



Android SDK v 1.0
SDK Integration Guide
Advertisers



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Introduction

This document outlines the Android SDK v1.0 that allows tracking installations of android applications.

The current version of the Android SDK is compatible with Android 2.3 and above.

Tracking installations is very accurate and always done in background (asynchronous mode) to make sure that it will not slow down your application's performance.

1. Download Android SDK

Download the Ad4game Android SDK for advertisers. Decompress the zip file and extract the files to your development computer. The Ad4game Android SDK is provided as a single java JAR file (**AndroidSDKTracker.jar**), making it easy to include in your Android project.

2. Install the Android SDK

Add **AndroidSDKTracker.jar** to your Android project's build path.

If you are using Eclipse, right click on your **project folder -> Properties -> Java Build Path -> Libraries -> Add JARs**. (As of ADT 17.0, you can simply place **AndroidSDKTracker.jar** in a folder called "libs" in your project directory and Eclipse will automatically include the jar as part of the build under the classpath container "Android Dependencies") .

3. Configure AndroidManifest.xml

The SDK requires the following permissions. Put these in before closing the manifest tag.

Internet Permission (Mandatory):

The Internet permission is required to connect to ad4game servers.

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



Wifi State Permission (Mandatory):

This permission enable the SDK to access information about whether you are connected to a Wi-Fi network and obtain the device's MAC address.

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

Connection State Permission (Mandatory):

This permission enable the SDK to track installations when the user is connected to internet.

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

The SDK requires setting up a Tracker receiver in your Android manifest. Put this receiver inside your application tags.

Unique Device Identifier (Mandatory):

Allows the SDK to get a unique id per device.

```
<service android:name="org.openudid.OpenUDID_service">  
  <intent-filter>  
    <action android:name="org.openudid.GETUDID" />  
  </intent-filter>  
</service>
```

Install Referral (Mandatory):

Gives the SDK access to the install referrer value from Google Play Store.

```
<receiver android:name="com.mypackage.MyReceiverClass" android:exported="true">  
  <intent-filter>  
    <action android:name="com.android.vending.INSTALL_REFERRER" />  
  </intent-filter>  
</receiver>
```



You need to create your ReceiverClass as follow:

yourReceiverClass extends the **BroadcastReceiver**. Inside the **onReceive** method, you need to instantiate the **A4GTracking** class, and then call the **trackInstall** method which has these parameters trackerID, context and intent.

```
public class MyReceiverClass extends BroadcastReceiver{
    @Override
    public void onReceive(Context context, Intent intent) {
        //Begin of tracking installs
        A4GTracking a4g = new A4GTracking(context);
        a4g.trackInstall("yourTrackerID", context, intent);
        // End of tracking installs
    }
}
```

In your **onCreate** method, you need to instantiate the **A4GTracking** class to allow you to call the functions from the AndroidSDKTracker.

```
public class MyActivity extends Activity {
    @Override
    protected void onCreate(Bundle savedInstanceState) {
        super.onCreate(savedInstanceState);
        setContentView(R.layout.activity_main);

        //Begin of tracking installs
        //Instantiate the A4GTracking class
        A4GTracking a4g = new A4GTracking(getApplicationContext());
        a4g.trackInstall("yourTrackerID", getApplicationContext(), null);
        // End of tracking installs
    }
}
```