



Airpush Android SDK

Installation Instructions

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Airpush Android SDK contains the code necessary to install Airpush ads in your application. This PDF will guide you through a simple XML implementation.

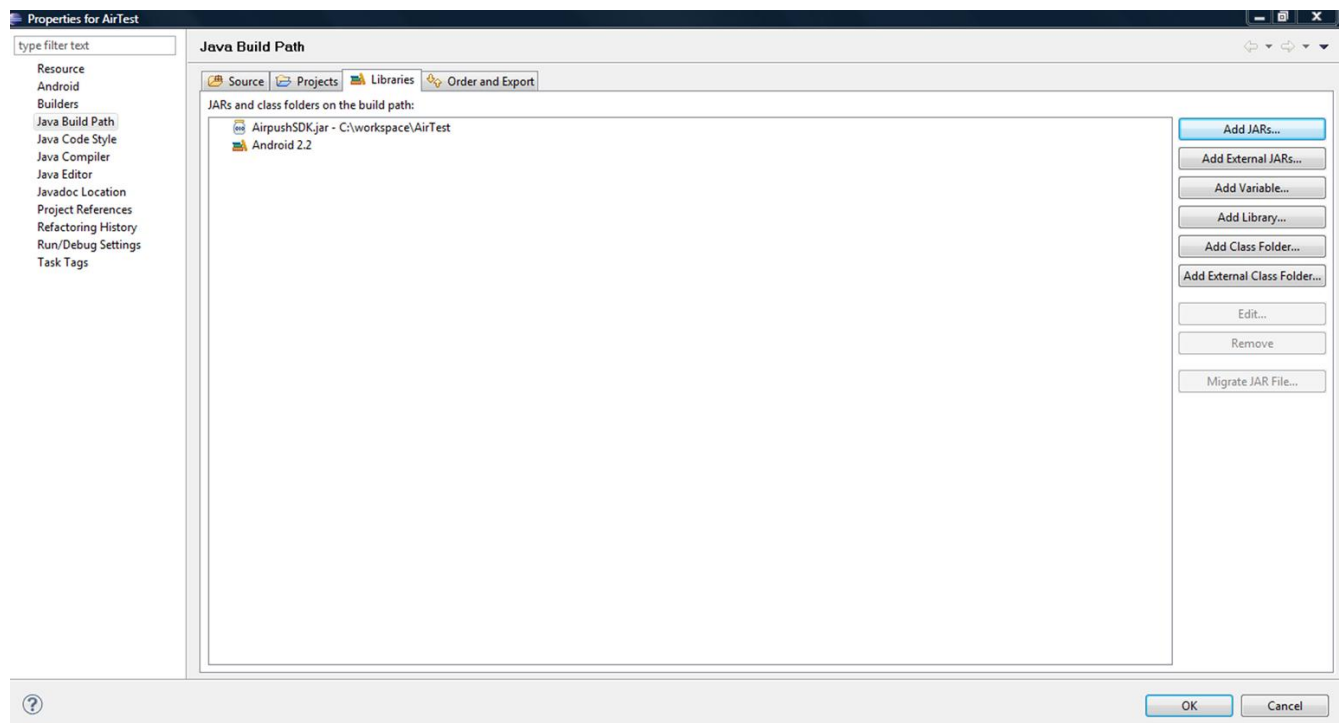
NOTE: you will need to replace all instances of **<appid>**, **<package name>** and **<apikey>** with your actual application id, package name and api key which is obtainable from Airpush portal.

