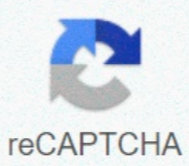




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Facebook audience network sdk android

What is facebook audience network. Missing 'package' key attribute on element package at com.facebook.android.audience-network-sdk.

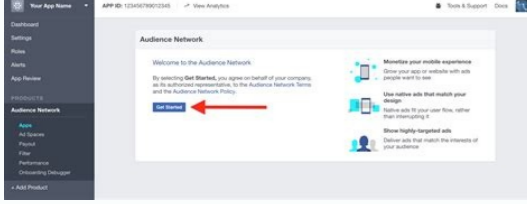
In this repository there are sample code that demonstrates how to use Facebook Audience Network. Samples Android iOS Facebook Audience Reporting API Samples Support You can see our developers' site for documentation on using the SDK. From 28 April 2021, if you are having technical issues or experiencing bugs, please use the bug report tool to report a bug on Audience Network. Our engineers will get back to you as soon as possible. If you have any other questions or suggestions relating to Facebook Audience Network, please use the online publisher support portal to submit a request. Note: Facebook Audience Network is now Meta Audience Network. See Meta's announcement for more information. This guide shows you how to use the Google Mobile Ads SDK to load and display ads from Meta Audience Network using mediation, covering bidding integrations. It covers how to add Meta Audience Network to an ad unit's mediation configuration, and how to integrate the Meta Audience Network SDK and adapter into an Android app. Supported integrations and ad formats Key Point: Meta Audience Network only supports bidding ads. Waterfall mediation ad requests no longer serves. The AdMob mediation adapter for Meta Audience Network has the following capabilities: Integration Bidding Waterfall Formats Banner Interstitial Rewarded Interstitial Native Requirements Android API level 19 or higher Meta Audience Network adapter 5.10.0.0 or higher (latest version recommended) Latest Google Mobile Ads SDK Step 1: Set up Meta Audience Network Sign up and log in to the Business Manager Start page. Click Get started then Create new account. Fill out the required fields with your business details and click Next. Create a property After you've filled out the required information, you're prompted to create a property for your app. Enter the desired name of the property for your app and click Next. Next, select Android as the platform to monetize. Add your app details and click Next. Set up your payment account by clicking Add a new payment account. You will be redirected to a new page to enter your payment information. Fill out the necessary details, then click Next. Select Google AdMob as the Mediation platform, then click Create placement. Select a format, fill out the form and click Create. Select Banner for all banner sizes, including for 300x250. Meta Audience Network does not support the Medium Rectangle display format, but does support a flexible width banner with a height of 50, 90, or 250 when using the Banner display format. Take note of the Placement ID. Click Done. You need to add Meta Audience Network to the mediation configuration for your ad unit. First sign in to your AdMob account. Navigate to the Mediation tab. If you have an existing mediation group you'd like to modify, click the name of that mediation group to edit it, and skip ahead to Add Meta Audience Network as an ad source. To create a new mediation group, select Create Mediation Group. antrrenmanlarla matematik 1 çözümleri cevapları.pdf Enter your ad format and platform, then click Continue. Give your mediation group a name, and select locations to target. Next, set the mediation group status to Enabled. Then click Add Ad Units, which will open up the ad unit selection overlay. Associate this mediation group with your existing AdMob ad unit, then click Done. You should now see the ad units card populated with the ad units you selected. Under the Bidding card in the Ad Sources section, select Add Ad Source. Then select Meta Audience Network. Click How to sign a partnership agreement and set up a bidding partnership with Meta. Click Acknowledge & agree, then click Continue. If you already have a mapping for Meta Audience Network, you can simply select it. Otherwise, click Add mapping. Next, enter a Mapping name and the Placement ID obtained in the previous section. Then click Done. Rewarded ads In the settings for your rewarded ad unit, provide values for the reward amount and reward type. Then, to ensure you provide the same reward to the user no