Overview

Airpush’s AirSDK 1.0 for Play Store is the first SDK specifically designed to comply with Google’s Play Store Developer Guideline revisions of August 2013. It includes the most effective in-app developer monetization tools that have ever been available to Android developers who choose to distribute their apps through the Google Play marketplace.

Package Name

Your package Name : **com.airdsp.buzztouch**

Ad Units

In-App Banner Ads

Rich Media Banner Ads

SmartWall showing AppWall, Advanced Overlay, and Video ad formats

There are 3 types of ad units available in this SDK. To enable and optimize each of these ad units, select the corresponding check box next to each ad unit in 'Step 2' of adding your app. Free weekly payments are available for each.

In-App Banner Ads

In-App Banner Ads are a staple of the mobile advertising world. Combined with the rest of Airpush's industry leading ad types, In-App Banner Ads enable Android developers to monetize their users at every point in their mobile experience and maximize their revenue.

Rich Media Banner Ads

Rich Media Ads enable advertisers to deliver interactive content that drives dramatically more engagement than traditional static ads. This results in superior user experiences and most importantly, industry leading eCPMs for developers.

SmartWall

SmartWall is a revolutionary new interstitial format that dramatically outperforms all other others on the market. SmartWall's patent-pending technology automatically mediates between Rich Media, Dialog, Video, AppWall, Advanced Overlays and more based on yield and network connection type

Installation Instructions

AirSDK 1.0 for Play Store contains the code necessary to install Airpush ads in your application. This wiki will guide you through a simple XML implementation.

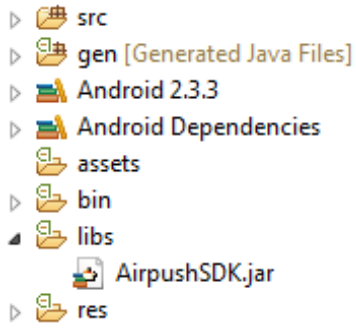
Airpush SDK Requirements:

1.JDK 1.6 or later
2.Android 2.1 or later

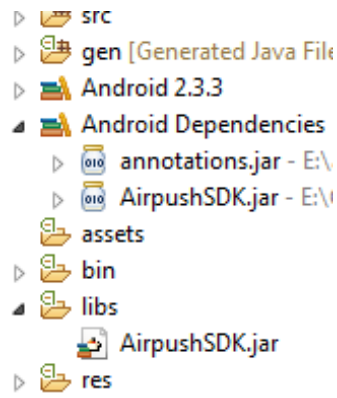
Step 1 - Adding the JAR

For Eclipse Projects: com.airdsp.buzztouch

If you're using ADT Plugin 18 or later, copy the **com.airdsp.buzztouch.jar** to the "libs" folder of your project and move on to step 2.



