InMobi Android SDK Integration

InMobi Android SDK v2.3

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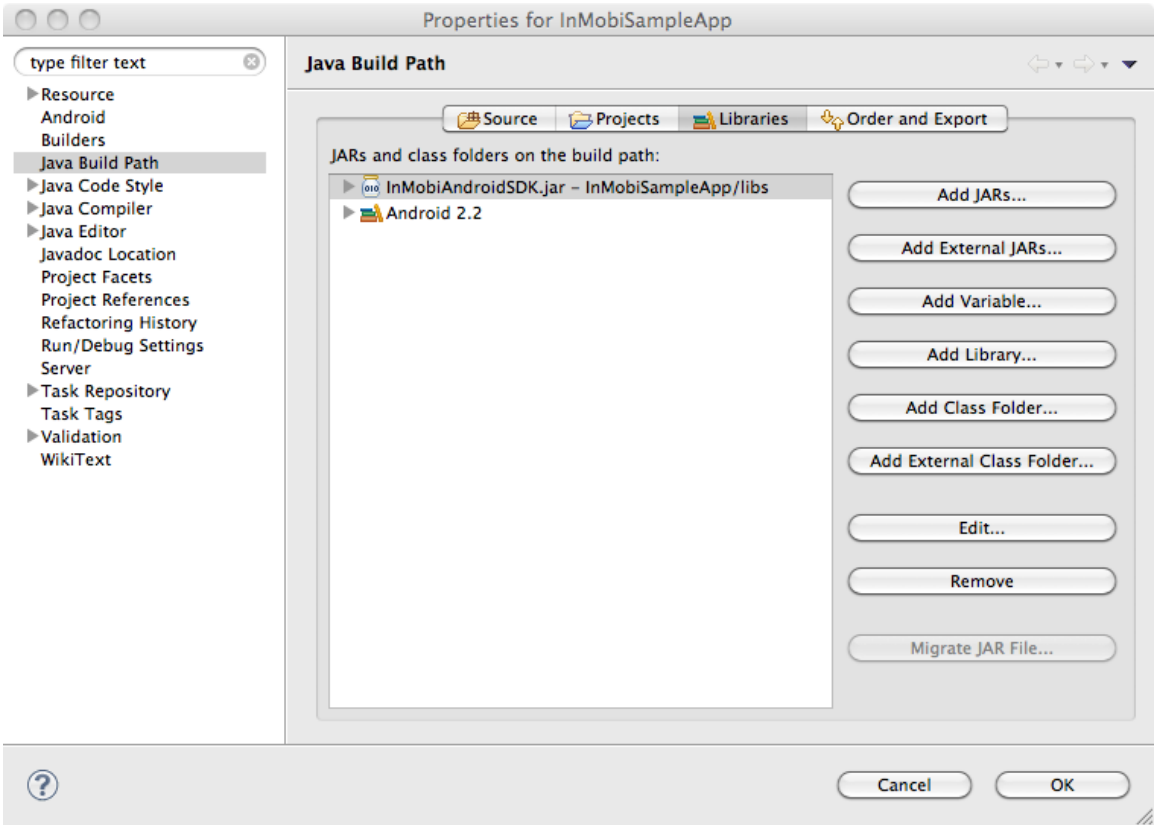
The InMobi Android SDK contains the code necessary to integrate InMobi ads in your application.
This SDK is designed to work across all Android platforms with a minimum OS version of 1.6