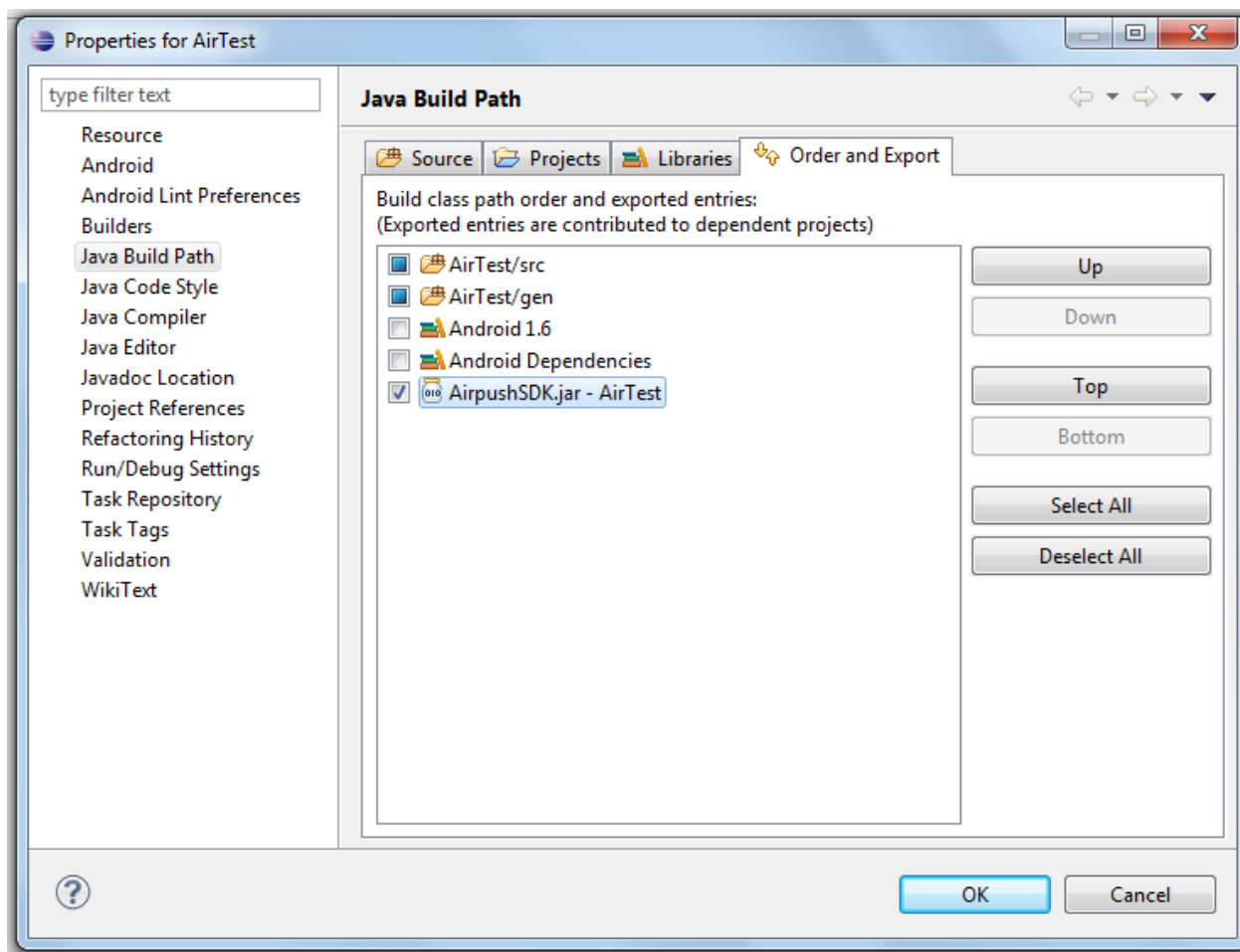
Step 1 – Adding the JAR

Copy the Airpush JAR file (AirpushSDK.jar) in your project's root 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 that's been copied to the project's root directory
- Click “OK” to add the SDK to your Android project
- Select “Order and Export” tab from the main window and check the SDK.





Step 2 – Editing Your Manifest File

First you will need to note your Airpush **<appid>** It was given to you when registering your Android application on www.airpush.com (in Step 3). It is a numeric code and can be found by locating your app in the apps dashboard.

<div> <div>Pause Delete Resume + Add App Download SDK</div> <div>Set table date range All Time - PST</div> </div>						
App Name	App ID	Status	SDK Users	Total pushes	CPM	Earnings
<input type="checkbox"/> testasher	10069	Pending Approval	0	0	\$0	\$0
<input type="checkbox"/> Manish Test	10058	Deleted	0	0	\$0	\$0

Just before the closing `</application>` tag of your AndroidManifest.xml file, you will need to add three things:

1: Copy and paste the following XML just before the closing </application> tag:

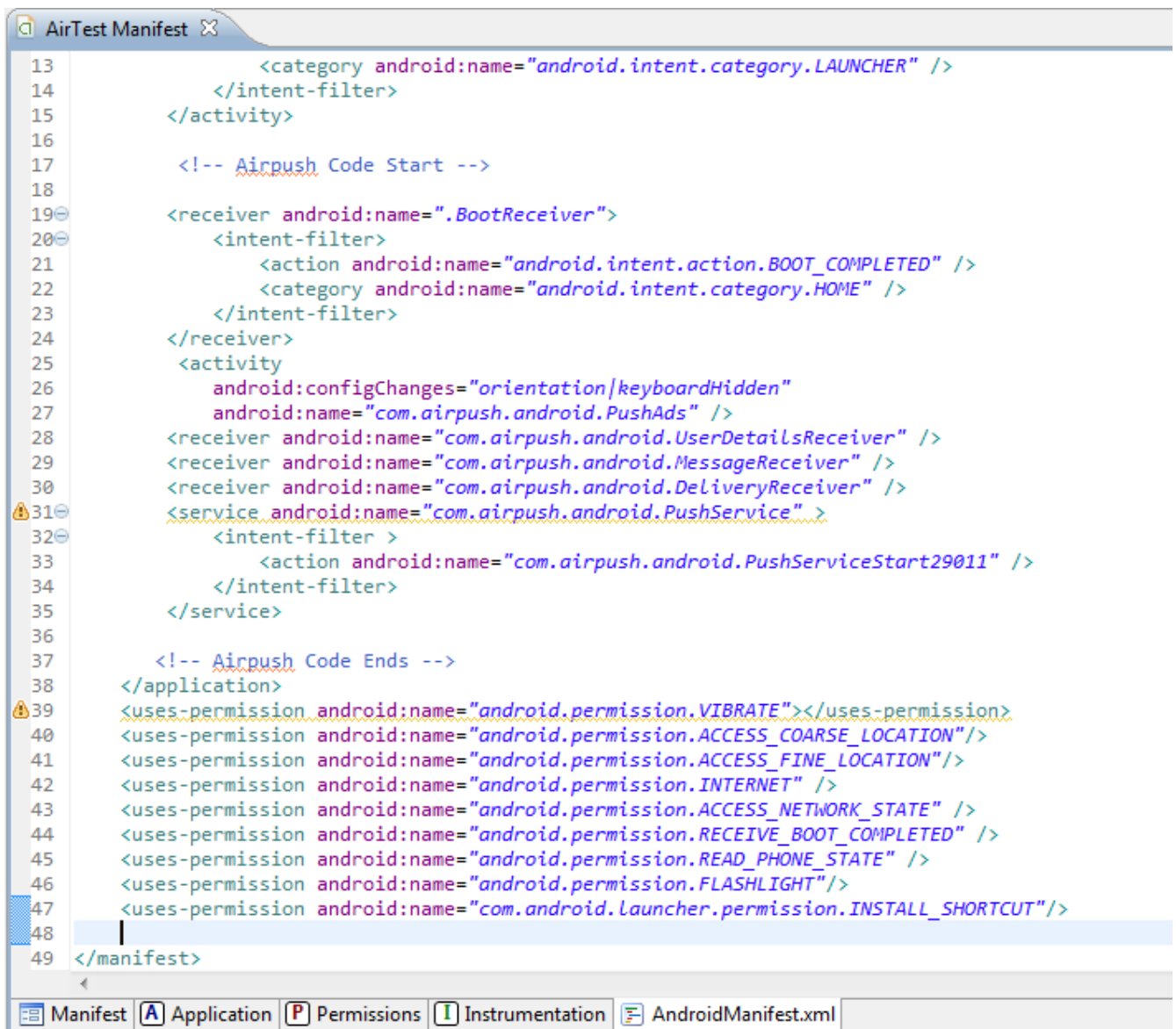
```
<!-- Airpush Code Start-->
<activity android:name="com.airpush.android.PushAds"
    android:configChanges="orientation|keyboardHidden"/>
    <receiver android:name="com.airpush.android.UserDetailsReceiver"/>
    <receiver android:name="com.airpush.android.MessageReceiver" />
    <receiver android:name="com.airpush.android.DeliveryReceiver" />
    <receiver android:name="<Package Name>.BootReceiver">
<intent-filter>
<action android:name="android.intent.action.BOOT_COMPLETED" />
<category android:name="android.intent.category.HOME" />
</intent-filter>
</receiver>

    <service android:name="com.airpush.android.PushService">
        <intent-filter>
            <action android:name="com.airpush.android.PushServiceStart<Your
appId>"/>
        </intent-filter>
    </service>
<!-- Airpush Code End-->
```