matter which ad network is served, check the Apply to all networks in Mediation groups box. If you don't apply this setting, the Meta Audience Network adapter defaults to a reward of type "" (empty string) with a value of 1. The Meta Audience Network SDK does not provide specific reward values for its rewarded ads. For more information on setting reward values for AdMob ad units, see Create an ad unit. Android Studio integration (recommended) Add the following implementation dependencies with the latest versions of the Meta Audience Network SDK and adapter in the app-level build.gradle file: repositories { google() mavenCentral() } ... dependencies { implementation 'com.google.android.gms:play-services-ads:22.1.0' implementation 'com.google.ads.mediation:facebook:6.14.0.0' } ... 99492962704.pdf Manual integration Step 4: Additional code required No additional code is required for Meta Audience Network integration. Step 5: Test your implementation See the Testing Audience Network Implementation guide for detailed instructions on how to enter the Meta Audience Network test ads. You can then use ad inspector to verify if your implementation is correct. _metijjilozunekimaz.pdf Key Point: When testing, ensure that you have the Facebook app installed on the test device and be logged in with a valid Facebook login. See Meta's documentation for more details. That's it! You now have a working mediation integration with Meta Audience Network. Optional steps Important: Please verify you have Account Management permission to complete configuration for EU Consent and GDPR, CCPA, and User Messaging Platform. To learn more please see the following new user roles article. EU consent and GDPR Under the Google EU User Consent Policy, you must ensure that certain disclosures are given to, and consents obtained from, users in the European Economic Area (EEA) regarding the use of device identifiers and personal data. This policy reflects the requirements of the EU ePrivacy Directive and the General Data Protection Regulation (GDPR). When seeking consent, you must identify each ad network in your mediation chain that may collect, receive, or use personal data and provide information about each network's use. Google currently is unable to pass the user's consent choice to such networks automatically. Please review Meta's guidance for information about GDPR and Meta advertising. Follow the steps in GDPR settings to add Facebook to the GDPR ad partners list in the AdMob UI. CCPA The California Consumer Privacy Act (CCPA) requires giving California state residents the right to opt out of the "sale" of their "personal information" (as the law defines those terms), with the opt-out offered via a prominent "Do Not Sell My Personal Information" link on the "selling" party's homepage. The CCPA preparation guide offers the ability to enable restricted data processing for Google ad serving, but Google is unable to apply this setting to each ad network in your mediation chain. microbiology techniques manual uts Therefore, you must identify each ad network in your mediation chain that may participate in the sale of personal information and follow guidance from each of those networks to ensure compliance with CCPA. Please review Meta's documentation for data processing options for users in California. Add Facebook to CCPA ad partners list Follow the steps in CCPA settings to add Facebook to the CCPA ad partners list in the AdMob UI. Native ads Some Meta Audience Network native ad assets don't map one-to-one to Google native ad assets.



Such assets are passed back to the publisher in a bundle in the getExtras() method in NativeAd. Here's a code example showing how to extract these assets: Example: Bundle extras = nativeAd.getExtras(); if (extras.containsKey(FacebookAdapter.KEY_SOCIAL_CONTEXT_ASSET)) { String socialContext = extras.get(FacebookAdapter.KEY_SOCIAL_CONTEXT_ASSET); ... } val extras = nativeAd.getExtras() if (extras.containsKey(FacebookAdapter.KEY_SOCIAL_CONTEXT_ASSET)) { var socialContext = extras.get(FacebookAdapter.KEY_SOCIAL_CONTEXT_ASSET) ... } Meta Audience Network's native ad format requires rendering the MediaView asset. academic_integrity_quiz_answers_york If you plan to render native ads without that asset, make sure to use Meta Audience Network's native banner ad format. To use Meta Audience Network's