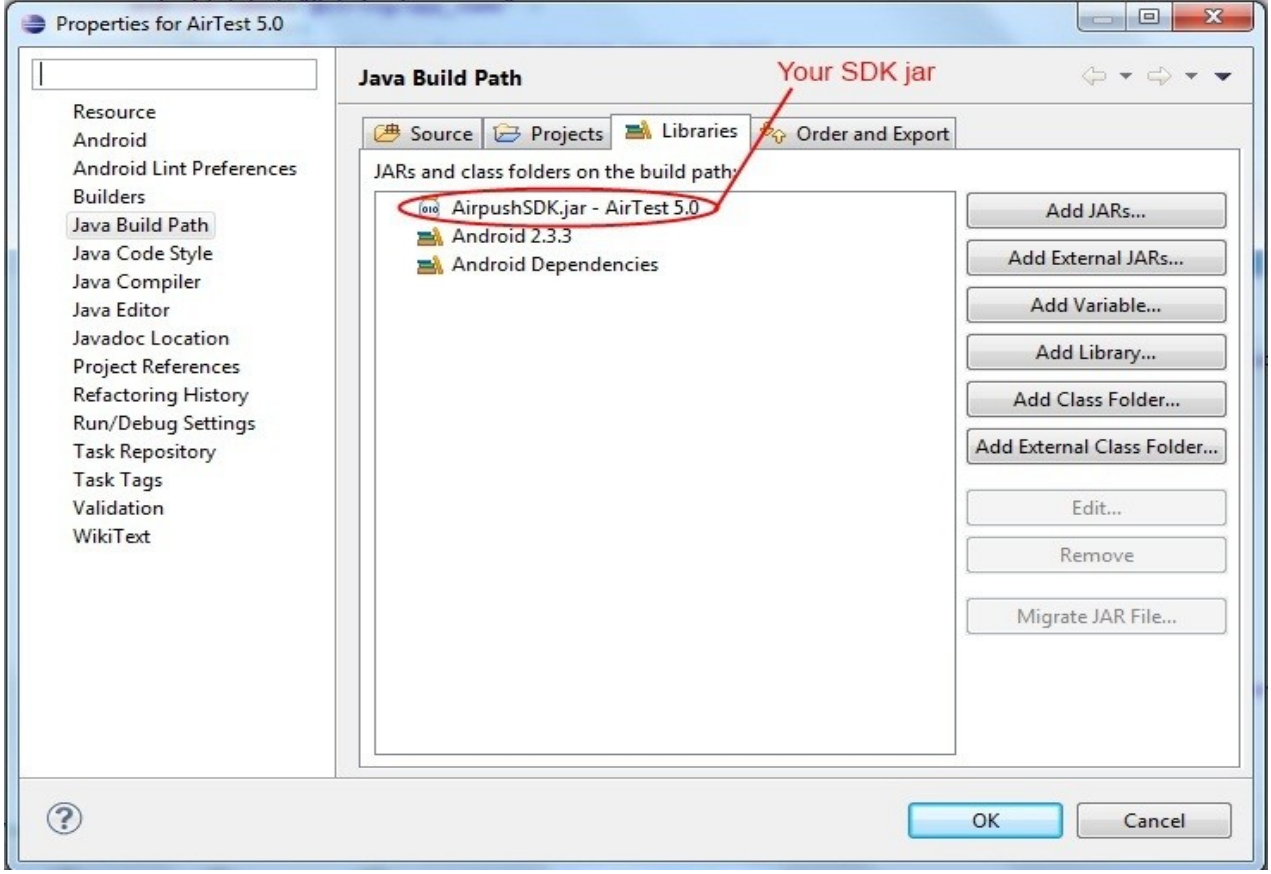
To verify whether it's added to your project, expand "Android Dependencies:"