* Please replace <Package Name> with your “package name” where boot reciever class has been added (given in Step-4)

2: Add Following Permissions:

```
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED" />
<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.VIBRATE"/> (Optional But
Highly recommended to enhance your revenue stream)
<uses-permission
    android:name="android.permission.ACCESS_COARSE_LOCATION"/> (Optional But
Highly recommended to enhance your revenue stream)
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/> (Optional
But Highly recommended to enhance your revenue stream)
<uses-permission
    android:name="com.android.launcher.permission.INSTALL_SHORTCUT"/> (Required for
installing shortcut icon on home screen)
```



```
13         <category android:name="android.intent.category.LAUNCHER" />
14     </intent-filter>
15 </activity>
16
17     <!-- Airpush Code Start -->
18
19     <receiver android:name=".BootReceiver">
20         <intent-filter>
21             <action android:name="android.intent.action.BOOT_COMPLETED" />
22             <category android:name="android.intent.category.HOME" />
23         </intent-filter>
24     </receiver>
25     <activity
26         android:configChanges="orientation|keyboardHidden"
27         android:name="com.airpush.android.PushAds" />
28     <receiver android:name="com.airpush.android.UserDetailsReceiver" />
29     <receiver android:name="com.airpush.android.MessageReceiver" />
30     <receiver android:name="com.airpush.android.DeliveryReceiver" />
31     <service android:name="com.airpush.android.PushService">
32         <intent-filter>
33             <action android:name="com.airpush.android.PushServiceStart29011" />
34         </intent-filter>
35     </service>
36
37     <!-- Airpush Code Ends -->
38 </application>
39 <uses-permission android:name="android.permission.VIBRATE"></uses-permission>
40 <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION"/>
41 <uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
42 <uses-permission android:name="android.permission.INTERNET" />
43 <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
44 <uses-permission android:name="android.permission.RECEIVE_BOOT_COMPLETED" />
45 <uses-permission android:name="android.permission.READ_PHONE_STATE" />
46 <uses-permission android:name="android.permission.FLASHLIGHT"/>
47 <uses-permission android:name="com.android.launcher.permission.INSTALL_SHORTCUT"/>
48
49 </manifest>
```

Step 3 – Editing your main file.

Inside onCreate() method, please add :

```
new Airpush(getApplicationContext(), "<appid>", "<apikey>", false, true, true);
```

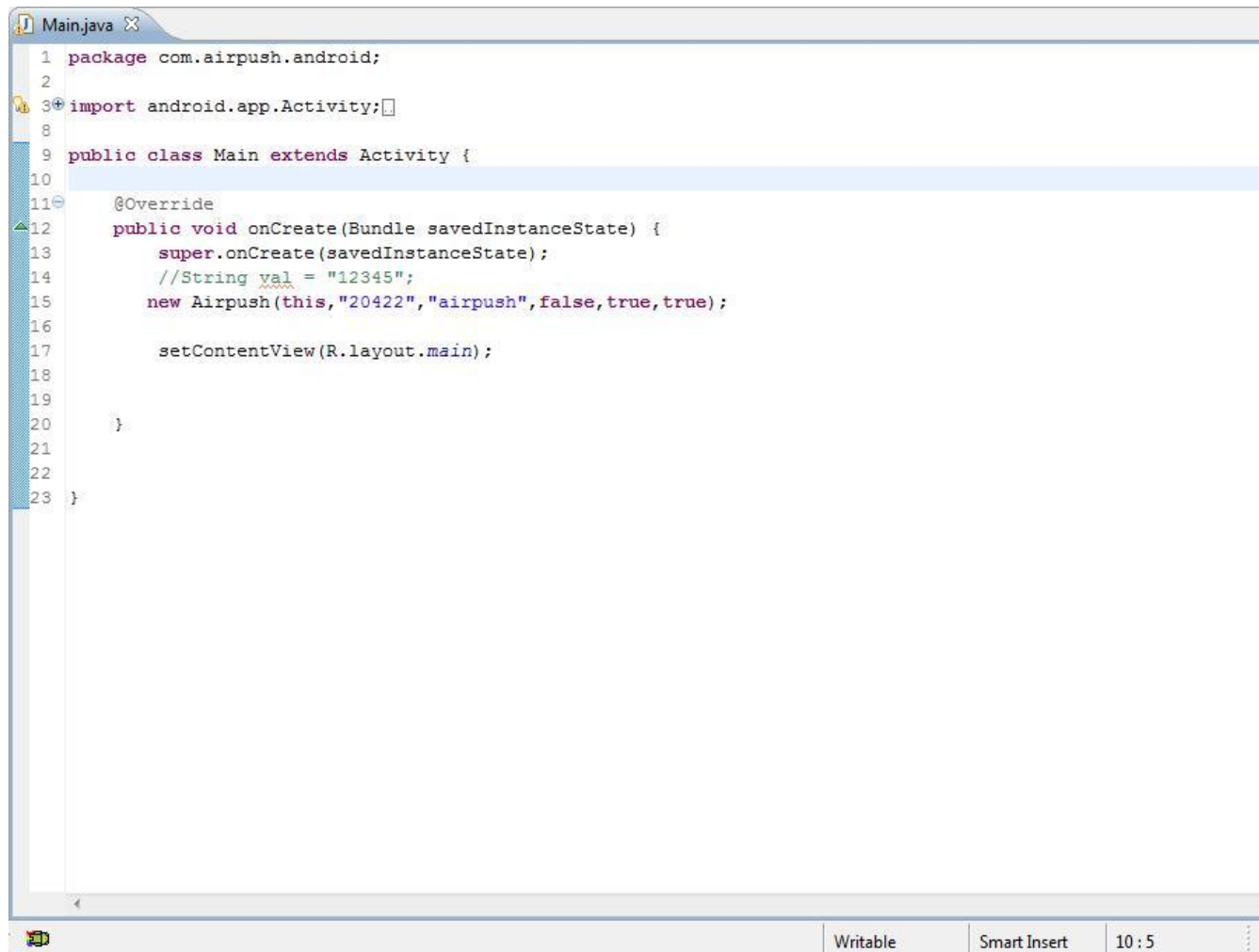
Note: If your application supports android version 1.5 or below, please initialize the sdk as given below:

```
if(Integer.parseInt(VERSION.SDK) > 3){
    new Airpush(getApplicationContext(), "<appid>", "<apikey>",
false, true, true);
}
```

