



AdView

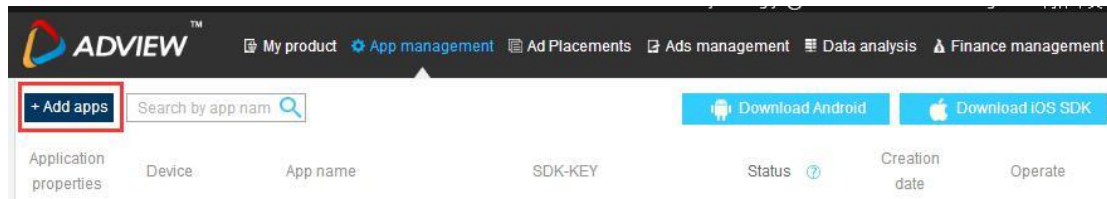
SDK Specification

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I . Register and get the SDK key

1. Sign up at AdView website <http://www.adview.cn> or <http://www.adview.com>
2. Add apps



3. Fill in the required information, please select the right ad format, otherwise you cannot get any ads.

4. Select AdViewBID and turn on the switch, enter 100% in capacity, Save and click Next

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5. Wait for AdView's approval to get formal ads

Add app information

choose ad platform

Download SDK/Get links

1

2

3

SDK-KEY

Congratulations, you have successfully added 123

AdView SDK-KEY of the app: **SDK20171520031256r9og9u7kf3n**

CopyID

Please save the AdView SDK-KEY of your app, you need to copy it to the application code.

In order to guarantee your ad is not affected when the network is broken or AdView server is down and other extreme circumstances, AdView recommends you add an "offline profile file" while integrating AdView SDK. Please export your offline configuration file below, the configuration files are only available for banners, and add it to app source code according to the explanation in the SDK documentation.

[Offline configuration file download >>](#)

6. If you need video or native ads, go to ad placements model to create ad placement ID.

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Create Ad Placement

App Name: *

Please Select

Name: * example: app_name+position+style

Type: ☒ Banner ☐ Interstitial screen ☐ Open screen ☐ Native/Information ☐ video

Banner AD space is temporarily allocated by AdView system, with a size of 320x50, and one application temporarily supports only one banner AD space

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II. Add the SDK

1. Download AdViewBidSDK_Android-x.x.x.zip
- 2 . Add **AdViewSDK_Android.jar** 、 **android-support-v4.jar** to your application project.

III. Add permissions and declare code

<!--AdView SDK mandatory or important permissions, Users need to add -->

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

**<!--You must add the following code, otherwise it will invalidate
the click-- >**

```
<activity  
    android:name="com.kuaiyou.video.vast.activity.VASTAdActivity"  
    android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|uiMode|sc  
reenSize|smallestScreenSize"  
    android:hardwareAccelerated="true" >  
  
</activity>  
  
<service android:name="com.kyview.DownloadService" />  
<activity android:name="com.kyview.AdviewLandingPage" />  
<activity android:name="com.kyview.AdActivity" />
```

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IV. Integrated SDK

1. banner code generation (Single request mode)

```
// Initialize banner (Incoming parameters followed by context, sdkKey, whether to refresh )
AdViewBannerManager adViewBIDView = new
AdViewBannerManager (context,sdkKey, true);

// Set whether to turn on the ads off function
adViewBIDView.setShowCloseBtn(false)
);

// Set the ad switching time (seconds), if you do not set the default does not
automatically switch ads,
adViewBIDView.setRefreshTime (15)
// Set the animation when the ads automatically switch
adViewBIDView.setOpenAnim(true);
// Set the monitor callback
adViewBIDView.setOnAdViewListener (this);
```

1.1 banner ad interface description

```
public interface AdViewBannerListener{
    /**
     * This function is called when the ad
     clicks. */
    void onAdClicked();
    /**
     * This function is called when the ad is
     displayed. */
    void onAdDisplayed();
    /**
     * This function is called when the ad is
     received. */
    void onAdReceived();
    /**
     * This function is called when an ad request
     fails. */
    void onAdFailedReceived(String error);
    /**
```

```
* This function is called when the ad is  
closed. */  
void onAdClosed();  
}
```

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2. Interstitial code generation

```
// Instl initialization (incoming parameters followed by Context, sdkKey, whether it  
can be closed)  
AdViewInstlManager adInstlBIDView= new AdViewInstlManager (context, sdkKey,  
true);  
  
// Set the monitor callback  
adInstlBIDView. setOnAdViewListener (this);  
  
// Initialize the layout of the inserted screen when the ad is successfully received  
@Override  
public void onAdReceived() {  
    // At this point you can call the show insert screen method  
    adInstlBIDView.showInstl(context)  
    // If you use a custom splash screen, such as the back-screen ads can use the following  
methods to get the ad view, custom display  
    //adInstlBIDView.getDialogView();  
}
```

2.1 Interstitial interface description

```
public interface AdViewInstlListener{  
    /**  
     * This function is called when the ad  
     clicks. */  
    void onAdClicked();  
    /**  
     * This function is called when the ad is  
     displayed. */  
    void onAdDisplayed();  
    /**  
     * This function is called when the ad is  
     received. */  
    void onAdReceived();  
    /**  
     * This function is called when an ad request  
     fails. */  
    void onAdFailedReceived(String error);  
    /**  
     * This function is called when the ad is  
     closed. */  
}
```

```
void onAdClosed();  
}
```