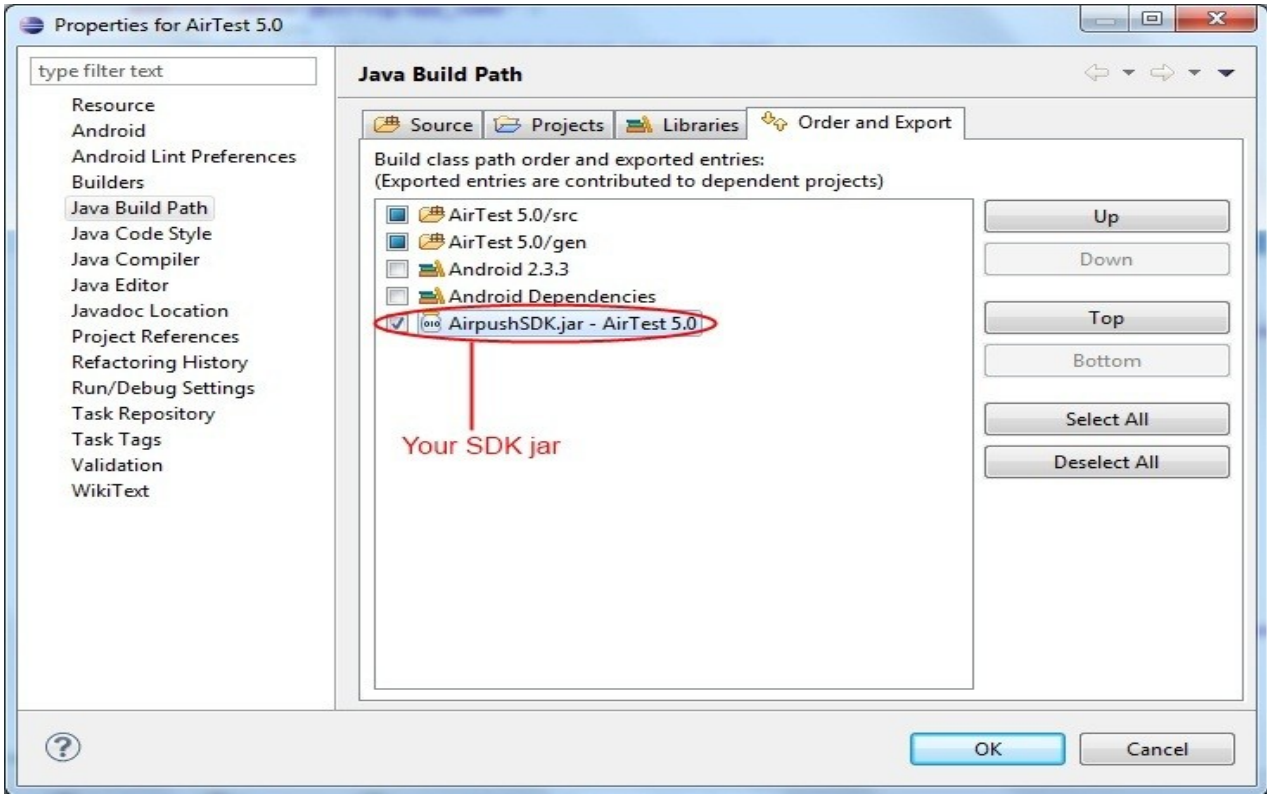


Use the option below if your ADT version is lower than 18.

Copy the **com-airdsp-buzztouch.jar** to your project's root directory.

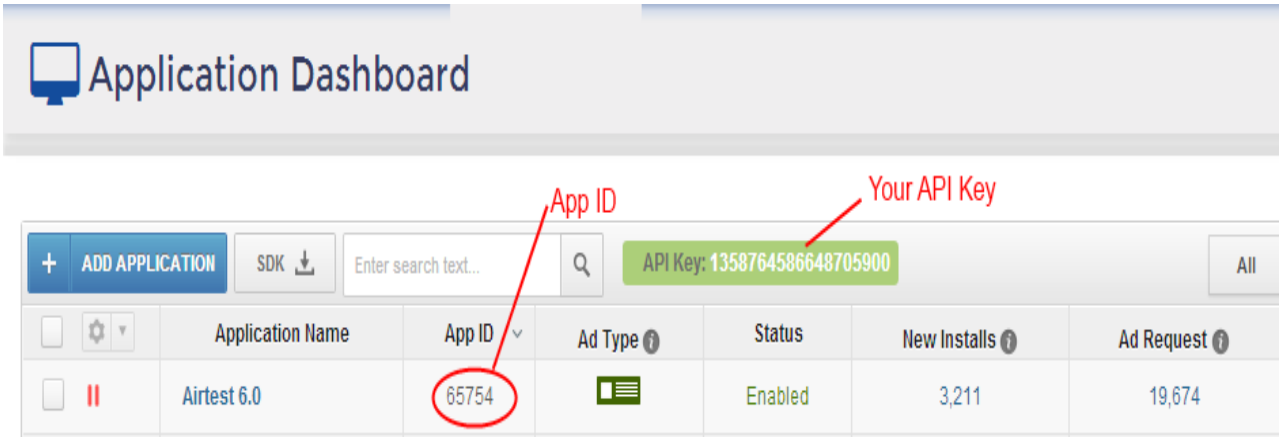
1.Right-click on your project from the Package Explorer tab and select "Properties"
2.Select "Java Build Path" from the left panel
3.Select the "Libraries" tab from the main window
4.Click on "Add JARs..."
5.Select the JAR that's been copied to the project's root directory
6.Click "OK" to add the SDK to your Android project
7.Select the "Order and Export" tab from the main window and check the SDK.





Step 2 - Editing Your Manifest File

First you'll need to note your Airpush <App Id> and <API Key>, which was given to you when registering your Android application on www.airpush.com. It's a numeric code that can be found by locating your app in the apps dashboard:



Just before the closing </application> tag of your AndroidManifest.xml file, you'll need to add the following:

1. Copy and paste the following XML

Placed just before the closing `</application>` tag:

Required declaration for all ads

```
<meta-data android:name="com.airdsp.buzztouch.APPID" android:value="<Your appId>"
/>
<meta-data android:name="com.airdsp.buzztouch.APIKEY"
android:value="android*<Your ApiKey>"/>
<activity android:exported="false"
android:name="com.airdsp.buzztouch.SmartWallActivity"
     android:configChanges="orientation|screenSize"
android:theme="@android:style/Theme.Translucent" />
```