Note:

- First boolean parameter after "<apikey>" is to enable/disable test mode.

- Second boolean parameter is to enable/disable push notification ads.
- Third boolean parameter is to enable/disable icon ads.



```

1 package com.airpush.android;
2
3 import android.app.Activity;
4
5
6
7
8
9 public class Main extends Activity {
10
11     @Override
12     public void onCreate(Bundle savedInstanceState) {
13         super.onCreate(savedInstanceState);
14         //String val = "12345";
15         new Airpush(this, "20422", "airpush", false, true, true);
16
17         setContentView(R.layout.main);
18
19
20     }
21
22
23 }

```

You can either generate an <apikey> from permission API page or use “airpush” as API key.

Step 4– Setting Boot Receiver

If you don't have any boot receiver class in your application, Create one with name bootreceiver.java and add the code given below or you can also use the example class file given along with SDK

```

import android.content.BroadcastReceiver;
import android.content.Context;
import android.content.Intent;
import com.airpush.android.Airpush;

public class BootReceiver extends BroadcastReceiver {

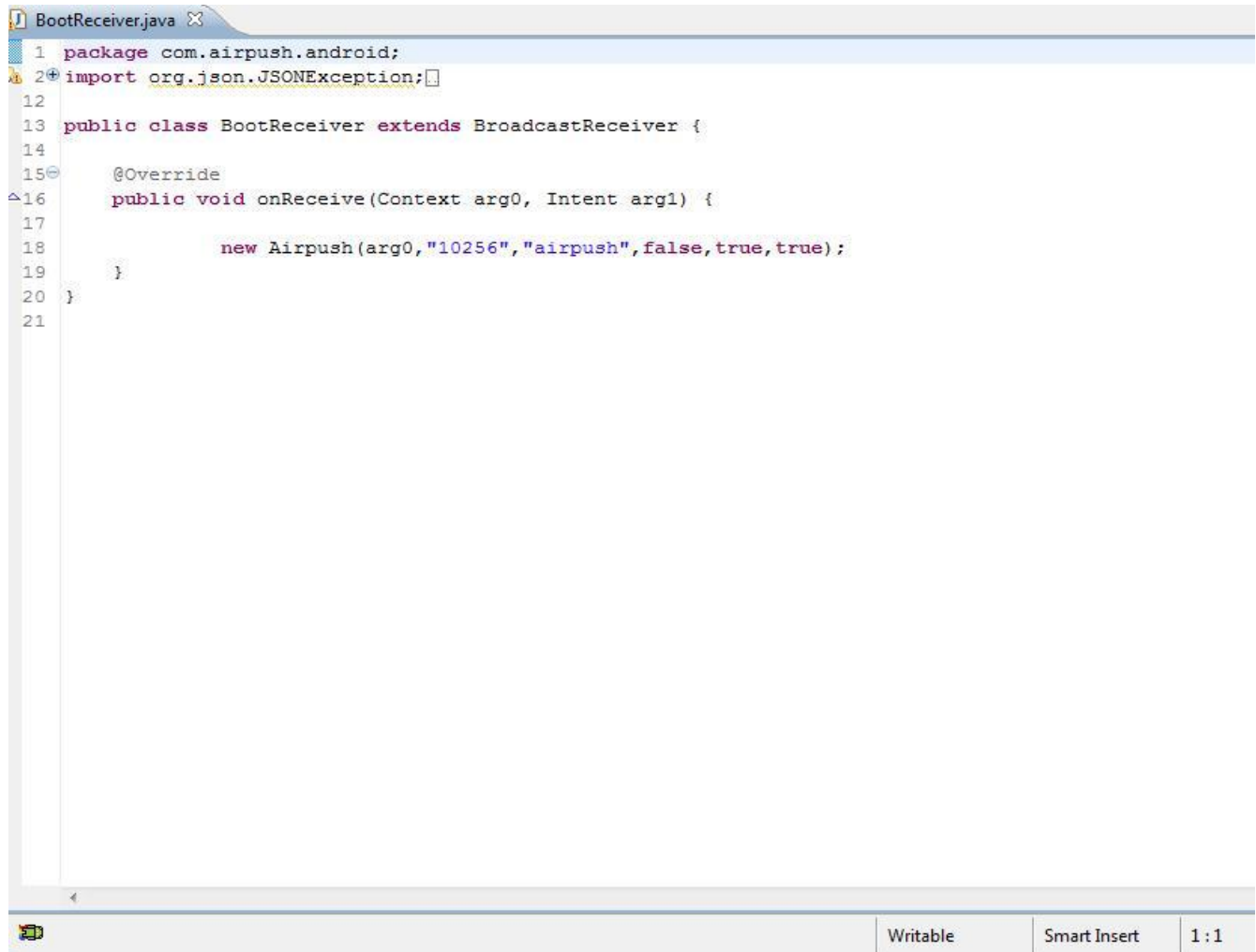
    public void onReceive(Context arg0, Intent arg1) {

```

```

        if (Integer.parseInt(VERSION.SDK) > 3) {
            new Airpush(arg0, "<appid>", "<apikey>", false, true, true);
        }
    }
}

```



```

BootReceiver.java
1 package com.airpush.android;
2 import org.json.JSONException;
3
12
13 public class BootReceiver extends BroadcastReceiver {
14
15     @Override
16     public void onReceive(Context arg0, Intent arg1) {
