



Ads 4 AIR

Native extension

Sommaire

Introduction.....	4
Usage.....	5
1. Basic steps.....	5
2. AdsSettings.....	8
3. AdsNetwork.....	8
4. Ads4AIR.....	8
5. Additional configuration.....	9
Adfonic.....	10
1. Settings.....	10
2. Android.....	11
3. iOS.....	11
4. Blackberry.....	11
5. Known issues.....	11
Adiquity.....	12
1. Settings.....	12
2. Android.....	12
3. iOS.....	12
4. Blackberry.....	12
5. Known issues.....	12
Admob.....	13
1. Settings.....	13
2. Android.....	13
3. iOS.....	13
4. Blackberry.....	14
5. Known issues.....	14
6. Alternatives.....	14
Inmobi.....	15
1. Settings.....	15
2. Android.....	15
3. iOS.....	16
4. Blackberry.....	16
5. Known issues.....	16
Inneractive.....	17
1. Settings.....	17
2. Android.....	17
3. iOS.....	18
4. Blackberry.....	18
5. Known issues.....	18
Madvertise.....	19
1. Settings.....	19
2. Android.....	19
3. iOS.....	20
4. Blackberry.....	20
5. Known issues.....	20
Smaato.....	21
1. Settings.....	21
2. Android.....	21
3. iOS.....	21
4. Blackberry.....	21
5. Known issues.....	22

7. Alternatives	22
FAQ.....	23
Contact	26
History	27

Introduction

There is a lot of mobile ads networks available, and this number is growing every day. While the 2 major ones Admob and iAD are valuable, you could be looking for alternative on some cases:

- No support on your main country target
- Payment format not supported on your country
- “Everything but Apple/Google” symptom
- Platform not supported (mainly for Blackberry)
- ...

Admob and iAD native extensions already exist and are used in a lot of apps (see Admob for details). We’re proud to give you access to some other ads network we know. We made it in a way you could focus on your app, not on the ads : you should be able to start requesting ads in a few lines of code.

Of course, there is a trade-off: Ads4AIR doesn’t clone EVERY feature of an ads network. The interface we used should be more than enough most of the time but if it misses the super-ultra-mandatory option you need then contact us, we’ll do our best to help you.

Important:

This ANE is free to use.

We only ask in return the right to use 10% of your traffic to show our own ads.

We think it’s a fair trade since we earn money only if you succeed.

This way you have the guaranty to earn at least the price you pay for your extension: 0\$.

Our ads are shown using Adfonic so **be sure to adjust your Android’s activities and permissions to Adfonic’s one**, at minimum.

If you don’t like this or prefer to pay the fixed price, contact us to disable the 10% shadow ads.

Usage

The thing to know: Ads4AIR handles an AdsNetwork, defined by its AdsSetting.

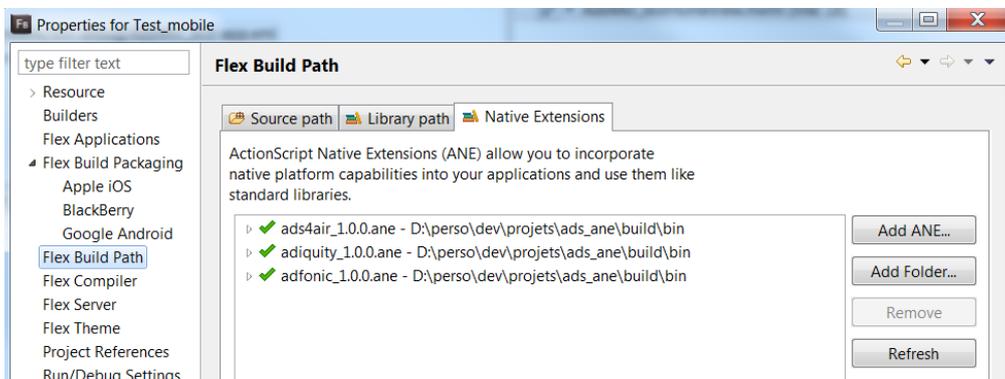
1. Basic steps

Include the needed ANE

Right click on your project and select Properties.

On the Flex Build Path screen, select the Native Extensions tab.

