

# AdMob Adapter Installation

iOS Admob Adapter Installation

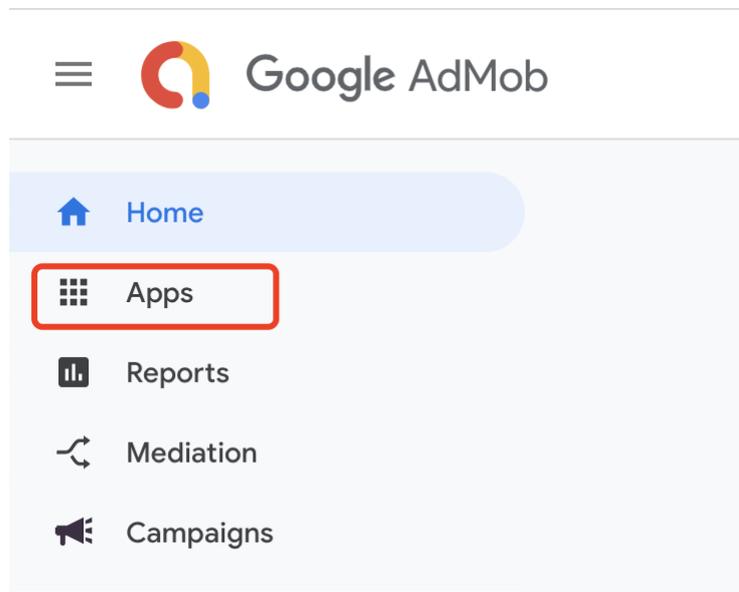
## Adding AdView to AdMob

### Step 1: Login to your AdMob account and configure AdView

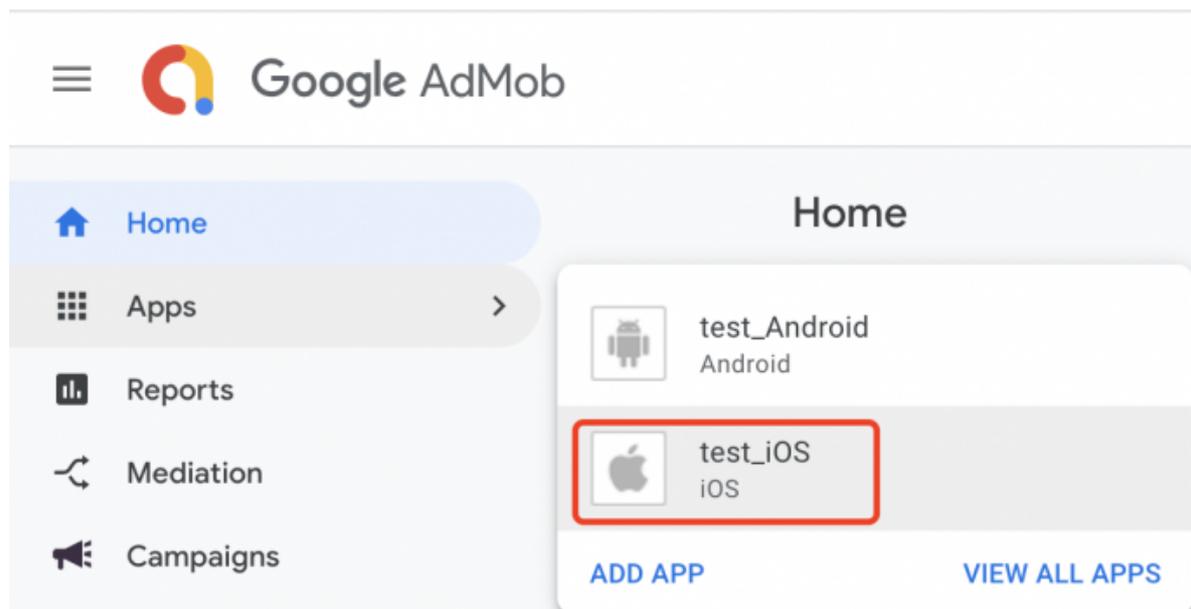
As explained above, you must have a AdMob account, and an associated app within this account, in order to integrate AdView.

