Integrating new Admob ads in your BT Android Apps.

This brief tutorial will help you to integrate new Admob sdk in your Android apps. Recently google has introduced new admob replacing it with the legendary admob. The new admob is available in most of the western countries but not yet available to asian countries like India. I am not sure about other countries.

The introduction of new admob took place last week and so does come the complications about setting the app, understanding basics of linking your legendary admob account to new one, and also linking your google playstore apps to your new admob dashboard.
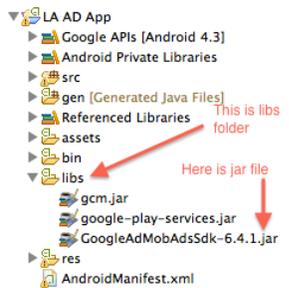
Well i have not used the new admob since its not available in my country but i had a look the new admob accounts of couple of my friends here. One of them is @LA.

I have new admobs sdk in my hand and also the documentation of how to implement it in your android app. At first i thought that it might be different than the older one but soon realised that the new codes have not changed at all...
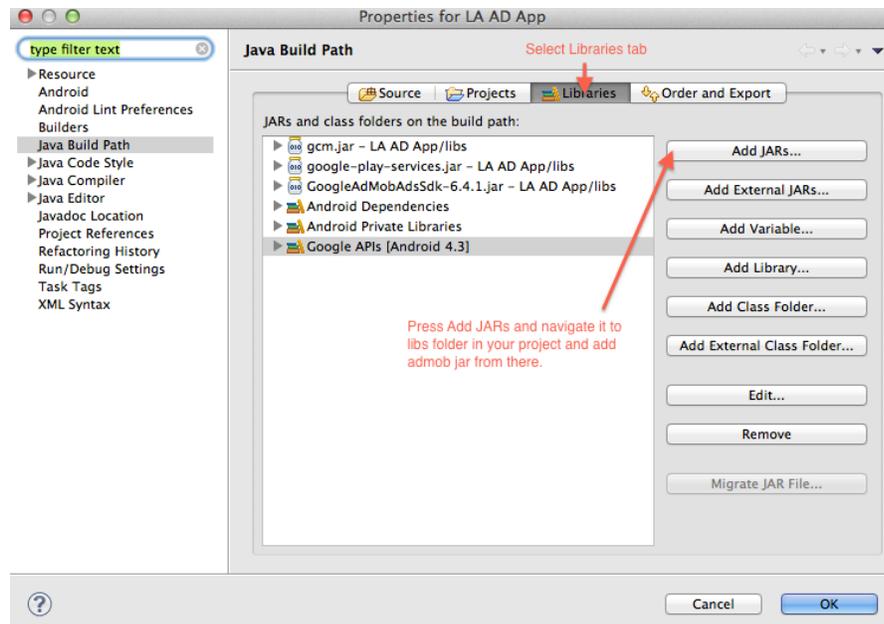
In this example i have used the New BT Android core app but same tutorial applies to all BT apps with version 2.0 as well. This app is integrated with the new admob sdk and has bee tested successfully on emulator and couple of devices.
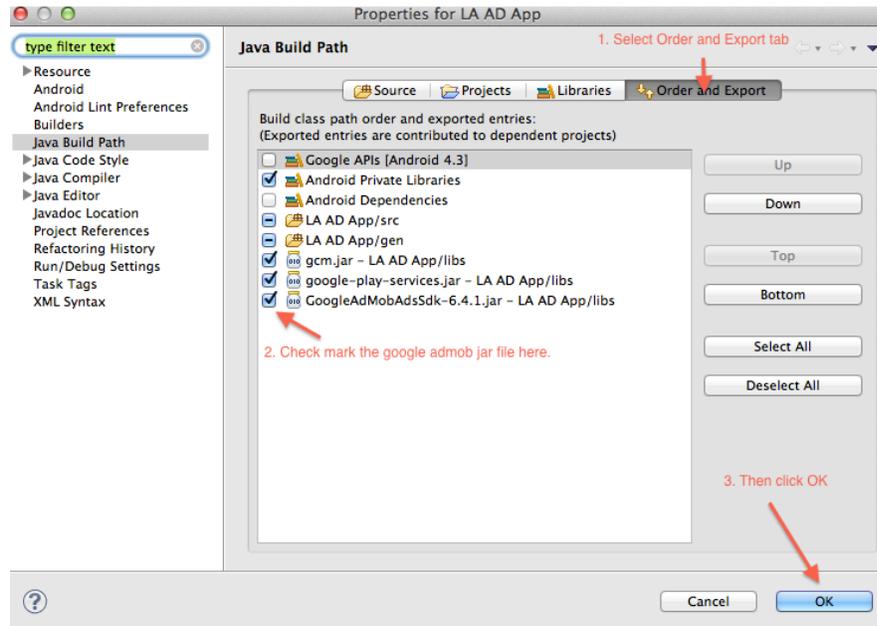
Step 1.
- Download the Admob sdk unzip it and then put that jar file in the libs folder of your project in eclipse.