Using the “Add ANE...” button, select every ANE you need: Ads4AIR.ane, <your_network>.ane and optionnaly Adfonic.ane

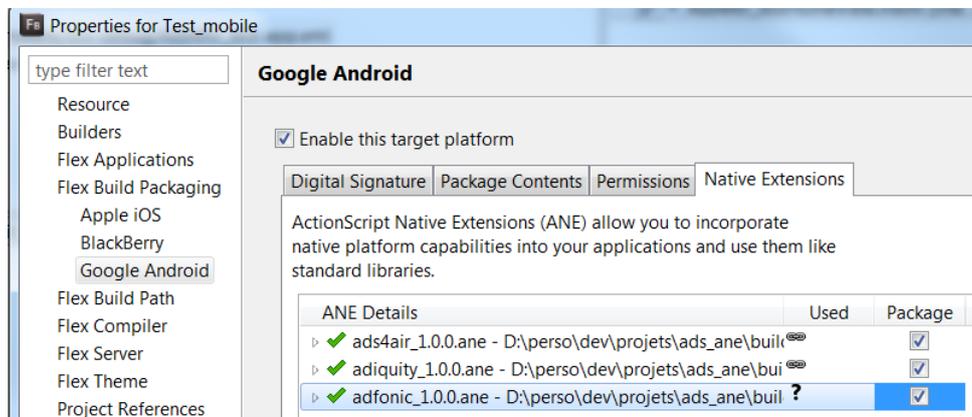


On the Flex Build Packaging, for each platform (ex: Google Android).

Check “Enable this target”.

On the Native Extensions tab, check “Package” for each of the ANE.

Click on “Refresh” then “Apply”.



The first time, you could see a red mark (not the above green check), don't worry, Flex will update the status after the first build.

The question mark for the Adfonic ane is normal, Flash Builder is unable to detect we will perhaps use Adfonic.

Define the per platform settings

Open your app descriptor file.

You should see the 3 extensions defined at the end of this file (<extensions> node).

On the Android manifest part, add the permissions and activities needed.

```
<android>
  <colorDepth>16bit</colorDepth>
  <manifestAdditions><![CDATA[
    <manifest android:installLocation="auto">
      <uses-sdk android:minSdkVersion="8" android:targetSdkVersion="15" />

      <application android:enabled="true" android:hardwareAccelerated="true">
        <activity android:name="com.adfonic.android.AdfonicActivity"
          android:configChanges="keyboard|keyboardHidden|orientation" />
      </application>

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

      <!--<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION"/>-->
    </manifest>

  ]]></manifestAdditions>
</android>
```

On the iPhone additions, do nothing for this version.

On the Blackberry's BAR xml file, do nothing for this version

Define your ads settings

On the code side, create an instance of AdsSettings (relative to your ads network).

Define at least its ID properties (according ads network).

Optional: define if it could use Location.

Optional: define if you're requesting an ad or a test ad.

Optional: define the ad's placement on screen.

Define your ads network

Create an instance of AdsNetwork.

Initialize it with its settings.

Request for ads

Create an instance of Ads4AIR.

Define its network.

Ask for a banner or an interstitial/full screen ads.

Optional: add any event listener needed.

When ads is no longer needed, dispose the Ads4AIR instance.

For example, with default options and one event listener:

```
var adSetting:AdfonicSettings = new AdfonicSettings ();
adSetting.adSlotID = "xxxxxxx";
//adSettings.allowLocation = false;
//adSettings.testMode = false;
//adSettings.align = AdsAlign.V_BOTTOM | AdsAlign.H_CENTER;
var adANE:Ads4Air = new Ads4Air();
adANE.setNetwork( new Adfonic(adSetting) );
//adANE.addListener(AdsEvent.AD_CLICKED, onAdClick, false, 0, true);
if (Ads4AIR.isSupported && Adfonic.isSupported)
    adANE.showBanner();
//adANE.showInterstitial();

//...DO YOUR STUFF...

adANE.dispose();
```

2. AdsSettings

Each ads network has its own settings but there are 4 common settings

- `testMode`: this Boolean define if you want to request active ads (default) or test ads.
Disabled by default.
- `allowLocation`: this Boolean define if Ads4AIR could request for current location of the user and send it to the ads network for better user centric ads.
For Android, you'll need to add the `ACCESS_FINE_LOCATION` permission on the Application descriptor XML. Some people dislike this permission because it drains the battery so...
Disabled by default
- `align`: using `AdsAlign` constant, define where the ads should be drawn on screen.
Bottom - Center by default. See `AdsAlign` for list of values.
- `adID` : placeholder for (one of) the unique ID used by the ads network.
Null by default, you need to use of the ads network specific ID option to define it.