Required activity for SmartWall, rich media and in-app banner ads.

```
<activity android:name="com.airdsp.buzztouch.BrowserActivity"
android:configChanges="orientation|screenSize" />
<activity android:name="com.airdsp.buzztouch.VideoAdActivity"
            android:configChanges="orientation|screenSize"
android:screenOrientation="landscape"
            android:theme="@android:style/Theme.NoTitleBar.Fullscreen" >
</activity>
```

2. Add The Following Permissions

Required permissions for all ads

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

Additional required permission for Video Ad.

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

This permission is required for Video Ad but it's optional for other ad formats.

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

Optional permissions

(We strongly recommend you to add the optional permissions to enhance your Application earnings)

```
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
```

Note: You do not need to add the above optional permissions if you are using Airpush COPPA complaint SDK. Please visit this link http://www.coppa.org for COPPA details.

Step 3 - Editing Your Main File

Inside "Activity," please add:

```
AirPlay airPlay=new AirPlay(this, null, false);
```

Example:

```
import android.app.Activity;
import android.content.Intent;
import android.os.Bundle;
import android.view.View;
import android.widget.Toast;

import com.airdsp.buzztouch.AdCallbackListener;  //Add import statements
import com.airdsp.buzztouch.AirPlay;

public class MainActivity extends Activity{
private AirPlay airPlay; //Declare AirPlay here
@Override
protected void onCreate(Bundle savedInstanceState)
{
     super.onCreate(savedInstanceState);
     setContentView(R.layout.ad);
     if(airPlay==null)
        airPlay=new AirPlay(activity, adCallbackListener, false);
}
```

Parameters

1.Activity activity
2.AdCallbackListener adCallbackListener
3.**boolean enablecaching** This parameter will enable caching for SmartWall Ads. When you will use a SmartWall ad call it cached the ad locally. To show the ad you need to call`airPlay.showCachedAd(this, adType);`.

Caching

This is a new feature which we have added it in this version for better user experience. You can cache an ad before displaying it to user. To enable cache pass the third parameter as `true`as mentioned above.

Example

```
if(airPlay==null)
airPlay=new AirPlay(activity, adCallbackListener, true);   // ad caching is
enabled

airPlay.startAppWall();   //this will start the AppWall ad but it will not show
you AppWall instantly.

@Override
public void onAdCached(AdType adType) {

//you will receive the information here if an ad is cached.

}
//now you can show the AppWall ad at any place within your app. You need to use
the following method:

airPlay.showCachedAd(this, AdType.appwall);
```

Note: You can use caching for Smartwall ad formats. Please use the above mentioned steps for caching;

Using SmartWall in your application:

Airpush's SmartWall is comprised of the following five sub Ad Formats:

1.Dialog Overlay Ad
2.AppWall Ad
3.Landing Page Ad
4.Rich Media Interstitial Ad
5.Video Ad

Airpush's ad server determines and displays the best sub-ad-format to maximize your revenue from Interstitial Ad Placements in your application. You just have to call the "airPlay.startSmartWallAd()" method wherever you want to show Airpush's Smartwall. For example: in the case of a gaming app, you can call "airPlay.startSmartWallAd()" between different levels and show a SmartWall app after a user clears each level. Airpush also offer flexibility for developers to choose a specific sub-ad-format from the above options to display by using the following methods within your code:

1.To start Overlay Dialog Ad: **airPlay.startOverlayAd();**
2.To start AppWall Ad: **airPlay.startAppWall();**
3.To start Landing Page Ad: **airPlay.startLandingPageAd();**
4.To start Rich Media Interstitial Ad: **airPlay.showRichMediaInterstitialAd();**
5.To start Video Ad: **airPlay.startVideoAd();**
Note: Although developers can choose to display a specific sub-ad-format, we highly recommend using the "airPlay.startSmartWallAd()" method which lets the Airpush ad server decide the best sub-format in order to maximize your earnings. We would also recommend showing Smartwall on App Launch and App Exit to maximize monetization. Here's sample code for showing Airpush's Smartwall on app exit:

If you want to show a SmartWall ad where the sub-format will be determined by SDK, please use the code below:

```
@Override
public void onBackPressed() {
    if (airPlay!=null) {
    airPlay.startSmartWallAd();
    }
super.onBackPressed();
}
```

For individual calls, use the below code:

```
@Override
public void onBackPressed() {
    if (airPlay!=null) {
        //Use only one from below.
        airPlay.startAppWall();
        airPlay.startOverlayAd();
        airPlay.startVideoAd();
        airPlay.startLandingPageAd();
        airPlay.showRichMediaInterstitialAd();
    }
```

```
 super.onBackPressed();
}
```

Note: This code can be used in the Activity file only.

