



*Flurry SDK*

## Android Release Notes

SDK version 4.1.0

Updated: 07/11/2014

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### Version 4.1.0 - 07/11/2014

- Improved handling of Client side RTB auction
- Introduced timeout if GPS location report cannot be read
- Support for mediating banner and interstitial ads via Facebook Audience network
- Improved reporting of events for post-view in video ads
- Google Mobile Ads is mediated through Google play services and support for standalone admob SDK is deprecated

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### Version 4.0.0 - 05/19/2014

- Flurry Advertising SDK now uses the Android Advertising ID provided by Google Play Services and will check for and respect the user's ad tracking preference. For more information, please visit <https://developer.android.com/google/play-services/id.html>
- Back button is disabled for non-skippable video ads

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### Version 4.0.0.rc.3 - 04/24/2014

- Prevent fetchAd() from failing due to race condition between onStart() of new activity and onStop() of previous activity

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### Version 4.0.0.rc.2 - 04/08/2014

- Better user experience for videos and full-screen ads on KitKat devices

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### Version 4.0.0.rc.1 - 03/24/2014

- Support for VAST videos over RTB
- Video ads can be user-initiated or auto-play
- Pre-caching feature available for video ads
- Support for non-skippable video ads through portal setting

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### Version 3.4.0 - 03/03/2014

- Fixed a potential security vulnerability
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#### **Version 3.3.4 - 02/11/2014**

- Fix for missing uncaught exceptions in crash reports
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#### **Version 3.3.3 - 01/16/2014**

- Fix for occasional crash when installed on non-supported devices with Android API level < 10
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#### **Version 3.3.2 - 12/12/2013**

- Fixed issue with events missing in the session reports
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#### **Version 3.3.1 - 11/15/2013**

- Added support for MoPub adapter
  - Fixed some corner scenarios with ads redirecting to Android Market
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#### **Version 3.3.0 - 10/25/2013**

- Separate jars are provided for analytics and ads in this release. Please go through the upgrade document to see how to utilize them.
  - Minimum supported API level is 10 for analytics and ads
  - Invalidate ads cache when values for keyword targeting are changed
  - Added support to honor frequency cap of 1
  - Appcircle & Appspot takeover ads will be locked to the screen orientation in which they were fetched
  - Introduced listener method onRendered() to inform when an ad is rendered. It is required to implement this method in the application
  - Fix for RTB issue where auction may be held twice for same ad request
  - Fix for blank banner and takeover ads in some corner scenarios
  - Fix for offerwall issue where first ad-unit is not shown
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#### **Version 3.2.2 - 08/26/2013**

- SDK size reduced from 1.7MB to 1MB
- Fixed crash related to asyncTask
- Introduced *getReleaseVersion()* to return current version of Flurry SDK
- *getPhoneId()* is now a private method

- *shouldDisplayAd()* return value needs to be honored
- Optimized network performance
- Fixed 404 error page when displaying takeover ad
- Improved handling of ad requests and rendering
- Fixed behavior of back button on takeover screens

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### Version 3.2.1 - 06/21/2013

- Changed the jar file name from FlurryAgent.jar to Flurry\_<ReleaseVersion>.jar
- Introduced *isAdReady()* to check if ad has been fetched and is prepared for display
- Support for Millenial Media SDK 5.0.1
- Support for InMobi SDK 3.7.0. Please make sure to read InMobi's documentation as they have changed the behavior from their previous SDKs
- Handle network connectivity loss during banner refresh. Removes the ad on connection loss. ***Please make sure that your app has permission to access network state. android.permission.ACCESS\_NETWORK\_STATE***
- Fix for interstitial ads and images creatives for low end Gingerbread devices
- Bug fixes related to CPI/CPC ads, non-standard size ads and fill rate events
- Fix for offerwall issue
- Fix for admob banner issue in landscape mode
- Support redirection of click through for RTB app installs
- Resume/pause CLIPS ad when screen goes to sleep

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### Version 3.2.0 - 04/04/2013

- Moved advertising API from FlurryAgent to FlurryAds
  - Please check the migration notes for more details and build instructions
- Improved support for frequency capped campaigns, frequency caps are now honored more accurately.
- Added onVideoCompleted callback to FlurryAdListener
- Improvements and bug fixes related to mediation and network waterfall campaigns
- Bug fixes for layout of image creatives
- Support for re-engagement campaigns
- Support for crash analytics
  - Extended stack trace reporting for handled exceptions
  - Addition of crash reporting for unhandled exceptions
- Known Issues
  - If an application supports both orientations and a device changes from one orientation to another, the first few banner ads in new orientation may not display correctly. After the first few ads, ads will display properly. To avoid this issue, a developer can set up different ad spaces for each orientation and do a fetch on that ad space upon change of orientation.