3. AdsNetwork

`AdsNetwork` is the link between AIR and the native ads network extension.

An `AdsNetwork` instance should be initialized with the correct `AdsSettings`.

If you create an `AdFonic()` instance with `AdFonicSettings`, Ads4AIR will relay your request to the `AdFonic` native extension and the `AdFonic` native extension will send every callback to the `AdFonic()` instance.

Always use `AdsNetwork.isSupported` before using it, to avoid errors on unsupported platform.

4. Ads4AIR

Main engine of this native extension bundle, you have to create to `Ads4AIR` instance and initialize it with an ads network to start requesting ads.

`Ads4AIR` will request to the right ads network extension or, if you didn't register, to our own ads network every 10 requests.

Initialize the ads network to use using `setNetwork` function.

Start requesting banner ads using `showBanner` function.

You could stop the request using `hideBanner` function.

For interstitial ad, in a similar way, use `showInterstitial` function.

Ads4AIR also exposes 1 static function and 3 properties:

`register(email, serial)` let you register Ads4AIR and so disable the 10% shadow ads.

`isSupported` is true if Ads4AIR support the current platform (ie not on simulator and desktop).

`isRegistered` is true if you enter valid email and serial.

`version` let you check current Ads4AIR version.

An Ads4AIR instance could listen to 5 AdsEvent.

- `AdsEvent.AD_LOADED` : ad successfully loaded.
So you could track ads network fill rate yourself.
Sent every time a new ad loads, so you could receive multiple events when using automatic refresh banner.
- `AdsEvent.AD_ERROR` : error while requesting ads.
Check your trace (from Flash debug, ADT Logcat, ...) to understand what happened.
- `AdsEvent.NO_AD` : no ad fulfill your request.
Decrement ads network fill rate...or ask to another ads network !
- `INTERSTITIAL_CLOSE` : user closed interstitial ad, with or without clicking it before.
Let you resume your app, ...
- `AdsEvent.AD_CLICKED` : user clicked on the ad.
So you could track it, pause your app or anything else...

5. Additional configuration

For some ads network, you'll need to update your Application Descriptor XML.

For Android, it would be needed to add permissions and sometimes an activity.

To learn more about Android's permission and how to add them, read [Adobe's LiveDoc](#).

Every ads network need at least the INTERNET permission, be sure to add it.

To add an activity, simply add it on the application node like in

```
<application android:enabled="true" android:hardwareAccelerated="true">
  <!-- Adfonic -->
  <activity android:name="com.adfonic.android.AdfonicActivity"
    android:configChanges="keyboard|keyboardHidden|orientation" />
</application>
```

For iPhone, *coming soon in future release*.

For BlackBerry, *coming soon in future release*.

Adfonic

Adfonic is the first ad network we used because it allows ads request through an API.

Really useful for Flash, while others supplied their source-closed SDK.

Fill rate isn't as good as it was and, sadly, it's not rare to get a time out on request and we won't talk about their buggy dashboard....

Adfonic is the network used inside Ads4AIR free version.

Be sure to adjust your platform settings (activity, permission).

We know Adfonic asks a lot of permissions on Android, if you don't want them, simply contact us to buy the registered version of Ads4AIR and use your own network only.

1. Settings

- adSlotID : the slot ID you need to request ads

To find it,

- log into your Adfonic account
- select "My sites & apps"
- select "Ad integration"
- On this screen, select your app and your adslot.
(Please read Adfonic documentation and wiki to learn how to create an adslot)
The adSlot ID is the unique identifier of this ad slot.

Be sure to use the correct ad slot, Adfonic makes a difference between banner and interstitial (full screen) : you can't request an interstitial ad with a banner ad slot ID.

adfonic
The smarter buying platform

My transactions My campaigns **My sites & apps** Developer wiki

Publisher dashboard Site & app summary Add site or app House ads Ad management **Ad integration**

Action required
You have unverified ad slots for the following sites and apps:

Ad integration

Select site or app

Select an ad slot

Ad slot details

Unique Identifier

Status Verified **Reverify**

Formats Text Link, Banner

Banner ad slot sample

2. Android

SDK used: v2.0.3 (beta)

