



Phonegap Integration guide

Changes

Date	Author	Changes	Version
9/12/14	NC	Initial version	1.0

Table of contents

AUDIENCE	4
HOW TO	4

Audience

This tutorial is made for Smaato publishers who want to monetize their apps in a phonegap project.

How to

Phonegap projects are based on HTML and Javascript. The better way to integrate Smaato ads inside your app is using Smaato AdTag integration, which based on javascript.

First of all, you will need to generate a Smaato ad tag integration. It is available in your Smaato dashboard (<http://my.smaato.com>). Go to downloads section and then click on generate button in Smaato Ad Tag for Mobile Websites. Follow then the steps to until you get an ad tag integration code. Copy the generated script and save it somewhere we will need it later on.

Now inside your phonegap project, go to www folder and choose the page where you want to show ads in. Let's say we will show ads in the main screen. The main screen or page, is generally called index.html, open this html page using you preferred web development tool.

All what you have to do now, is to copy paste the generated code inside the html page. It should look something like

```
<!DOCTYPE html>
<!--
  Copyright (c) 2012-2014 Adobe Systems Incorporated. All rights reserved.
  Licensed to the Apache Software Foundation (ASF) under one
  or more contributor license agreements. See the NOTICE file
  distributed with this work for additional information
  regarding copyright ownership. The ASF licenses this file
  to you under the Apache License, Version 2.0 (the
  "License"); you may not use this file except in compliance
  with the License. You may obtain a copy of the License at

  http://www.apache.org/licenses/LICENSE-2.0

  Unless required by applicable law or agreed to in writing,
  software distributed under the License is distributed on an
  "AS IS" BASIS, WITHOUT WARRANTIES OR CONDITIONS OF ANY
  KIND, either express or implied. See the License for the
  specific language governing permissions and limitations
  under the License.
-->
<html>
  <head>
    <meta charset="utf-8" />
    <meta name="format-detection" content="telephone=no" />
    <meta name="msapplication-tap-highlight" content="no" />
    <!-- WARNING: for iOS 7, remove the width=device-width and height=device-height
```

```
attributes. See https://issues.apache.org/jira/browse/CB-4323 -->
<meta name="viewport" content="user-scalable=no, initial-scale=1, maximum-scale=1,
minimum-scale=1, width=device-width, height=device-height, target-densitydpi=device-dpi"
/>
<link rel="stylesheet" type="text/css" href="css/index.css" />
<title>Hello World</title>
</head>
<body>
  <div id="smaatoad" style="padding: 0px"></div>
<script id="smaatoAdDisplay" language="javascript" type="text/javascript"
src="http://soma.smaato.net/oapi/js/smaatoAdTag.js">
</script>
<script>
  function callBackForSmaato(status){
    if(status == "SUCCESS"){
      console.log('callBack is being called with status : ' + status);
    } else if (status == "ERROR"){
      console.log('callBack is being called with status : ' + status);
    }
  };

  SomaJS.loadAd({
    adDivId : "smaatoad",
    publisherId: 0,
    adSpaceId :0,
    autoReload : 60,
    format : "img",
    formatstrict : true,
    dimension : "mma",
    dimensionstrict : "true",
  },callBackForSmaato);
</script>
  <div class="app">
<h1>PhoneGap</h1>
<div id="deviceready" class="blink">
  <p class="event listening">Connecting to Device</p>
  <p class="event received">Device is Ready</p>
</div>
</div>
<script type="text/javascript" src="cordova.js"></script>
<script type="text/javascript" src="js/index.js"></script>
<script type="text/javascript">
  app.initialize();
</script>
</body>
</html>
```

That's it. Now compile your app and deploy it You should now see ads on your app. If you want to show ads in different screens, just redo the same operation.

Happy coding !