml may look something like this:



```
Add <supports-screens android:smallScreens="true"
android:normalScreens="true"
android:largeScreens="true"
android:anyDensity="true"/>
```

to make your application support all screen sizes and densities.

### Step 3

Import `com.inmobi.androidsdk` package in your activity. Implement `InMobiAdDelegate` interface & implement all the relevant methods.

Use the static `requestAdUnitWithDelegate(Context context, InMobiAdDelegate delegate, Activity parentActivity, int adSlot)`

method to get an instance of `InMobiAdView`.

Choose an *adslot* from the set of following values declared in `InMobiAdDelegate` interface.

```
/**
 * Standard size for an InMobi Ad, 320x48pixels, designed for all
device size
 */
    staticfinalint INMOBI_AD_UNIT_320X48 = 9;
/**
 * Medium Rectangle size for an InMobi Ad, 300x250 pixels, designed for
all device size,
 */
    staticfinalint INMOBI_AD_UNIT_300X250 = 10;
/**
 * Leaderboard size for an InMobi Ad, 728x90 pixels, designed for
tablet screen size.
 */
    staticfinalint INMOBI_AD_UNIT_728X90 = 11;
/**
 * Full Banner size for an InMobi Ad, 468x60 pixels, designed for
tablet screen size
 */
    staticfinalint INMOBI_AD_UNIT_460X68 = 12;
/**
 * Skyscraper size for an InMobi Ad, 120x600 pixels, designed for
tablet screen size.
 */
    staticfinalint INMOBI_AD_UNIT_120X600 = 13;
```

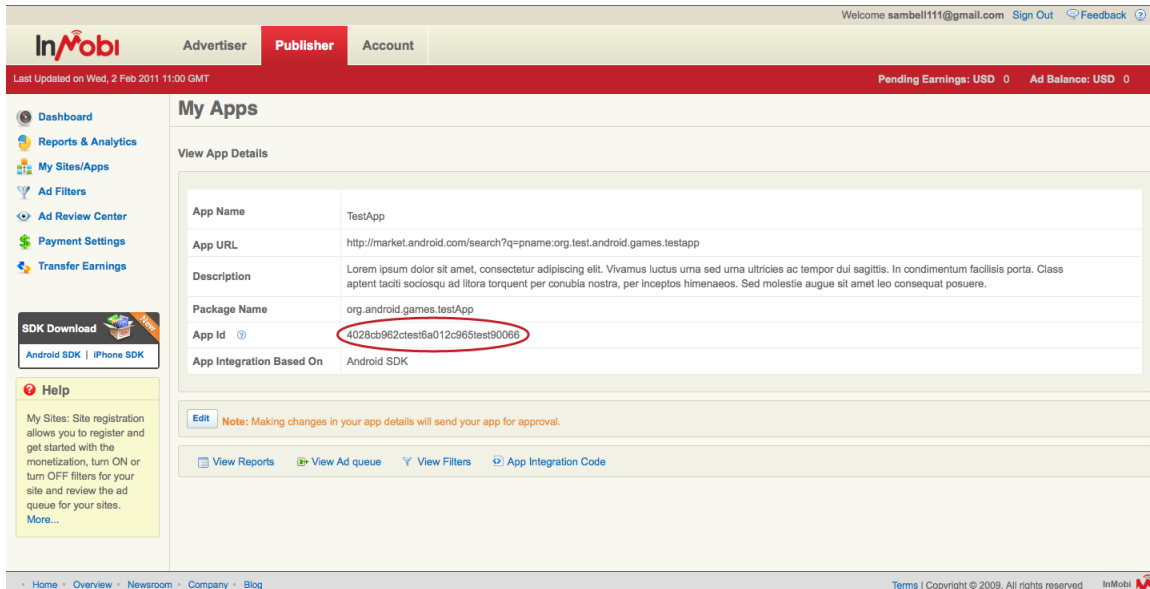
**Note:** InMobi cannot serve ads if the following are not valid:

- siteId
- context
- delegate
- activity
- adslot

You can retrieve the site id from the InMobi.com web site

1. Log into your InMobi account @ <http://www.inmobi.com>.

2. Click on Mysites/Apps from the navigational links
3. Click on the App Name to retrieve your site id.
4. Copy the App id value and use it in `siteId()` method as per the screenshot mentioned below.



Welcome sambell111@gmail.com Sign Out Feedback

Advertiser Publisher Account

Last Updated on Wed, 2 Feb 2011 11:00 GMT Pending Earnings: USD 0 Ad Balance: USD 0

Dashboard Reports & Analytics My Sites/Apps Ad Filters Ad Review Center Payment Settings Transfer Earnings

SDK Download Android SDK iPhone SDK

Help My Sites: Site registration allows you to register and get started with the monetization, turn ON or turn OFF filters for your site and review the ad queue for your sites. More...