Permissions needed: INTERNET, READ_PHONE_STATE, ACCESS_NETWORK_STATE

Additional activity:

```
<activity android:name="com.adfonic.android.AdfonicActivity"
          android:configChanges="keyboard|keyboardHidden|orientation" />
```

3. iOS

Not supported yet

4. Blackberry

Not supported yet

5. Known issues

SDK issue: `AdsEvent.INTERSTITIAL_CLOSE` is not handled by the SDK → *bug sent to Adfonic team*

SDK issue: It could take some minutes to get an ad, even a test one! Fill rate and/or time out issue

SDK issue: Timeout is at 20seconds...and no error is dispatched when timeout happens, just re-request on refresh times (at least 20 seconds), there is so now way to switch to another network when Adfonic isn't working as expected.

SDK issue: If you're not online at the first request, no more requests will be fired. Listen for `AdsErrorEvent.AD_ERROR` to handle this.

SDK issue: Error event rarely include details, just "Unknown error" because SDK doesn't share it

SDK issue: No ads click event is dispatched with interstitial.

Adiquity

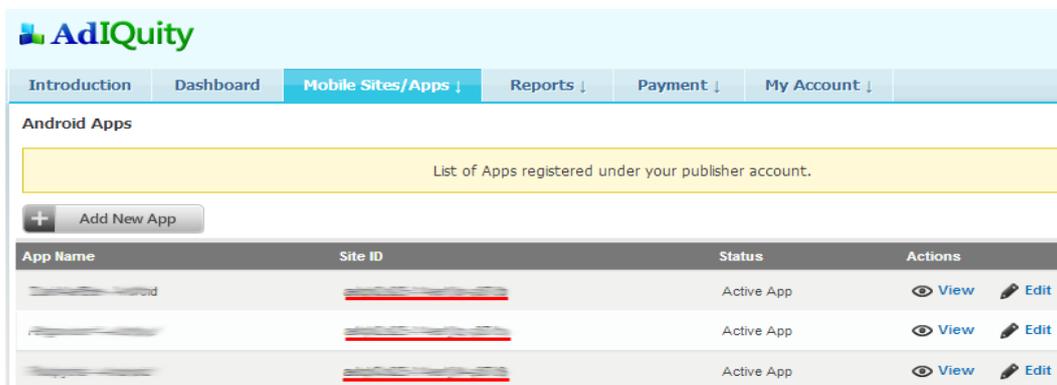
Adiquity is mainly for asian's market. Since Asia is actually a growing market, it's perhaps time to add Adiquity in your ads network list! But don't expect high fill rate on Europe....

1. Settings

- siteID : the site ID you need to request ads

To find your siteID

- log into your Adiquity account
- select "Mobile Sites/Apps" and the right platform (Android, iOS, others).
- get the Site ID of the wanted app.



Android Site ID list

2. Android

SDK used: v2.1

Permissions needed: INTERNET

Additional activity: none

3. iOS

Not supported yet

4. Blackberry

Not supported yet

5. Known issues

Interstitial is not supported, because SDK loads the files it needs relative to AIR's not ANE's path.

Admob

Admob is Admob...Simply the best ads mobile network, owned by Google.

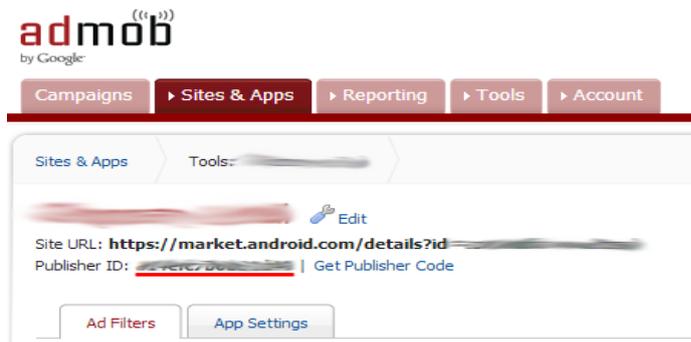
And since it's owned by Google, they always break something on each SDK release!

1. Settings

- publisherID : unique identifier of your app's ads slot
- testDeviceID : ID of your device when requesting test ads (testMode = true)

To find your publisher ID

- log into your Admob account
- select "Sites & Apps"
- roll over your app name and click on "Manage settings"
- get your publisher ID right under your site URL



Unless you know your testDeviceID, let it empty, Ads4AIR will automatically detect it.