If your application supports Android version 2.0 or below, please initialize the SDK as shown below:

```
if(android.os.Build.VERSION.SDK_INT >=7){
    AirPlay airPlay=new AirPlay(this, null, true);
    airPlay.startSmartWallAd();               //start smartwall ad.
}
```

4. AdCallbackListener:

In this SDK version we've added callback listeners for all ads, which can be called using the code below:

```
private AirPlay airPlay; //Declare Airpush here
     @Override
     protected void onCreate(Bundle savedInstanceState)
     {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.ad);
        if(airPlay==null)
        airPlay=new AirPlay(this, adCallbackListener, true);

     }

     AdCallbackListener adCallbackListener=new AdCallbackListener() {

        @Override
        public void onSDKIntegrationError(String message) {
        //Here you will receive message from SDK if it detects any integration
issue.
        }

        public void onSmartWallAdShowing() {
        // This will be called by SDK when it’s showing any of the SmartWall ad.
        }

        @Override
        public void onSmartWallAdClosed() {
        // This will be called by SDK when the SmartWall ad is closed.
        }

        @Override
        public void onAdError(String message) {
        //This will get called if any error occurred during ad serving.
        }
        @Override
        public void onAdCached(AdType arg0) {
        //This will get called when an ad is cached.

        }
     };
```

Step 4 - MRAID 2.0 and Banners

This version of the SDK supports IAB MRAID 2.0 compliant Rich Media ads and banner ads. To show these ads in your app, you'll need to add the following entry into your **layout.xml** file (app layout file).

```
<com.airdsp.buzztouch.AdView
xmlns:ap="http://schemas.android.com/apk/res-auto"
android:id="@+id/myAdView"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
ap:animation="fade"
ap:banner_type="inappad"
ap:placementType="interstitial"
ap:test_mode="false"
ap:canShowMR="false"
/>
```

banner_type: [String] There are three types of banner ads. You can use only one at a time, with the `"inappad"` banner type being the default.

1.**inappad:** Can show image/rich_media ads. If you want to show medium_rectangle banner also please use `canShowMR="true"`.
1.**canShowMR:** [Boolean] This will be used when `banner_type="inappad"`. If it's true then SDK can show medium rectangle banner.
2.**image:** Shows a banner with an image/text. Size[mobile: 320x50/468x60, tablet:728x90]
3.**medium_rectangle:** Shows an image banner of 300x250 size.
4.**rich_media:** Shows IAB MRAID 2.0 compliant Rich Media ads. To use this ad you need to provide “`placementType[String].`" There are two kinds of placement types:
1.**interstitial:** This shows an interstitial ad which is built using HTML5/JavaScript.
2.**inline:** This shows a banner with HTML5/JavaScript. Size[mobile: 468x60, tablet:728x90]
animation: [String] There are three kinds of animations which can be used to show these ads; [fade, top_down, left_to_right]. Fade is the default. This applies to banner ads only.

test_mode: [Boolean] This takes a boolean value.

You also need to place the **mraid_attrs.xml** file into your app's **res > values** folder. This file is included within the SDK download.

Use banner/Rich Media ads using Java code

```
/* AdView Class is same as View Class. You can use the Adview object as View
object. */
AdView adView=new AdView(this, AdView.BANNER_TYPE_IN_APP_AD,
AdView.PLACEMENT_TYPE_INTERSTITIAL, false, false,
     AdView.ANIMATION_TYPE_LEFT_TO_RIGHT);
     adView.setAdListener(this);
```