### Step 2: Select your app and click to monetize it

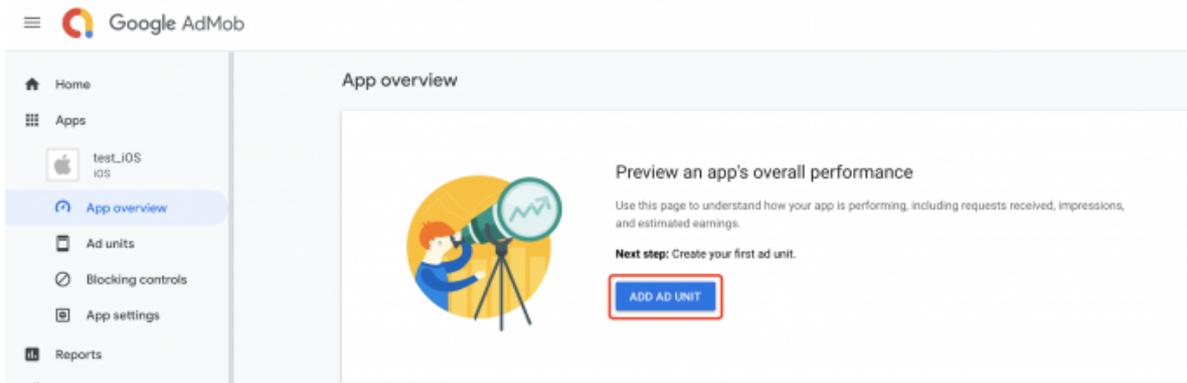
Within your AdMob account, press the 'Apps' tab



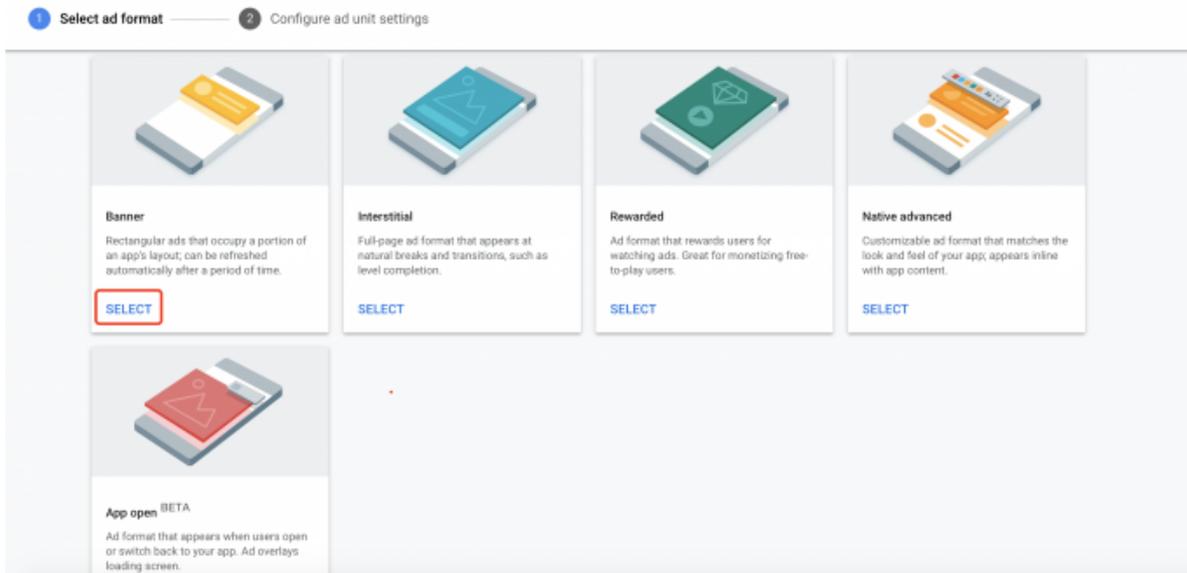
AdView must be integrated as a custom event. If your app does not have a ad unit yet, you should create a new ad unit by clicking on your app's name:



After clicking on your app's name, you will need to click the "New ad unit" button



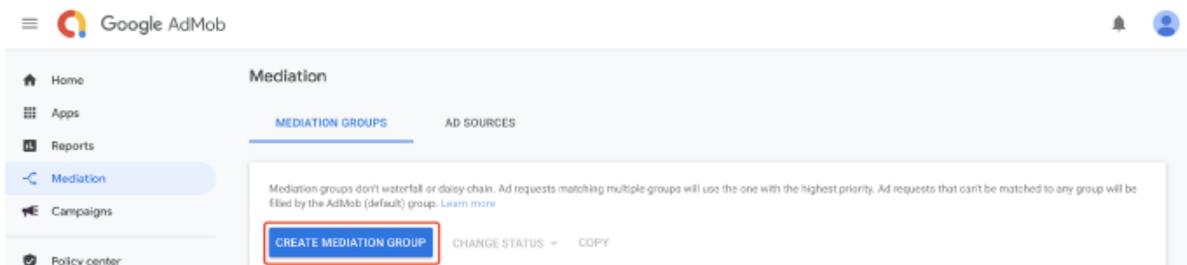
Provide a name for your new ad unit. After making the device type selection, you should choose a format that you need to installation:



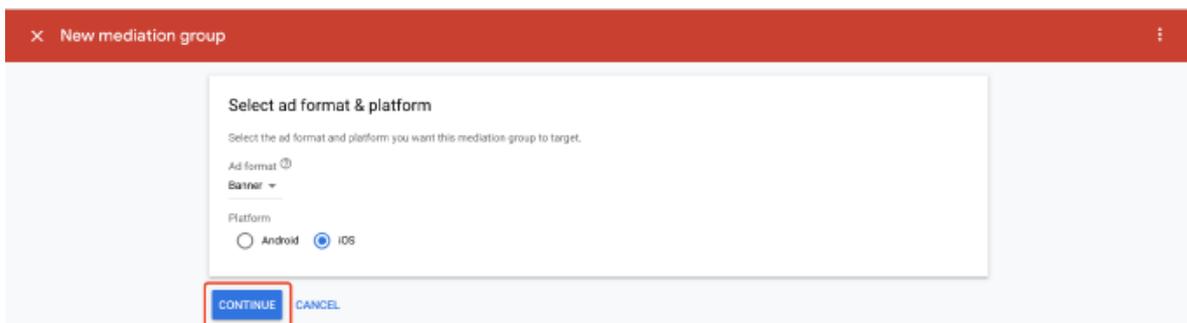
note: create MREC AD unit, you need select "Banner". The configuration is the same as Banner.

### Step 3: Create Mediation group for your ad placement

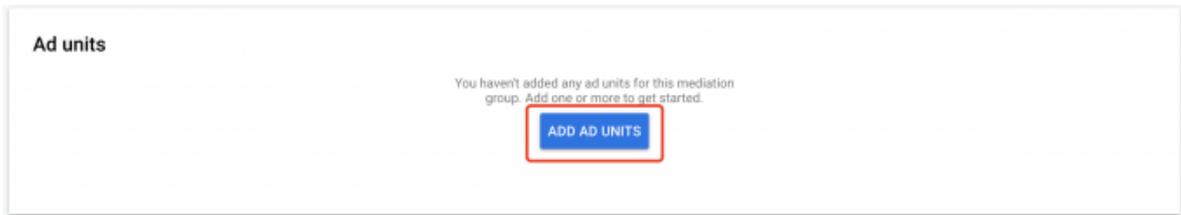
Within your AdMob account, press the 'Mediation' tab, and click "Create Mediation group".