2. Android

SDK used: v6.3.1

Permissions needed: INTERNET, ACCES_NETWORK_STATE

Additional activity:

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

3. iOS

Not supported yet. Use an alternative until we finish port.

4. Blackberry

Not supported.

Admob doesn't provide SDK nor API to use with Blackberry nor any other platforms.

5. Known issues

Only works with an updated Flex's Android SDK. See LancelotMobile.com for his wonderful tutorial...

If you don't want to change your default Flex's Android SDK, use another ads network.

6. Alternatives

Admob, because it's one of the major ads provider, already has some ANE:

- [MilkmanGames' ANE](#) (iOS / Android)
- [LancelotMobile's ANE](#) (iOS / Android)
- [Enrique David's ANE](#) (iOS)
- [Kduk's ANE](#) (Android)
- [Flash for mobile](#) (iOS / Android)

Be free to use them if you want to, they are suitable alternatives to Ads4AIR, for free or some dollars. The only drawback is you won't be able to fall back to another ads network if your admob fill rate is poor but it's rarely the case.

These alternatives won't avoid you to update your Flex's Android SDK, unfortunately.

Inmobi

Inmobi is right behind Admob, it so could be the second ads network to try.

Inmobi lets you define several ads slot for your app (ex: banner and interstitial) which make it interesting for reporting.

We used it in the past like a perfect replacement to Admob but we no longer do.

In fact, they often reject our app for whatever reason, like Apple, and we always discover it too many weeks later...And, last time, it takes 3 weeks to get them reactivated.

Perhaps it's only for our account but we suspect them to invalid app which doesn't make them earn enough, while a minimum request count isn't on the contract.

1. Settings

- appID : unique identifier of your app

To find your appID

- log into your inmobi account
- on the Publisher tab, select "My Sites/Apps"
- click on your app name
- your app ID is the first available on the Ad Network details windows

The screenshot shows the Inmobi Publisher dashboard. At the top, there are tabs for ADVERTISER, PUBLISHER (selected), and FUNDS. Below the tabs, it says "Last Updated On Fri, 5 Apr 2013 13:00 GMT". On the left, there is a sidebar with navigation links: Dashboard, Reports & Analytics, My Sites/Apps (highlighted), Diagnostics (NEW!), and Payment Settings. Below the sidebar is a green banner for "New InMobi Ad SDK 360 Released!" and a smaller banner for "Android SDK New! Supports Kindle Fire". The main content area is titled "My Sites/Apps" and contains a "View Site/App Details" section. This section shows an Android icon, a blurred app name with "(Edit App)" next to it, and a URL starting with "https://play.google.com/store/apps/details?id=". Below this is the "Ad Network Details" section, which has a table with two columns: "App ID" and "Description". The "App ID" cell contains a blurred value with a red underline, and the "Description" cell contains the text "App Integration Based On Android SDK".

2. Android

SDK used: v3.6.2

Permissions needed: INTERNET

Additional activity:

```
<activity android:name="com.inmobi.androidsdk.IMBrowserActivity"
    android:configChanges="keyboardHidden|orientation|keyboard" />
```

3. iOS

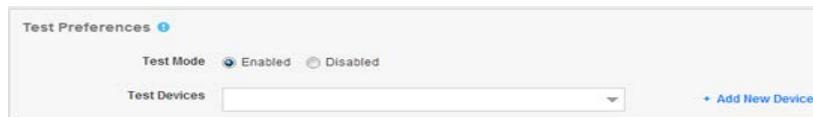
Not supported yet.

4. Blackberry

Not supported yet.

5. Known issues

Since the last SDK, test mode must also be activated on Inmobi dashboard: on your app details, click “Edit details”



Enabling the test mode is a good thing because you can follow reports of your test. Unfortunately, it's a pain to get your device ID.

Inneractive

With Adfonic, Inner-active is an ads network we used a lot because of its Server API.

It's no longer usable on server side but it's still valuable.

Why? Because it's in fact an ads network AND an ads mediator:

If InnerActive360 ads network could not give you a high impact ad, or no ad at all, it asks to other ads networks for a better one.

These ads network are some you're unable to access with an indie developer account (millennial media,...), others are already supported by Ads4AIR (madversie, inmobi...), others are some local ads network dedicated to some country or part of a country.