native banner ads instead, you must: Select the Native Banner format when setting up Meta Audience Network. Use Meta Audience Network adapter 5.4.1.0 or higher. Note: The adapter automatically loads the ad format you defined when setting up Meta Audience Network. Ad rendering The Audience Network adapter returns its native ads as NativeAd objects. It populates the following Native ads field descriptions for a NativeAd. Field Populated by Meta Audience Network adapter Headline Image 1 Body App icon Call to action Advertiser Name Star rating Store Price The Meta Audience Network adapter does not provide direct access to the main image asset for its native ads. Instead, the adapter populates the MediaView with a video or an image. Impression and click tracking The following table highlights when native ad impressions and clicks are recorded by the Google Mobile Ads SDK. Impression recording Click recording 1px of Meta Audience Network native ad asset on screen + asset rendering requirements Meta Audience Network SDK callback Meta Audience Network has specific asset rendering requirements in order for an impression to be considered valid, depending on whether you selected the Native or Native Banner format when setting up Meta Audience Network. liturgical_year_worksheet.pdf Meta Audience Network native format Required asset Required rendering class Native Media View MediaView Native Banner App icon ImageView Caution: Meta Audience Network impressions are not recorded if the above asset rendering requirements are not met. Error codes If the adapter fails to receive an ad from Audience Network, you can check the underlying error from the ad response using ResponseInfo.getAdapterResponse() under the following classes: com.google.ads.mediation.facebook.FacebookAdapter com.google.ads.mediation.facebook.FacebookMediationAdapter Here are the codes and accompanying messages thrown by the Audience Network adapter when an ad fails to load: Error code Reason 101 Invalid server parameters (e.g. missing Placement ID). 102 The requested ad size does not match a Meta Audience Network supported banner size. 103 The publisher must request ads with an Activity context. corporate_finance_theory_and_practice_aswth_damodaran.pdf Free download 104 The Meta Audience Network SDK failed to initialize. 105 The publisher did not request for Unified native ads. 106 The native ad loaded is a different object than the one expected. cell_cycle_and_mitosis_skills_worksheet 107 The Context object used is invalid. 108 The loaded ad is missing the required native ad assets. 109 Failed to create a native ad from the bid payload. 110 The Meta Audience Network SDK failed to present their interstitial/rewarded ad. 111 Exception thrown when creating a Meta Audience Network AdView object. 1000-9999 The Meta Audience Network returned an SDK-specific error. See Meta Audience Network's documentation for more details. 6.14.0.0 Verified compatibility with Meta Audience Network SDK v6.14.0.0. Built and tested with: Google Mobile Ads SDK version 22.0.0. Meta Audience Network SDK version 6.14.0.0. 6.13.7.0 Updated adapter to use new VersionInfo class. the_story_of_babar Updated the minimum required Google Mobile Ads SDK version to 22.0.0. Built and tested with: Google Mobile Ads SDK version 22.0.0. Meta Audience Network SDK version 6.13.7.0. 6.13.7.0 Verified compatibility with Meta Audience Network SDK v6.13.7.0. Updated the minimum required Google Mobile Ads SDK version to 21.5.0. Built and tested with: Google Mobile Ads SDK version 21.5.0. Meta Audience Network SDK version 6.12.0. 6.12.0.0 Verified compatibility with Meta Audience Network SDK v6.12.0. Updated the minimum required Google Mobile Ads SDK version to 21.2.0. Rebranded adapter name to "Meta Audience Network". Removed waterfall integration. Built and tested with: Google Mobile Ads SDK version 21.2.0. Meta Audience Network SDK version 6.12.0. 6.11.0.1 Updated compileSdkVersion and targetSdkVersion to API 31. Updated the minimum required Google Mobile Ads SDK version to 21.0.0. Updated the minimum required Android API level to 19. Built and tested with: Google Mobile Ads SDK version 21.0.0. Facebook SDK version 6.11.0. 6.11.0.0 Verified compatibility with Facebook SDK v6.11.0. Added warning messages for waterfall mediation deprecation. See Meta's blog for more information.