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



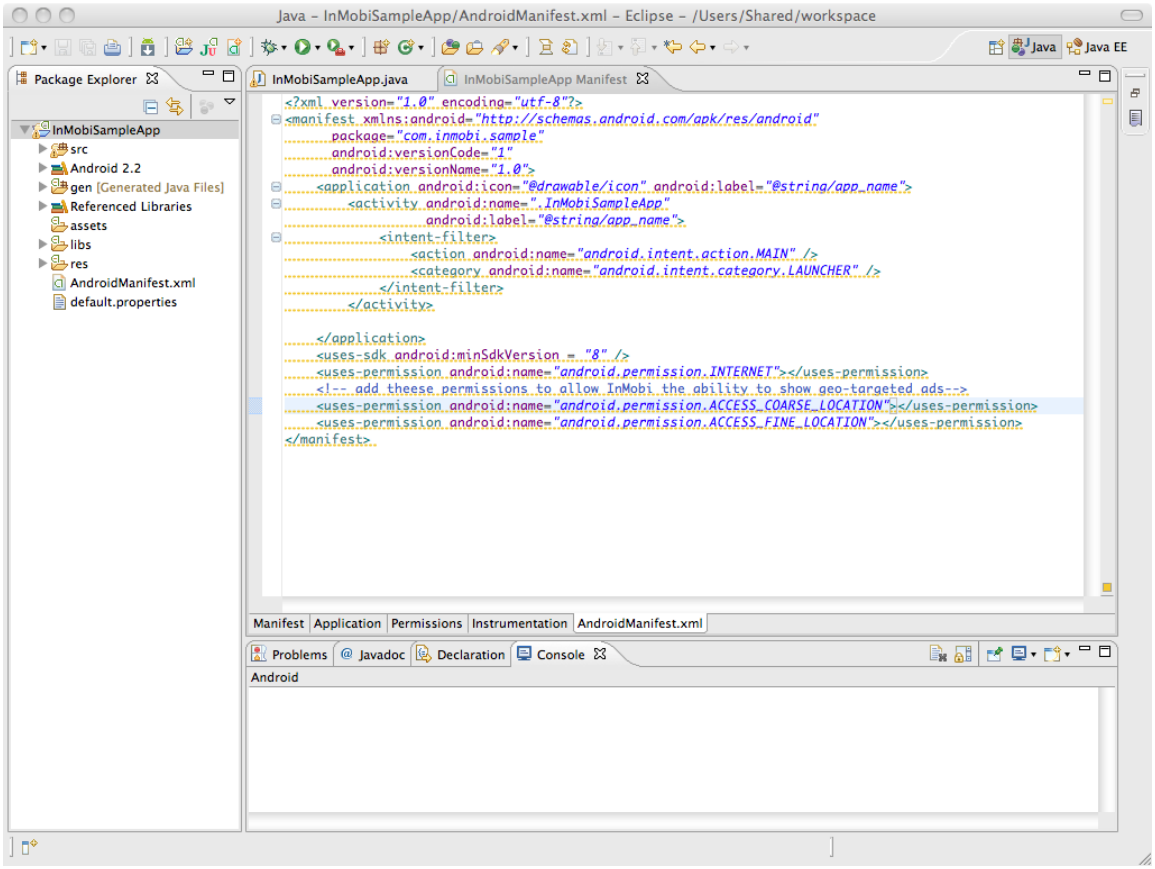
Step 2

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_LOCATIONand/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-screensandroid: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
 */
      staticfinalintINMOBI_AD_UNIT_320X48 = 9;
/**
* Medium Rectangle size for an InMobi Ad, 300x250 pixels, designed for
all device size,
 */
      staticfinalintINMOBI_AD_UNIT_300X250 = 10;
/**
 * Leaderboard size for an InMobi Ad, 728x90 pixels, designed for
tablet screen size.
 */
      staticfinalintINMOBI_AD_UNIT_728X90 = 11;
/**
 * Full Banner size for an InMobi Ad, 468x60 pixels, designed for