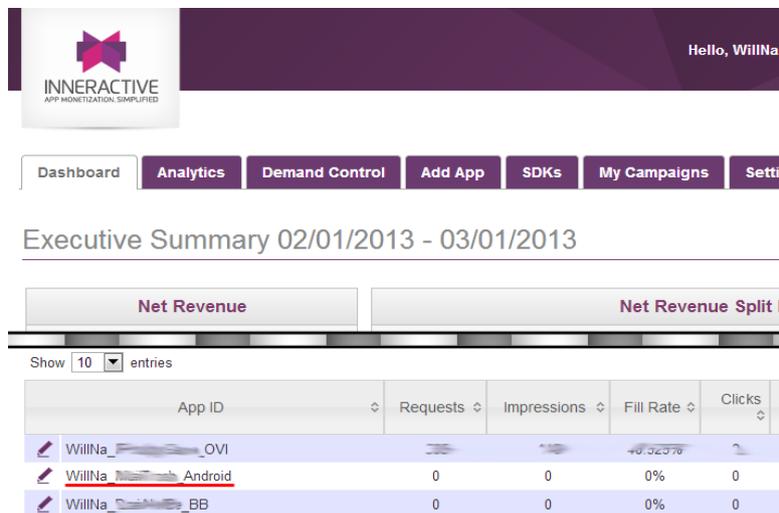
You can even select which networks to use.

1. Settings

- appID : unique identifier of your app

To find your appID

- log into your inneractive account
- at the bottom of the dashboard, all your apps are listen with their performances"
- your app ID is one of these (<login>_<appname>_<platform>)



The screenshot shows the Inneractive dashboard interface. At the top, there is a header with the Inneractive logo and a greeting "Hello, WillNa". Below the header is a navigation menu with tabs for Dashboard, Analytics, Demand Control, Add App, SDKs, My Campaigns, and Settings. The main content area displays an "Executive Summary 02/01/2013 - 03/01/2013" section. This section includes a table for "Net Revenue" and "Net Revenue Split". Below the table, there is a "Show 10 entries" dropdown and a table with columns for App ID, Requests, Impressions, Fill Rate, and Clicks. The table contains three rows of data for different app configurations.

App ID	Requests	Impressions	Fill Rate	Clicks
WillNa_..._OVI			40.5207%	
WillNa_..._Android	0	0	0%	0
WillNa_..._BB	0	0	0%	0

2. Android

SDK used: v3.1.9

Permissions needed: INTERNET, READ_PHONE_STATE, ACCESS_NETWORK_STATE

Additional activity:

```
<activity android:name="com.inneractive.api.ads.InneractiveFullscreenView" />
```

3. iOS

Not supported yet.

4. Blackberry

Not supported yet.

5. Known issues

Ineractive fill rate COULD be very bad, even for test ads (!) so don't be afraid by "Error:Unknown error", it's only a fail from Inneractive.

A click on the close icon of the interstitial ad is often handled like a click on the ads (SDK issue) : good for you on the short term, bad on the long term if user delete your app because of bad UX.

Madvertise

Madvertise is an ads network with good results in Europe (even better in Germany).

It's one of the last to make available a HTTP API for ads request and to have open sourced its SDK.

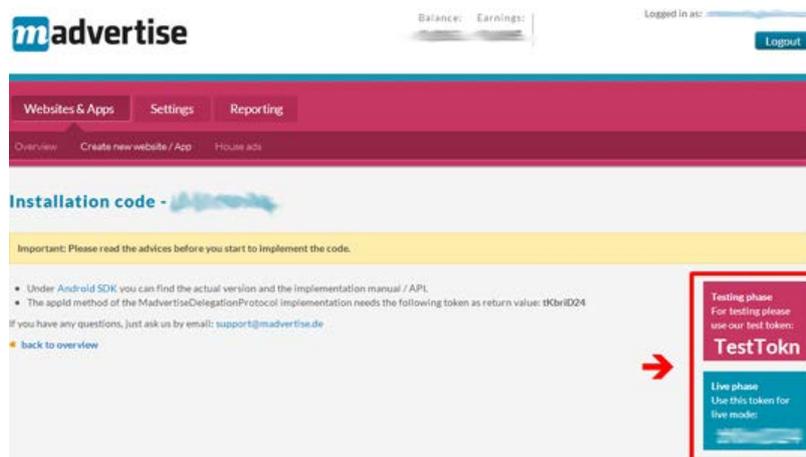
It's also the only one we need a token inside AndroidManifest not through a parameter (see Android)

1. Settings

Apart global settings (testMode, etc...), no setting is required. Madvertise handles it through meta-data no property.