Built and tested with: Google Mobile Ads SDK version 20.6.0. Facebook SDK version 6.11.0. 6.10.0.0 Verified compatibility with Facebook SDK v6.10.0. Built and tested with: Google Mobile Ads SDK version 20.6.0. Facebook SDK version 6.10.0. 6.8.0.1 Added support for forwarding click and impression callbacks in bidding ads. Added support for forwarding the onAdFailedToShow() callback when interstitial bidding ads fail to present. Updated the minimum required Google Mobile Ads SDK version to 20.6.0. Built and tested with: Google Mobile Ads SDK version 20.6.0. Facebook SDK version 6.8.0. 6.8.0.0 Verified compatibility with Facebook SDK v6.8.0. Updated the minimum required Google Mobile Ads SDK version to 20.4.0. Built and tested with: Google Mobile Ads SDK version 20.4.0. Facebook SDK version 6.8.0. 6.7.0.0 Verified compatibility with Facebook SDK v6.7.0. Built and tested with: Google Mobile Ads SDK version 20.3. Facebook SDK version 6.7.0. 6.6.0.0 Verified compatibility with Facebook SDK v6.6.0. Updated the minimum required Google Mobile Ads SDK version to 20.3.0. Built and tested with: Google Mobile Ads SDK version 20.3.0. Facebook SDK version 6.6.0. 6.5.1.1 Fixed a bug introduced in 6.5.1.0 where test ads are returned instead of live ads. Updated the adapter to use the new AdError API. Built and tested with: Google Mobile Ads SDK version 20.2.0. Facebook SDK version 6.5.1. 6.5.1.0 (Deprecated) An issue with version 6.5.1.0 has been detected and confirmed. It is recommended to upgrade to version 6.5.1.1. Verified compatibility with Facebook SDK v6.5.1. Updated the minimum required Google Mobile Ads SDK version to 20.2.0. Built and tested with: Google Mobile Ads SDK version 20.2.0. Facebook SDK version 6.5.1. 6.5.0.0 Verified compatibility with Facebook SDK v6.5.0. Fixed an issue where native ads did not include Facebook's cover image. Updated the minimum required Google Mobile Ads SDK version to 20.1.0. Facebook SDK version 6.5.0. 6.4.0.0 Verified compatibility with Facebook SDK v6.4.0. Updated the minimum required Google Mobile Ads SDK version to 20.0.0. Built and tested with: Google Mobile Ads SDK version 20.0.0. Facebook SDK version 6.4.0. 6.3.0.1 Fixed an issue where a ClassCastException is thrown when rendering native ads on apps that don't use ImageView to render image assets. Built and tested with: Google Mobile Ads SDK version 19.7.0. Facebook SDK version 6.3.0. 6.3.0.0 Verified compatibility with Facebook SDK v6.3.0. Built and tested with: Google Mobile Ads SDK version 19.7.0. Facebook SDK version 6.3.0. 6.2.1.0 Verified compatibility with Facebook SDK v6.2.1. Updated the minimum required Google Mobile Ads SDK version to 19.7.0. Built and tested with: Google Mobile Ads SDK version 19.7.0. Facebook SDK version 6.2.1. 6.2.0.1 Removed support for the deprecated NativeAppInstallAd format. Apps should request for unified native ads. Updated the minimum required Google Mobile Ads SDK version to 19.6.0. Built and tested with: Google Mobile Ads SDK version 19.6.0. Facebook SDK version 6.2.0. 6.2.0.0 Verified compatibility with Facebook SDK v6.2.0. Updated the minimum required Google Mobile Ads SDK version to 19.5.0. Built and tested with: Google Mobile Ads SDK version 19.5.0. Facebook SDK version 6.2.0. 6.1.0.0 Verified compatibility with Facebook SDK v6.1.0. Updated the minimum required Google Mobile Ads SDK version to 19.4.0. Built and tested with: Google Mobile Ads SDK version 19.4.0. Facebook SDK version 6.1.0. 6.0.0.0 Verified compatibility with Facebook SDK v6.0.0. Updated the minimum required Google Mobile Ads SDK version to 19.3.0. Built and tested with: Google Mobile Ads SDK version 19.3.0. Facebook SDK version 6.0.0. 