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3. Opening screen code generation

```
// Initialize Instl (incoming parameters followed by Context, sdkKey, the need to display the outer layout of the open-screen ad)
AdViewSpreadManager adViewBIDSpread = new AdViewSpreadManager
(context,sdkKey,parentView);

// Set the top countdown notification method, the default does not notify
adViewBIDSpread.setSpreadNotifyType(AdViewSpreadManager.NOTIFY_COUNTER_
NULL);

// Set open screen advertising logo
adViewBIDSpread.setLogo(logoDrawable);

// Set the background color of the open screen ad
adViewBIDSpread. setBackgroundColor (backgroundColor);

// Set the open screen ads monitor callback
adViewBIDSpread. setOnAdViewListener (this);
```

The top notification settings of opening screen

Enum name	description	Constant value
NOTIFY_COUNTER_NULL	Do not show any countdown tips	0
NOTIFY_COUNTER_NUM	After setting the top shows countdown	1
NOTIFY_COUNTER_TEXT	After setting the top of the display as a skip button (after the specified show time will appear)	2
NOTIFY_COUNTER_CUSTOM	After setting will call onAdNotifyCustomCallback (), in which you can customize the notification style	3

3.1 Open screen advertising interface instructions

```
public interface AdViewSpreadListener{
    /**
     * This function is called when the
     * ad clicks. */
```

```
void onAdClicked();  
/**  
 * This function is called when the ad is  
 * displayed. */
```

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```
void onAdDisplayed();
/**
 * This function is called when the ad is
 * received. */
void onAdReceived();
/**
 * This function is called when an ad request
 * fails. */
void onAdFailedReceived(String error);
/**
 * This function is called when the ad is
 * closed. */
void onAdClosed();
/**
 * This function is called when the show time is about to
 * close. */
void onAdSpreadPrepareClosed();
/**
 * User cancels
 * display */
void onAdClosedByUser();
/**
 * Custom
 * callbacks */
void onAdNotifyCustomCallback(int ruleTime,int delayTime);
}
```

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4. Native ads generation

```
// Initialization of native ads (incoming parameters followed by Context, sdkKey,  
advertising id, monitoring interface)  
AdViewNativeManager adViewNative = new AdViewNativeManager (this, appId,  
posId, nativeAdCallBcak);  
// Request advertisement (optional parameter: number of advertisement)  
adViewNative.requestAd();  
nativeBean = (HashMap) nativeAdList.get(0);  
// Report display  
adViewNative.reportImpression((String) nativeBean.get("adId"));  
// Click to report the incoming parameters for the current ad id -> corresponding map adId  
field  
adViewNative.reportClick((String) nativeBean.get("adId"));  
    (int)event.getX(), (int)event.getY());
```

4.1 Native ad interface instructions (Native ads only)

```
public interface AdViewNativeListener {  
    /**  
     * This function is called when the ad request is  
     * successful. */  
    public void onNativeAdReceived(List<HashMap> nativeAdList);  
    /**  
     * This function is called when an ad request  
     * fails. */  
    public void onNativeAdReceiveFailed(String errorCode);  
    /**  
     * Download progress status  
     * code. */  
    public void onDownloadStatusChange(int arg0);  
}
```

4.2 Native ad field description

Field	type	Description
adIcon	String	Icon picture link
adImage	String	Big picture data picture

		link
title	String	Ad title
description	String	Ad description content

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sec_description	String	Supplementary ad description text
adFlagLogo	String	Logo
imageWidth	int	Big picture width
imageHeight	int	Big picture high
iconWidth	int	Icon wide
iconHeight	int	Icon high

* The first four bold fields are the key ones

5. Video ads generation

```

/* Common non-patch advertising methods used:
    // Initialize video ads (incoming parameters followed by Context, sdkKey,
advertising id, monitoring interface, is the patch)
    AdViewVideoManager videoManager = new AdViewVideoManager(this, appId,
posId, adViewVideoInterface, false);
    // This method is called when the ad is loaded to show video ads
    videoManager.playVideo(context);

```

5.1 Video ad interface description (video ads only)

```

public interface AdViewVideoListener {
    /**
     * This function is called when the ad request is
     successful. */
    public void onReceivedVideo(String vast);
    /**
     * This function is called when an ad request
     fails. */
    public void onFailedReceivedVideo(String errorCode);
    /**
     * Called when the video ad is ready, after which video shows can be
     made */
    public void onVideoReady();
    /**
     * Called when video ads start
     playing */
    public void onVideoStartPlayed();
}

```

/**

** Called when video ads have*

*ended */*

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```
    public void onVideoFinished();  
    /**  
     * Called when the video ad is  
     closed */  
    public void onVideoClosed();  
    /**  
     * Called when the video ad is playing  
     incorrectly */  
    public void onPlayedError(String error);  
}
```

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V.FAQ

1. What should I do if I want ProGuard app

AdView call ads dynamically, no need to make it ProGuard, the basic advertising company code has been independently ProGuard, if it's needed, you can add below at the beginning of proguard.cfg, more details please refer to the sample code (the code below can

```
be copied in the sample): -dontwarn
-keep public class com.kyview.** {*; }
-keepclassmembers class * {public *;}
-keep public class com.kuaiyou.**.* {*; }
-optimizationpasses 5
-dontusemixedcaseclassnames
-dontskipnonpubliclibraryclasses
-dontpreverify
-verbose
```

At present Adview SDK support proguard 4.6 above version, developers can download at proguard official website <http://sourceforge.net/projects/proguard/files/proguard/> If you want to upgrade, then replace the new version with t"android-sdk-windows \ tools \ proguard"

2. Who should I contact with if any questions?

Log in AdView website, service email, customer service hotline, corporate QQ customer are available at the bottom of the page.

CONTACT US

China office

Beijing: Chaoyang District
Wangjing Fu Tong East Street,
No. 1 Wangjing SOHO tower 3,
layer 45 , Beijing, China

QQ : 4000-1314-00

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