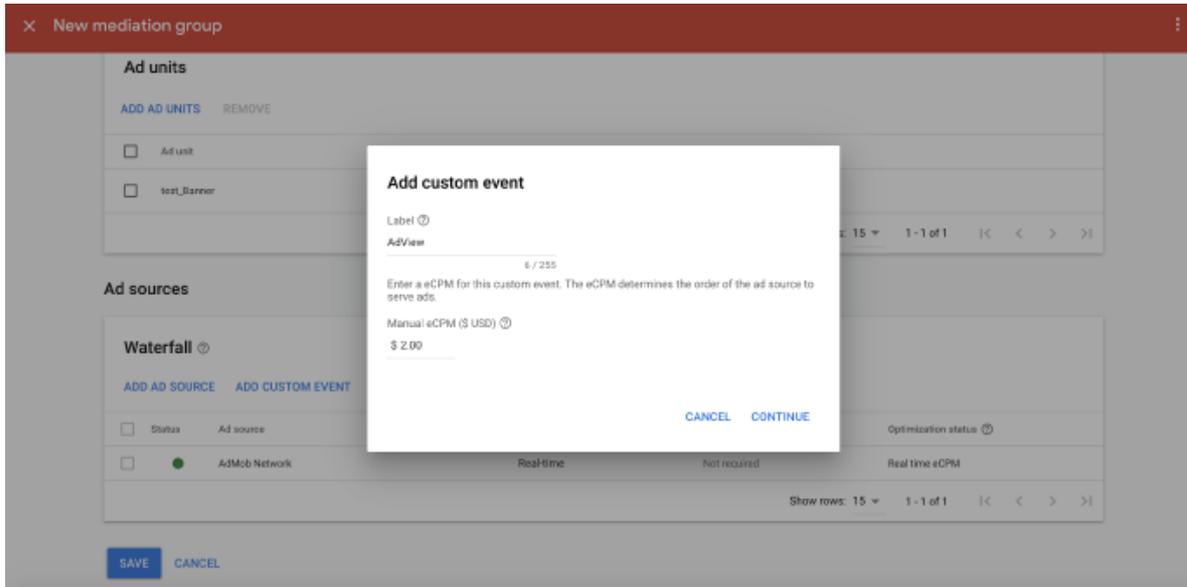
Then click "CONTINUE"



At this time, please provide a Mediation group name for your new Mediation group, then you need click"ADD AD UNITS"



AdView must be integrated as a custom event,so please click Add Custom Event.When you finish write Label and eCPM click continue

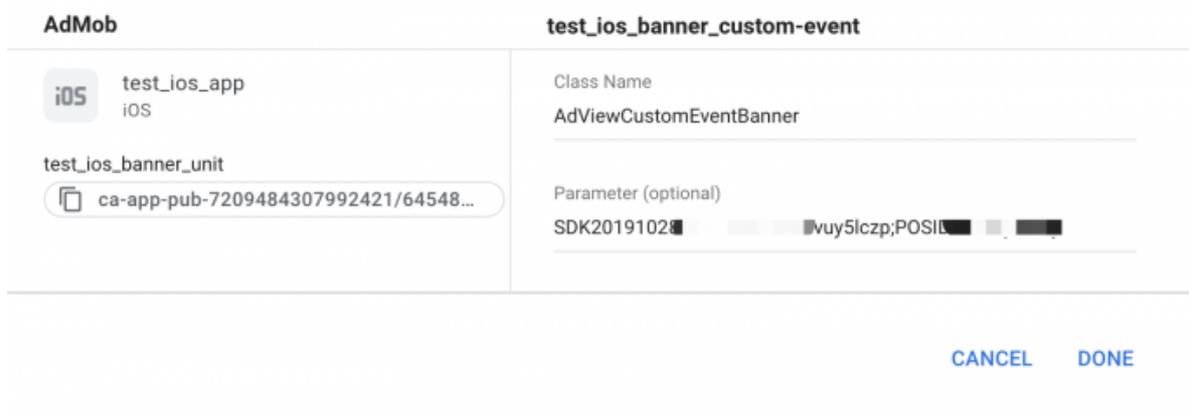


Add the following class to the "Class name" section for your ad unit.