To find the tokens you'll need

- log into your madvertise account
- on the Overview, click the "installation code" icon on your app line 
- at the full right, you could see the test token (TestTokn) and the live Token



2. Android

SDK used: commit 22 Feb 2013

Permissions needed: INTERNET

Additional activity:

```
<activity android:name="de.madvertise.android.sdk.MadvertiseActivity" />
```

Others:

Just below the activity, add a meta data node like this

```
<meta-data android:value="TestTokn" android:name="madvertise_site_token" />
```

Replace TestTokn by the live token when you don't request test ads.

Be sure to be in sync between testMode settings and madvertise_site_token value.

If you're requesting for interstitial, you also have to unzip the *advertise_<version>_assets.zip* on root of your Flex project's *src* folder, at the same level than your *app.xml*.
Sorry for this, but it's the only way we found for the moment to support interstitial.

3. iOS

Not supported yet.

4. Blackberry

Not supported yet.

5. Known issues

Original interstitial support is full of bug (SDK related, not Ads4AIR) so use it at your own risk.
We are still looking for a way to avoid the use of *advertise_<version>_assets.zip*.

Smaato

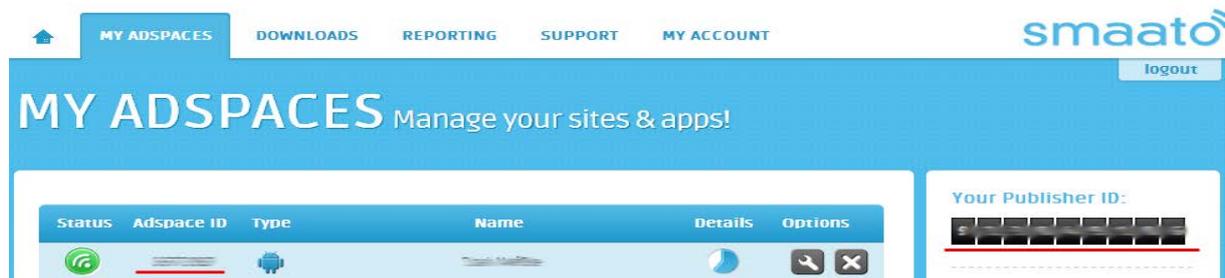
Smaato is between an ads network for everyone and an ads network for professional only. It's also one of the few to provide SDK for something else than Android and iPhone. While it's not really interesting for Ads4AIR since their Blackberry SDK is for BBOS prior to v10, it could become your ads network of choice if you also use PhoneGap or other cross platform solutions (NME, ...). The draw back ? Poor fill rate and only 5 ads slots. You could request for more but we're personally only using 3 so we don't know what they ask for...

1. Settings

- publisherID : your unique identifier, the same for all your app
- adSpaceID : unique identifier of your app

To find your publisherID and adSpaceID

- log into your Smaato account
- at "My Adspaces" tab, you could check the status of all your apps
- your adSpaceID is the second column of your app's row
- your publisherID is at the top right of the panel, in white on black



2. Android

SDK used: v3.2.0

Permissions needed: INTERNET, (READ_PHONE_STATE, ACCESS_NETWORK_STATE)

Additional activity: none

3. iOS

Not supported yet.

4. Blackberry

Not supported yet.

5. Known issues

There is no test mode on Smaato.
H_CENTER isn't working.

No way to valid interstitial: Smaato has a fill rate of 0% with us!
If you test is OK, let us know !

7. Alternatives

Smaato already had an ANE:

- [LancelotMobile's ANE](#) (iOS / Android)

Be free to use them if you want to, the only drawback is you won't be able to fall back to another ads network if your fill rate is poor but it's often the case with Smaato.

FAQ

Q. *Why should I accept to let you use 10% of my ad view ?*

A. You are free to use another ANE, free or commercial.

If you like Ads4AIR, you could register it with us, just contact us.

If you want to use a free ANE, with a lot of ads network supported then you'll need to accept this rule. But you have to understand we're not trying to rob 10% of your ad view, we are just trying to earn some money based on your success. What do you think of a company which earnings is based of its customers success ? We are more than motivate to make you a bug free, easy to use, ANE !