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### **Version 3.1.1 - 03/08/2013**

- added fix to correctly timeout getAd with the timeout parameter larger than 0
- added fix for event handling where parameters are mixed between events
- modified process for rotation of mediated ads
- modified spaceDidReceiveAd listener to be triggered after the ad is prepared
- added changes to support jumptap site/spot keys
- fixed jumptap issues
- fixed keyup event for back button instead of keydown
- added sensor orientation
- fixed corrupted adlogs
- added waterfall mediation - (should automatically proceed to the next ad)
- user cookies map can contain null values
- fixed memory leak in banner rotations
- fixed centering issues on mediation networks - jumptap, admob, millennial, inmobi
- fire renderFailed events when mediated networks fail
- fixed postview on video completed (sometimes failed to render properly)

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### **Version 3.1.0 - 12/21/2012**

- added mraid 1.0 capability
- fixed offerwall bug where a extra ad unit is added
- fixed mediation display issues where it doesn't render properly on high-density devices
- updated mediation libraries of Millennial to 4.6.0 and AdMob to 6.2.1

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### **Version 3.0.9- 12/05/2012**

- added new methods fetch and display while deprecating getAd, isAdAvailable
- fixed race condition between onStartSession and initAds or isAdAvailable
- fixed AdSpaceLayoutParams For ViewGroup not called
- fixed clips issue when Activity is in Background
- fixed issue with mediated Ads not rotating correctly
- fixed issue where urlVerified is added to list of events
- fixed AppSpot initialization code and user cookie map
- fixed issue where ad logs is sent on endSession
- fixed CastClassException on AdSpaceLayout
- fixed background processing causing high impression counts

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### **Version 3.0.6- 11/20/2012**

- added fix to prevent ad rotation when device is locked

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**Version 3.0.5- 10/26/2012**

- added fix to prevent crashing of bad phone ids in AndroidSDK 2.2

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**Version 3.0.4- 10/15/2012**

- added additional delegate methods for spaceDidReceiveAd and spaceDidFailToReceiveAd when ads are/aren't received
- deleted unused delegate listener onReward
- renamed IListener to FlurryAdListener
- fixed offerwall bug where after app is installed and opened from the playstore, returning to app causes crash
- fixed bug where banners are loaded faster than expected when device is rotated
- fixed bug where onStartSession/initializeAds crashed due to race condition and phoneld.
- added method for sending ad event logs for mediated networks to server on endSession
- prevent mediated takeovers from auto-refreshing

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**Version 3.0.3- 09/26/2012**

- fixed rotation of network ads
- allow users to opt out of viewing clips ads if they have not loaded
- verified support for clips in AdUnity
- verified support for re-engagement in AdUnity
- fixed concurrent modification exception race condition when trying to send logs
- fixed offerwall bug where min, max offers not being honored
- added support for network mediation of millenial 4.5.1
- fixed auto-rotation of offerwall templates
- fixed bug where non-supported clips video would attempt to be played

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**Version 3.0.2- 07/30/2012**

- Added a public method "enableTestAds" to fetch all ads in test mode
- fixed impression tracking bug that resulted in impressions=clicks in reporting
- fixed offerwall bug where closing one fullscreen offerwall opened another
- fixed offerwall bug where low number of offers shown
- fixed templating bug caused by ads with an apostrophe in title or description
- fixed a bug that prevented install\_referrer from working with the google play store

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**Version 3.0.1- 07/12/2012**

- Fixes potential race conditions on startSession and initializeAds

- Fixes clearing of user cookies.
  - Fixes visibility of user logs and warnings in case of incorrect integration
  - Fixes potential clashes of libraries if developers are using the same.
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### **Version 3.0.rc.128 - 06/14/2012**

- Adds method to check if an ad is available
  - Adds method initialize to allow precaching of ads at startup.
  - Adds methods setKeywordsForTargeting:(NSDictionary \*)keywords to allow campaign targeting based on developer supplied key-value pairs.
  - Updates `FlurryAgent.getAd` to include a default ad size parameter.
  - Updates `FlurryAgent.getAd` to display ad completely asynchronously (without blocking) when timeout is set to 0. This is useful for the display of banners where interaction with the app can continue unimpeded by the ad display (in contrast to an interstitial view).
  - Implementation of Rewarded Catalogs
  - Updates ad tracking to specify unique key for every distinct frame.
  - Added method to enable setting up individual ad spaces to receive test ads.
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### **Version 3.0.a.124 - 05/09/2012**

- Allows finer control of ad display with new method `FlurryAgent.removeAd(Context context, String myAdSpaceName, ViewGroup viewSpace);`. This method allows a publisher to decide exactly when to remove an ad from a view.
  - Adds checks for failed requests to receive ads from third party networks.
  - Prevents code paths that can result in infinite loops
  - Updates location to send ad logs
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### **Version 3.0.a.123 - 05/02/2012**

- Initial Release of Alpha SDK
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