Please note that for different types of ad unit, you need to set a different class, following are the classes corresponding to different ad unit types:

### Map ad units: test\_ios\_banner\_custom-event

Map your ad units to this custom event. ?



**Banner Class Name:**

AdViewCustomEventBanner

**MREC Class Name:**

AdViewCustomEventBanner

Interstitial Class Name\*\*:

AdViewCustomEventInterstitial

**Reward video Class Name:**

AdViewCustomEventRewarded

**Native Class Name:**

AdViewCustomEventNative

It is mandatory to add your AdView appId (SDK-KEY) and placement ID (posId) to the "Parameter(optional)" section.

AdView appId (SDK-KEY);AdView placement ID (posId)

Now click 'DONE' and 'SAVE'

**Ad sources**

**Waterfall** ⓘ

[ADD AD SOURCE](#) [ADD CUSTOM EVENT](#) [CHANGE STATUS](#) ▾

<input type="checkbox"/>	Status	Ad source	Order (by eCPM) ⓘ	Ad unit mapping ⓘ	Optimization status ⓘ
<input type="checkbox"/>	●	AdMob Network	Real-time	Not required	Real time eCPM
<input type="checkbox"/>	●	adview ✎	\$10.00 ✎	<a href="#">Edit</a>	Not supported

Show rows: 15 ▾ 1 - 2 of 2 |< < > >|

**SAVE** CANCEL

Now you have completed the setup, and only need simple integration to display AdView ads.