Q. *Why does my app crashes on launch ?*

A. You're using the free version of Ads4AIR. In this case, Adfonic ANE is required.

Be also sure to add the activity and permissions needed.

Q. *Why are my users receiving Adfonic's ads while I'm using XXX ads network ?*

A. You're using the free version of Ads4AIR. In this case, 10% of the ads come from Adfonic.

If you don't want this to happen, contact us to register Ads4AIR.

Q. *Why does interstitial support seem buggy ?*

A. Ads networks use what they call Rich Media for interstitial / full screen ads.

These ads are full web content, not simply a banner picture like for banner.

It's so subject to standard web error like badly supported browser, disabled javascript,

Plus some SDK loads additional files we can't include at the right place on your app.

Q. *Why does banner comes and disappears with XX ads network ?*

A. First, you had a receive a first ads to see the banner. It's strongly based on your fill rate.

Second, some ads networks clear the banner when a refresh (every 20 to 60 seconds) returns back no ads.

It's the ads network choice.

We personally find it not really user friendly so we suggest you to use the NO_AD event to show your own banner until an ADS_LOADED event is dispatched.

Q. *Should I include all the ANE?*

A. Nope. You only have to include Ads4AIR ANE, your network ANE and, if you're using the free version, Adfonic ANE.

Q. *Some ANE are heavy! Why?*

A. Any ANE include the original SDKs so its final size is equal to the size of each SDK + some AS code. Complain to your ads network provider if you think it's too many Kilobytes!

Q. *Which ads network should I use?*

A. From a market share point of view, Admob is the main one, followed by Inmobi (iAD on iOS). We didn't follow the market share point of view, we followed our feelings. Adfonic supported (directly or not) the OS we wanted while Admob is Android/iOS only. We got some problems with Inmobi. Inner active is very interesting but we didn't use it enough time to give you our own opinion (apart bad fill rate for some unknown reason which could be from our side). Others network failed for OUR apps while they succeed for others developers. So, browse the web, browse the ads networks' website and make your choice. Also note that if you need interstitial ads, half of our ANE doesn't support them on Android.

Q. *Why am I unable to use Admob on Android?*

A. Google asks for a minimal version of their SDK to use admob. For AIR, it means you should replace the embedded SDK with Google last one. See Admob page for details.

Q. *Why are my ads network settings so minimalist? Where is gender, age, tags ...?*

A. For our first release, we wanted an easy to use ANE, not an ANE full of options. We'll take the times to add more settings for much used ads networks so...let us know you want more!

Q. *Why do you support only banner and interstitial? Some ads network got video ads!*

A. All the ads networks handled by Ads4AIR support the same model. Handling different ads for each ads network will break this model. We'll perhaps add support for different kind of interstitial ads.

Q. *When will you support Blackberry 10?*

A. It's our next step so check our web page soon!

Q. *When will you support iOS?*

A. After Blackberry 10 support will be added.

While it could be seen like a strange strategy, 2 reasons made us working on BB10 before iOS.

We like the BB10 and we're waiting to earn some money to buy a MAC Book.

We can't release ANE we can't test!

Q. *Why is LeadBolt not supported by Ads4AIR?*

A. LeadBolt is a very complex ads network.

It lets you so many different ads (banner, video, audio...) that we had the feeling a stripped version (banner and interstitial only) could be a problem.

We'll perhaps add it, contact us if you need it quickly.

Q. *Why is XX ads network not supported by Ads4AIR?*

A. Because we didn't add it...yet.

We added ads networks we personally tested these last 6 years.

Contact us to add yours!

Q. *Is there any simple AIR (Flex or Flash) sample project?*

A. We're working on it

Q. *I have a question...*

A. If it's not already on this FAQ, contact us. We'll do our best to answer you quickly.

Contact

To contact us, simply connect you to our site : <http://extensions.willna.com>

Or send us an email to extensions@willna.com

If you have a Tweeter account, you can also reach us @FlexOnMobile

Sorry, no Facebook nor Google+ page.

History

V1.0.1:

Common: fix memory leak on event listener

Common: fix memory leak on extension context

Common: fix event not dispatched when using shadow ads

Common: fix banner always visible when using shadow ads

Common: fix context issue (use ads4AIR instance's dispose function)

Common: New AdsErrorEvent to handle common errors

Adfonic: fix banner not working after an interstitial

Adfonic: Dispatch an AdsErrorEvent when there isn't an active connection

V1.0.0:

Common: Initial release