- Right click on the project name and select Build Path--> Configure Build Path. Make sure the Libraries tab is selected at the top. Then click Add External JARS... on the right side of the window. Navigate to where you saved the unzipped AdMob sdk and select the .jar file.

- Now in the same pop up window, select Order and Export tab which is on the right side of Libraries tab. Check mark the google admob sdk and then click OK button.

Step 2. Add these two Lines in AndroidManifest.xml before the closing of the application tag.

<activity android:name="com.google.ads.AdActivity"
android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|uiMode|screenSize|
smallestScreenSize"/>

Step 3.
- Right click your project name and select Properties. Select Android and then select Google API level 13. This is an important step to follow or else you will get errors. The admob is compliant with the sdks over level 13.

Step 4. Modify your bt_screen_customhtml.xml with adding following code.

<com.google.ads.AdView
android:id="@+id/adView"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
ads:adSize="SMART_BANNER"
ads:adUnitId="YOUR_APP_ID_GOES_HERE"
ads:loadAdOnCreate="true"
android:layout_alignParentBottom="true"
ads:testDevices="TEST_EMULATOR, TEST_DEVICE_ID" />

Note :- Don't Forget to Add --- xmlns:ads="http://schemas.android.com/apk/lib/com.google.ads"
After
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"

```xml
<?xml version="1.0" encoding="UTF-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:ads="http://schemas.android.com/apk/lib/com.google.ads"     Put this line of code here.
    android:id="@+id/containerView"
    android:layout_width="fill_parent"
    android:layout_height="fill_parent"
    android:background="@android:color/transparent" >

    <LinearLayout
        android:id="@+id/subContainer"
        android:layout_width="fill_parent"
        android:layout_height="fill_parent"
        android:gravity="center_horizontal"
        android:orientation="vertical" >

        <WebView
            android:id="@+id/webView"
            android:layout_width="fill_parent"
            android:layout_height="fill_parent" >
        </WebView>
    </LinearLayout>

    <com.google.ads.AdView                            And then put this code here after the end of linear
        android:id="@+id/adView"                      layout and before end of relative layout.
        android:layout_width="wrap_content"
        android:layout_height="wrap_content"
        ads:adSize="SMART_BANNER"
        ads:adUnitId="YOUR_APP_ID_GOES_HERE"  ←       Remember to change your app unit ID.
        ads:loadAdOnCreate="true"
        android:layout_alignParentBottom="true"
        ads:testDevices="TEST_EMULATOR, TEST_DEVICE_ID" />

</RelativeLayout>
```

Remember that the bt_screen_customhtml.xml should look like below code and (above screenshot) after you put all the above codes in it.
....

```xml
<?xml version="1.0" encoding="UTF-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:ads="http://schemas.android.com/apk/lib/com.google.ads"
android:id="@+id/containerView"
android:layout_width="fill_parent"
android:layout_height="fill_parent"
android:background="@android:color/transparent" >

<LinearLayout
android:id="@+id/subContainer"
android:layout_width="fill_parent"
android:layout_height="fill_parent"
android:gravity="center_horizontal"
android:orientation="vertical" >

<WebView
android:id="@+id/webView"
android:layout_width="fill_parent"
android:layout_height="fill_parent" >
</WebView>
</LinearLayout>

<com.google.ads.AdView
android:id="@+id/adView"
android:layout_width="wrap_content"
android:layout_height="wrap_content"
ads:adSize="SMART_BANNER"
ads:adUnitId="YOUR_APP_ID_GOES_HERE"
ads:loadAdOnCreate="true"
android:layout_alignParentBottom="true"
ads:testDevices="TEST_EMULATOR, TEST_DEVICE_ID" />

</RelativeLayout>
```

You have to put your ad unit id in place of YOUR_APP_ID_GOES_HERE. The above code is done in the custom HTML layout file, you can similarly put those codes in any other layout file where you want the ads to show. Hope this helps you all in setting up admob in your apps.

Sandeep.
Dated 1st Sept 2013.