## AdMob Adapter Installation

iOS AdMob Adapter Installation

# Step 1: Get the file with the adapter

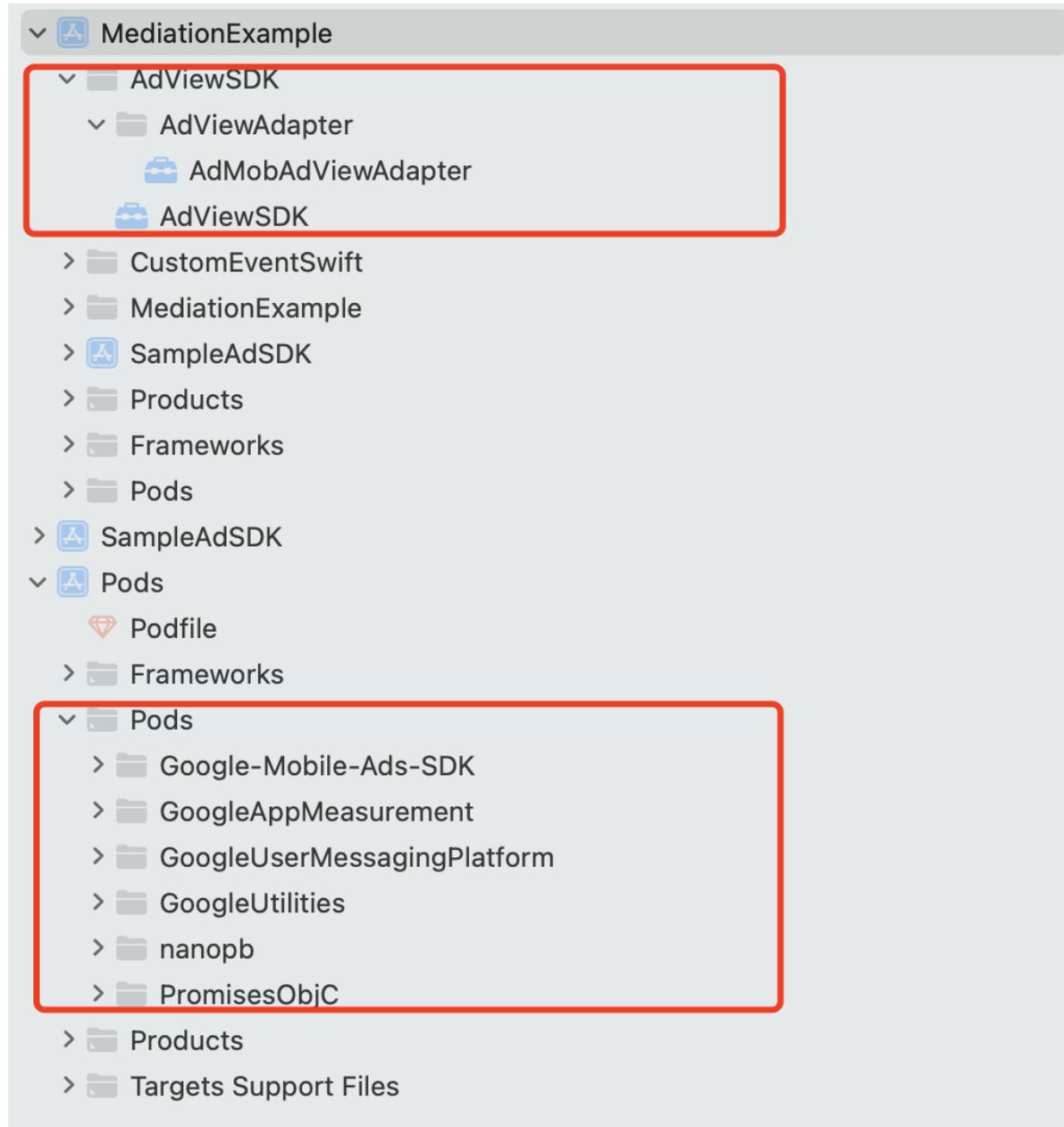
## Manual SDK Download

When you see this document, you should have obtained the following documents:

- AdViewAdapter file
- AdMob-AdViewAdapter-Example file

Add the AdViewSDK folder & AdViewSDK & AdMobSDK

Add AdViewSDK.xcframework in Build Phases - Embed Frameworks.



Otherwise please contact your AM or [partner@adview.com](mailto:partner@adview.com).

## CocoaPods

The easiest way to add adapter to you application is CocoaPods. Just add the following dependency to your Podfile:

```
pod 'AdMobAdViewAdapter'
```

Then from the command line run:

```
pod install --repo-update
```

If you're new to CocoaPods, see their [official documentation](#) for info on how to create and use Podfiles.

## Step 2: Use AdMob sdk to display ADs

[AdMob quick-start](#)

Follow the steps described in the Google Mobile Ads documentation for [banner ads](#).(contain mrec ads: adSize set GADAdSizeMediumRectangle)