5.11.0.0 Verified compatibility with Facebook SDK v5.11.0. Built and tested with: Google Mobile Ads SDK version 19.2.0. Facebook SDK version 5.11.0. 5.10.1.0 Verified compatibility with Facebook SDK v5.10.1. Built and tested with: Google Mobile Ads SDK version 19.2.0. Facebook SDK version 5.10.1. 5.10.0.0 Verified compatibility with Facebook SDK v5.10.0. Built and tested with: Google Mobile Ads SDK version 19.2.0. Facebook SDK version 5.9.1. 5.9.0.2 Added support for rewarded interstitial ads. Updated the adapter to support inline adaptive banner requests. Fixed an issue where bidding banner ads always render full-width. Updated the minimum required Google Mobile Ads SDK version to 19.2.0. Built and tested with: Google Mobile Ads SDK version 19.2.0. Facebook SDK version 5.9.0. 5.9.0.1 Adapter now forwards an error if the FAN SDK encounters an error while presenting an interstitial/rewarded ad. Built and tested with: Google Mobile Ads SDK version 19.1.0. Facebook SDK version 5.9.0. 5.9.0.0 Verified compatibility with Facebook SDK v5.9.0. Built and tested with: Google Mobile Ads SDK version 19.1.0. Facebook SDK version 5.9.0. 5.8.0.2 Fixed incorrect variable reference which caused a crash in certain scenarios when loading native ads. hayward_h2501_pool_heater_manual Built and tested with: Google Mobile Ads SDK version 19.1.0. Facebook SDK version 5.8.0. 5.8.0.1 Added additional descriptive error codes and reasons for adapter load/show failures. Updated the minimum required Google Mobile Ads SDK version to 19.1.0. Built and tested with: Google Mobile Ads SDK version 19.1.0. Facebook SDK version 5.8.0. 5.8.0.0 Verified compatibility with Facebook SDK v5.8.0. Updated the minimum required Google Mobile Ads SDK version to 19.0.1. Built and tested with: Google Mobile Ads SDK version 19.0.1. Facebook SDK version 5.8.0. 5.7.1.1 Added support for Facebook Audience Network adapter errors. Added descriptive error codes and reasons for adapter load/show failures. webhtazenekalinmonkidd.pdf Built and tested with: Google Mobile Ads SDK version 18.3.0. Facebook SDK version 5.7.1. 5.7.1.0 Verified compatibility with Facebook SDK v5.7.1. Added support for Facebook Native Banner ads when using bidding. Native ads now use 'Drawable' for the icon asset.



Built and tested with: Google Mobile Ads SDK version 18.3.0. Facebook SDK version 5.7.1. 5.7.0.0 Verified compatibility with Facebook SDK v5.7.0. Built and tested with: Google Mobile Ads SDK version 18.3.0. Facebook SDK version 5.7.0. 5.6.1.0 Verified compatibility with Facebook SDK v5.6.1. Updated the minimum required Google Mobile Ads SDK version to 18.3.0. Built and tested with: Google Mobile Ads SDK version 18.3.0. Facebook SDK version 5.6.1. 5.6.0.0 Verified compatibility with Facebook SDK v5.6.0. Updated Facebook Adapter to use AdChoicesView. Built and tested with: Google Mobile Ads SDK version 18.2.0. Facebook SDK version 5.6.0. 5.5.0.0 Verified compatibility with Facebook SDK v5.5.0. 5.4.1.1 Fixed an issue that causes a crash when Native Ads are removed. 5.4.1.0 Verified compatibility with Facebook SDK v5.4.1. Added support for Facebook Native Banner Ads for waterfall mediation. Use setNativeBanner() from the FacebookExtras class to request for Native Banner Ads. Fixed an issue that caused Smart Banner Ad requests to fail. Fixed an issue where Rewarded Video Ads were not forwarding the onAdClosed() event in some cases where the app was backgrounded while the video was in progress. Migrated the adapter to AndroidX. Updated the minimum required Google Mobile Ads SDK version to 18.1.1. 5.4.0.0 Verified compatibility with Facebook SDK v5.4.0. 5.3.1.2 Fixed a bug where Facebook bidding failed to initialize due to "No placement IDs found". 5.3.1.1 Updated native RTB ads impression tracking. Updated the minimum required Google Mobile Ads SDK version to 17.2.1. 