Please check Airtest project for more details

Use MRAID Ad Callback Listener

You can use the code below in your Activity file:

```
@Override
protected void onCreate(Bundle savedInstanceState)
{
     super.onCreate(savedInstanceState);
     setContentView(R.layout.ad);
     AdView adView=(AdView)findViewById(R.id.myAdView);
     adView.setAdListener(adlistener);
}
AdCallbackListener.MraidCallbackListener adlistener = new
AdCallbackListener.MraidCallbackListener() {

     @Override
     public void onAdClickListener()
```

```
     {
     //This will get called when ad is clicked.
     }

     @Override
     public void onAdLoadedListener()
     {
     //This will get called when an ad has loaded.
     }

     @Override
     public void onAdLoadingListener()
     {
     //This will get called when a rich media ad is loading.
     }

     @Override
     public void onAdExpandedListner()
     {
     //This will get called when an ad is showing on a user's screen. This may
cover the whole UI.
     }

     @Override
     public void onCloseListener()
     {
     //This will get called when an ad is closing/resizing from an expanded
state.
     }

     @Override
     public void onErrorListener(String message)
     {
     //This will get called when any error has occurred. This will also get
called if the SDK notices any integration mistakes.
     }
     @Override
      public void noAdAvailableListener() {
        //this will get called when ad is not available

        }
};
```

[edit]Using Progaurd

Keep options required for AirPlay SDK 1.0

```
# To enable ProGuard in your project, edit project.properties
# to define the proguard.config property as described in that file.
#
# Add project specific ProGuard rules here.
# By default, the flags in this file are appended to flags specified
# in ${sdk.dir}/tools/proguard/proguard-android.txt
# You can edit the include path and order by changing the ProGuard
# include property in project.properties.
#
# For more details, see
#   http://developer.android.com/guide/developing/tools/proguard.html

# Add any project specific keep options here:


-optimizationpasses 5
```

```
-dontusemixedcaseclassnames
-dontskipnonpubliclibraryclasses
-dontpreverify
-verbose
-optimizations !code/simplification/arithmetic,!field/*,!class/merging/*
-keepattributes *Annotation*

-injars      bin/classes
-injars      libs
-outjars     bin/classes-processed.jar

-keep public class * extends android.app.Activity
-keep public class * extends android.app.Application
-keep public class * extends android.app.Service
-keep public class * extends android.content.BroadcastReceiver
-keep public class * extends android.content.ContentProvider
-keep public class * extends android.preference.Preference


-keepclassmembers class **.SmartWallActivity$AppWall$JavaScriptInterface
 {
   *;
 }

 -keepclassmembers class **.MraidView$JavaScriptInterface
 {
   *;
 }
-keepclassmembers class **.OverlayAd$JavaScriptInterface
 {
   *;
 }
-keepclasseswithmembernames class *
 {
    native <methods>;
 }

 -keepclasseswithmembers class *
  {
    public <init>(android.content.Context, android.util.AttributeSet);
  }

 -keepclasseswithmembers class *
  {
    public <init>(android.content.Context, android.util.AttributeSet, int);
  }

  -keepclassmembers enum *
  {
    public static **[] values();
    public static ** valueOf(java.lang.String);
  }

  -keep class * implements android.os.Parcelable
   {
     public static final android.os.Parcelable$Creator *;
   }

   -keepclasseswithmembers class **.R$**
   {
    public static <fields>;
   }
```

```
-keep class * extends android.view.View
 {

       public <init>(android.content.Context);
       public <init>(android.content.Context, android.util.AttributeSet);
       public <init>(android.content.Context, android.util.AttributeSet, int);
       void set*(***);
        *** get*();
 }

-keepclassmembers class *
 {
         static final %               *;
         static final java.lang.String *;
 }


     -keepattributes SetJavaScriptEnabled
     -keepattributes JavascriptInterface
     -keepattributes InlinedApi
```

Note: If you are using lower Android version for your app then please add the following line in above.

```
-dontwarn com.airdsp.buzztouch.**
```

Important Instructions

•For the best experience, please use the latest Android API as the build target.
•If you are upgrading/updating the SDK, please don't forget to clean & build the project after completing all steps successfully.
•Please enable the Smartwall ad type for your application under your account within the Airpush Portal to utilize our Interstitial Ads.

Sample Application Code and Support:

Included with this SDK is an AirSDK Example Project (AirSDK Test), and in case of any issues integrating the SDK, please feel free to contact publishersupport@airpush.com.

Note: For the privacy of your users, Airpush never stores personally identifiable information. Our SDK encrypts all IMEI numbers using md5 hashing.