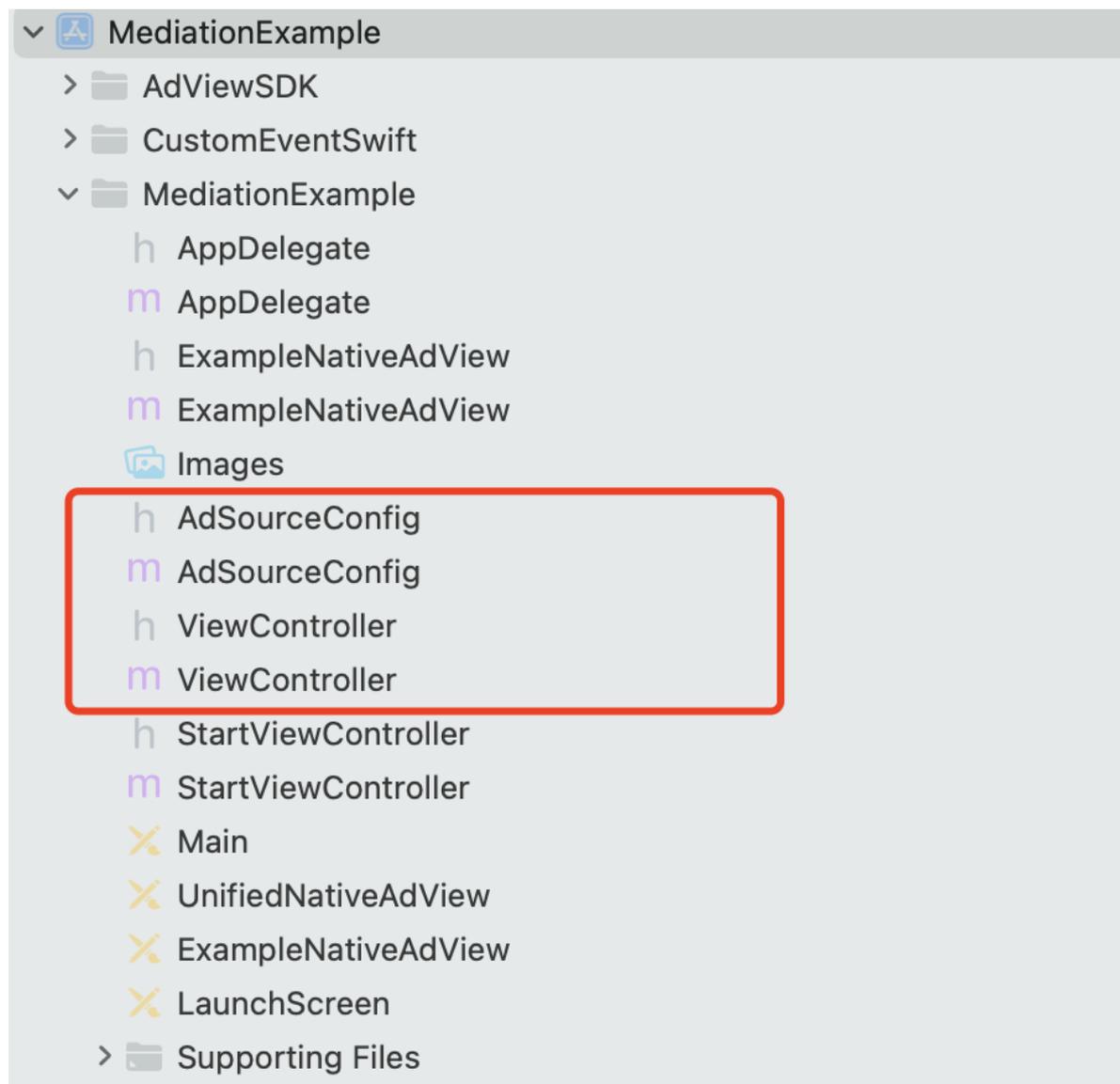
Follow the steps described in the Google Mobile Ads documentation for [interstitial ads](#).

Follow the steps described in the Google Mobile Ads documentation for [rewarded ads](#).

Follow the steps described in the Google Mobile Ads documentation for [Native ads](#).