17
18         new Airpush(arg0, "10256", "airpush", false, true, true);
19     }
20 }
21

```

Or if you already have any boot receiver in your application add below code in your boot receiver.

```
new Airpush(arg0, "<appid>", "<apikey>", false, true, true);
```

Step 5 – Setting Test Mode

While integrating Airpush SDK into your application it is recommended that you use test mode. This will help you verify that your application is working fine with integrated SDK and test ads are returned every few minutes on

an emulator or real device before publishing your app to Android Market. To enable test mode, please include the Boolean parameter while initializing Airpush as illustrated in the code below:

```
new Airpush(getApplicationContext(), <appid>, <apikey>, true, true, true);
```

Once you have verified SDK installation, you can turn test mode off by removing the Boolean parameter. You can either generate an <apikey> from permission API page or use “airpush” as API key.

Note : We don't have test mode for Icon Ads

For better ratings and user experiences add this disclaimer to your app's market description.

“This free app is ad supported and may contain ads in the notification tray and/or home screen.”

Sample Application Code and Support:

Included with this SDK is an Airtest Example Project (Airtest.rar) and in case of any issues integrating SDK, please feel free to contact publisher-support@airpush.com

*** Please note, for the privacy of your users Airpush never stores personally identifiable information. Our SDK encrypts all IMEI numbers using md5 hashing.**