5.3.1.0 Added bidding capability to the adapter for banner, interstitial, rewarded and native ads. Verified compatibility with Facebook SDK v5.3.1. 5.3.0.0 Updated mediation service name for Google Mobile Ads. Added adapter version to the initialization call. Verified compatibility with Facebook SDK v5.3.0. 5.2.0.2 Added support for flexible banner ad sizes. 5.2.0.1 Updated adapter to support new open-beta Rewarded API. Updated the minimum required Google Mobile Ads SDK version to 17.2.0. 5.2.0.0 Verified compatibility with Facebook SDK v5.2.0. 5.1.1.1 Updated the adapter to populate Advertiser Name for Unified Native Ads. 5.1.1.0 Replaced AdChoices View with AdOptions View. Verified compatibility with Facebook SDK v5.1.1. 5.1.0.1 Fixed an ANR issue caused by 'getGMSVersionCode()'. 5.1.0.0 Initialize Facebook SDK for each ad format. 5.0.1.0 Verified compatibility with Facebook SDK v5.0.1. 5.0.0.1 Updated the adapter to create the rewarded ad object at ad request time. 5.0.0.0 Verified compatibility with Facebook SDK v5.0.0. 4.99.3.0 Verified compatibility with Facebook SDK v4.99.3. 4.99.1.1 Fixed a bug where the Ad Choices icon is not shown for Unified Native Ads. Fixed a bug where the adapter would throw an exception when trying to download images. 4.99.1.0 Verified compatibility with Facebook SDK v4.99.1. 4.28.2.1 Updated the adapter to invoke the onRewardVideoCompleted() ad event. 4.28.2.0 Verified compatibility with Facebook SDK v4.28.2. 4.28.1.1 Fixed an issue where clicks are not being registered for Unified Native Ads. 4.28.1.0 Verified compatibility with Facebook SDK v4.28.1. 4.28.0.0 Verified compatibility with Facebook SDK v4.28.0. 4.27.1.1 Fixed an issue where clicks are not being registered for Unified Native Ads. 4.27.1.0 Verified compatibility with Facebook SDK v4.27.1. 4.27.0.0 Verified compatibility with Facebook SDK v4.27.0. 4.26.1.0 Verified compatibility with Facebook SDK v4.26.1. Updated the Adapter project for Android Studio 3.0. 4.26.0.0 Added support for rewarded video ads. Added support for native video ads. Verified compatibility with Facebook SDK v4.26.0. 4.25.0.0 Fixed an issue where incorrectly sized banners were being returned. Updated the adapter's view tracking for native ads to register individual asset views with the Facebook SDK rather than the entire ad view. This means that background (or "whitespace") clicks on the native ad will no longer result in clickthroughs. Verified compatibility with Facebook SDK v4.25.0. 4.24.0.0 Verified compatibility with Facebook SDK v4.24.0. 4.23.0.0 Verified compatibility with Facebook SDK v4.23.0. 4.22.1.0 Verified compatibility with Facebook SDK v4.22.1. 4.22.0.0 Updated the adapter to make it compatible with Facebook SDK v4.22.0. 4.21.1.0 Verified compatibility with Facebook SDK v4.21.1. 4.21.0.0 Verified compatibility with Facebook SDK v4.21.0. 4.20.0.0 Updated the minimum supported Android API level to 14+. Verified compatibility with Facebook SDK v4.20.0. 4.19.0.0 Verified compatibility with Facebook SDK v4.19.0. 4.18.0.0 Verified compatibility with Facebook SDK v4.18.0. 4.17.0.0 Added support for native ads. 4.15.0.0 Changed the version naming system to [FAN SDK version].[adapter patch version]. Updated the minimum required FAN SDK to v4.15.0. Updated the minimum required Google Mobile Ads SDK to v9.2.0. Fixed a bug where Facebook's click callbacks for interstitial ads weren't forwarded correctly. The adapter now also forwards onAdLeftApplication when an ad is clicked. 1.2.0 Fixed a bug that so that AdSize.SMART_BANNER is now a valid size. 1.1.0 Added support for full width x 250 format when request is for AdSize.MEDIUM_RECTANGLE. 1.0.1 Added support for AdSize.SMART_BANNER 1.0.0