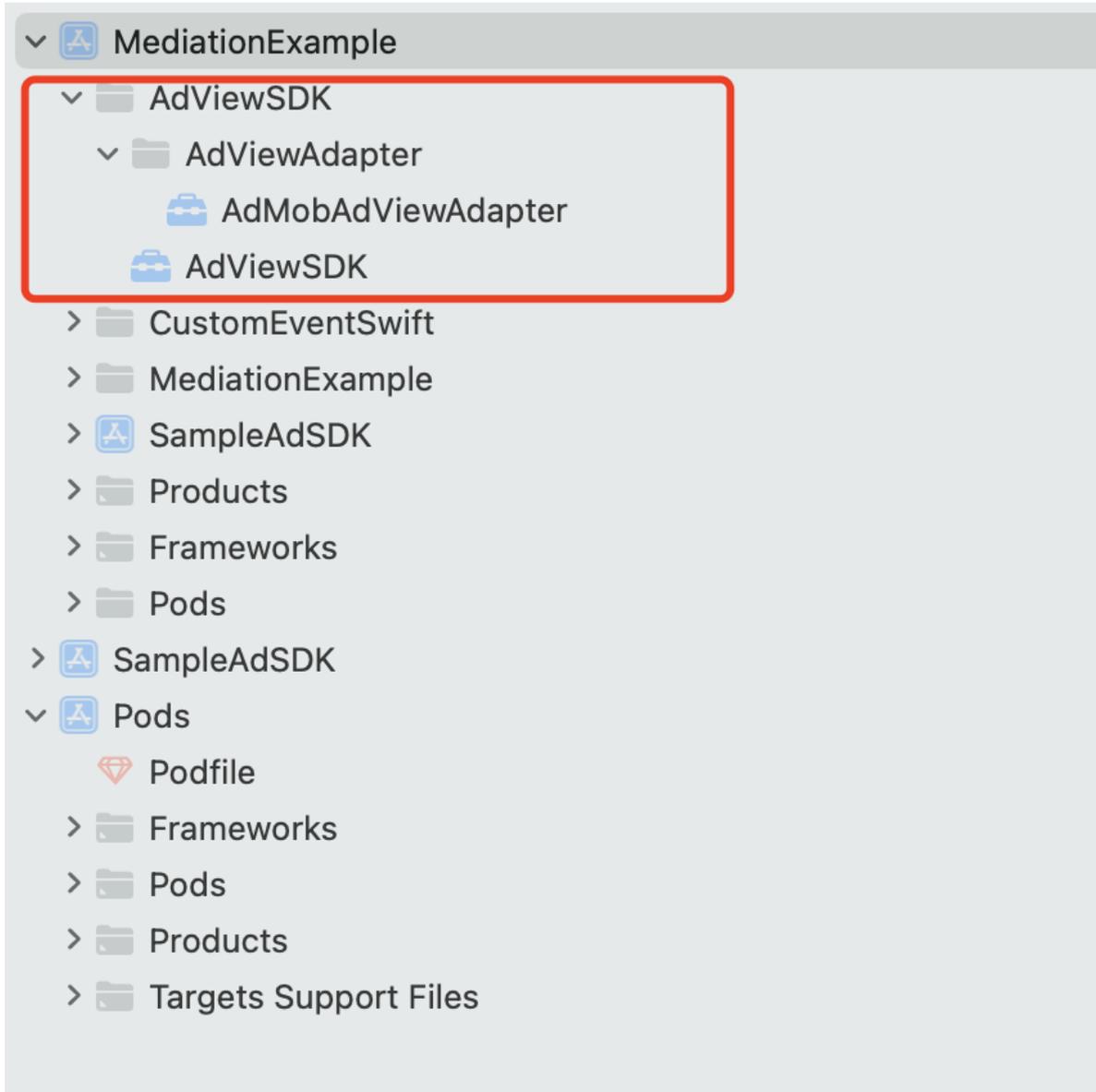
Or refer to the demo:

It include banner & mrec & interstitial & rewarded video & native ad ,  
the AdSourceConfig file include AD unid and ViewController file include Implementation steps  
,Open app Selection Objective-C Custom Event The AdView Ads are inspired



## Step 3: CustomEvent adapter module

At the AdViewSDK folder, all of the custom events at here:



## Step 4 :You are all done!

Your AdMob SDK should start showing AdView ads immediately.

Otherwise please contact your AM or [partner@adview.com](mailto:partner@adview.com).