### My Apps

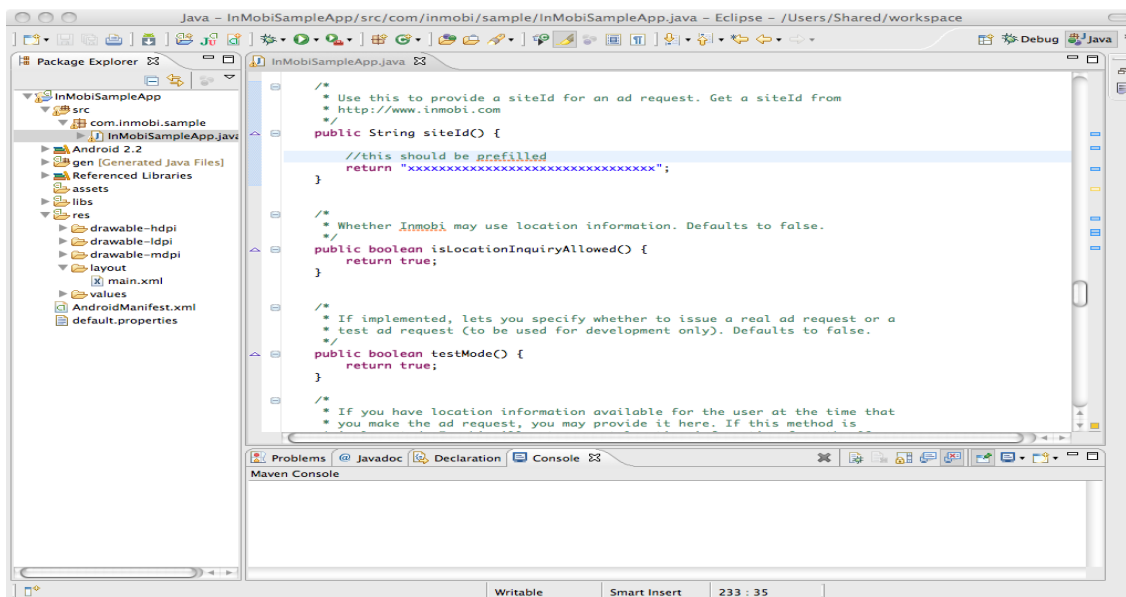
View App Details

App Name	TestApp
App URL	http://market.android.com/search?q=pname:org.test.android.games.testapp
Description	Lorem ipsum dolor sit amet, consectetur adipiscing elit. Vivamus luctus urna sed urna ultricies ac tempor dui sagittis. In condimentum facilis porta. Class aptent taciti sociosqu ad litora torquent per conubia nostra, per inceptos himenaeos. Sed molestie augue sit amet leo consequat posuere.
Package Name	org.test.android.games.testApp
App Id	4028cb962c965a012c965test90066
App Integration Based On	Android SDK

Edit Note: Making changes in your app details will send your app for approval.

View Reports View Ad queue View Filters App Integration Code

Home Overview Newsroom Company Blog Terms Copyright © 2009, All rights reserved InMobi



```

/*
 * Use this to provide a siteId for an ad request. Get a siteId from
 * http://www.inmobi.com
 */
public String siteId() {
    //this should be prefilled
    return "xxxxxxxxxxxxxxxxxxxxxxxxxxxx";
}

/*
 * Whether InMobi may use location information. Defaults to false.
 */
public boolean isLocationInquiryAllowed() {
    return true;
}

/*
 * If implemented, lets you specify whether to issue a real ad request or a
 * test ad request (to be used for development only). Defaults to false.
 */
public boolean testMode() {
    return true;
}

/*
 * If you have location information available for the user at the time that
 * you make the ad request, you may provide it here. If this method is

```

Package Explorer: InMobiSampleApp, src, com.inmobi.sample, InMobiSampleApp.java, Android 2.2, gen (Generated Java Files), Referenced Libraries, assets, libs, res, drawable-hdpi, drawable-ldpi, drawable-mdpi, layout, main.xml, values, AndroidManifest.xml, default.properties

Problems Javadoc Declaration Console Maven Console

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## Step 4

Set the layout size of the InMobiAdView based on the *adslot* used to instantiate it. For e.g. if the *adslot* is '9', set the size of InMobiAdView as 320x48

**Layout XML support for InMobiAdView:**

You can also add an InMobiAdView to your Activity through layout xml files. Follow these simple steps:

1. For 320x48 Ad size, Add this xml attribute to your ViewGroup:

```
<com.inmobi.androidsdk.impl.InMobiAdView  
    android:layout_width="320dp" android:layout_height="48dp"  
>
```

2. Use `initialize(Context context, InMobiAdDelegate delegate, Activity activity, int adSlot)` method to initialize the required parameters of InMobiAdView.

**Note:** The ad-unit should be as per Android Banner size you want to request. See **Step3** above for various Android supported banner sizes and their respective ad slot.

**P.S. : Developers are requested to enter their application URL in their InMobi Publisher Account as per the Android market.**

**More Information:**

You can find more information in the sample project within the zip file.

For any SDK integration queries, please send an email to [helpdesk@inmobi.com](mailto:helpdesk@inmobi.com) along with your login id.