tablet screen size
 */
      staticfinalintINMOBI_AD_UNIT_460X68 = 12;
/**
 * Skyscraper size for an InMobi Ad, 120x600 pixels, designed for
tablet screen size.
 */
      staticfinalintINMOBI_AD_UNIT_120X600 = 13;
```

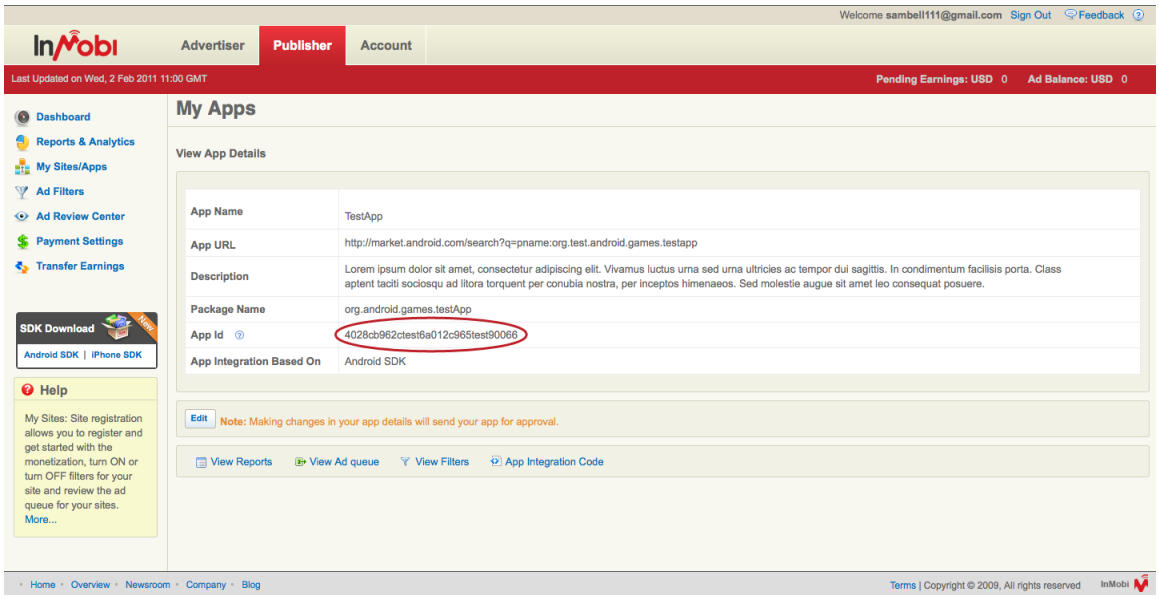
Note: InMobi cannot serve ads if the following are not valid:

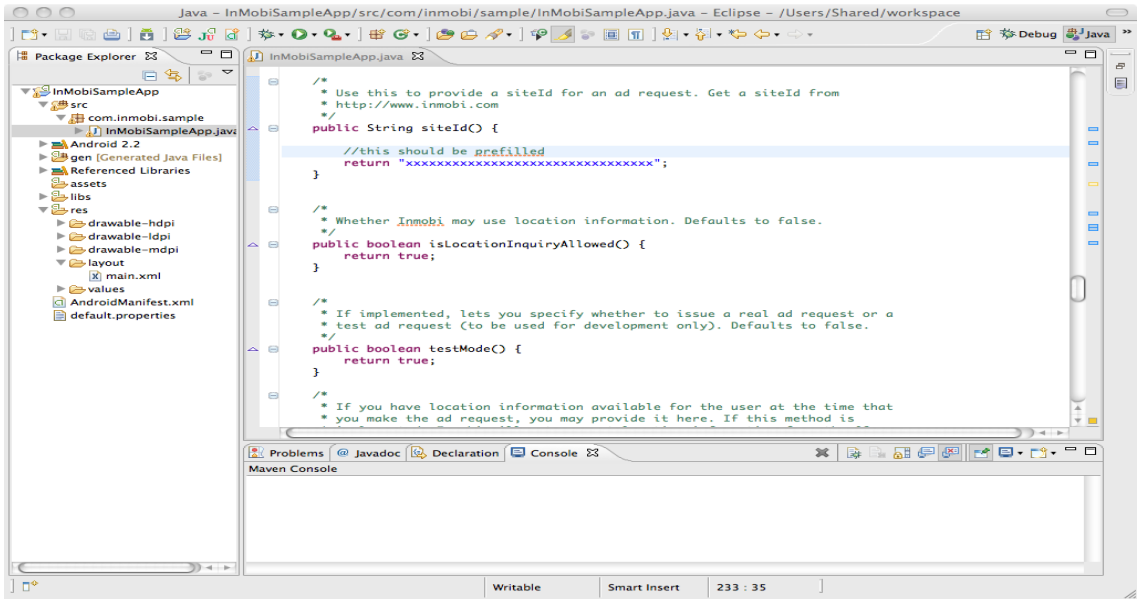
- siteId
- context
- delegate
- activity
- adslot

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 insiteId() method as per the screenshot mentioned below.





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, intadSlot)` 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.comalong with your login id.