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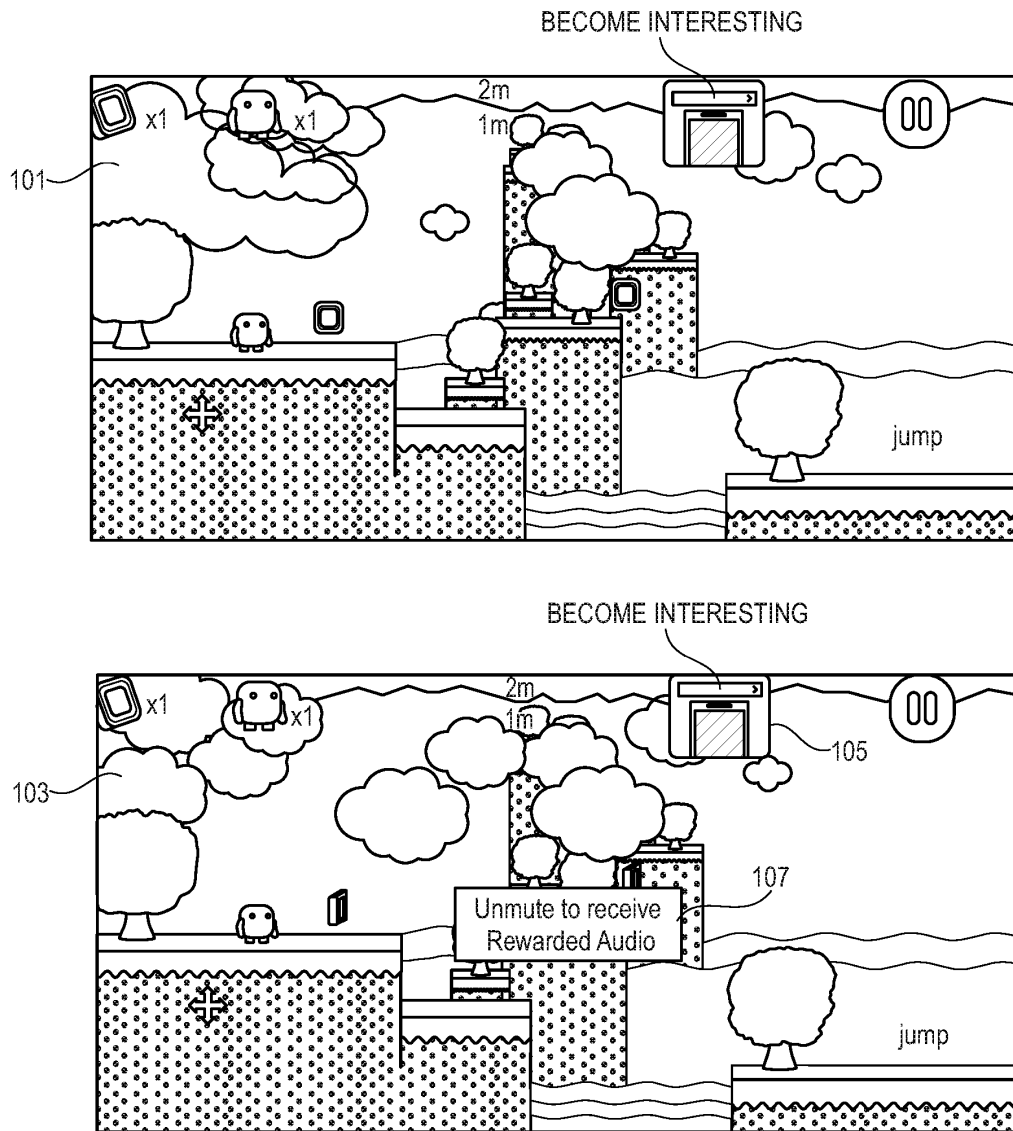


Fig. 1

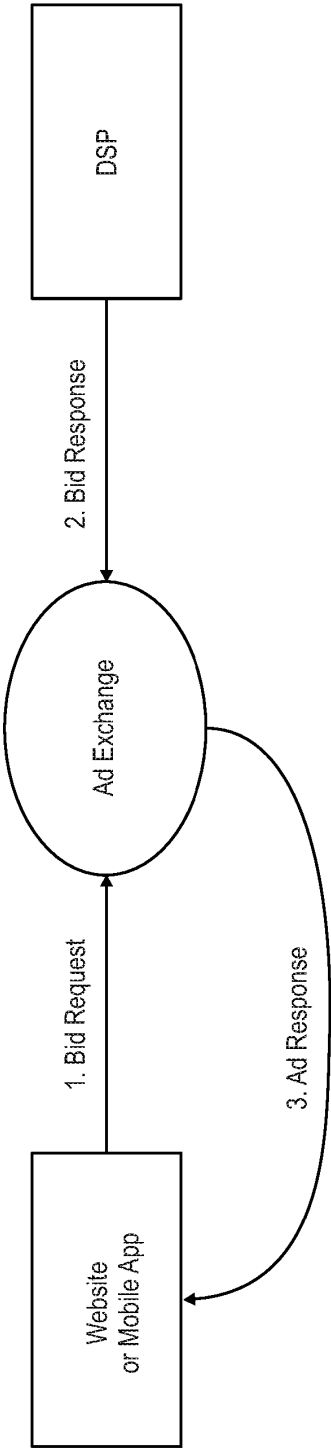


Fig. 2

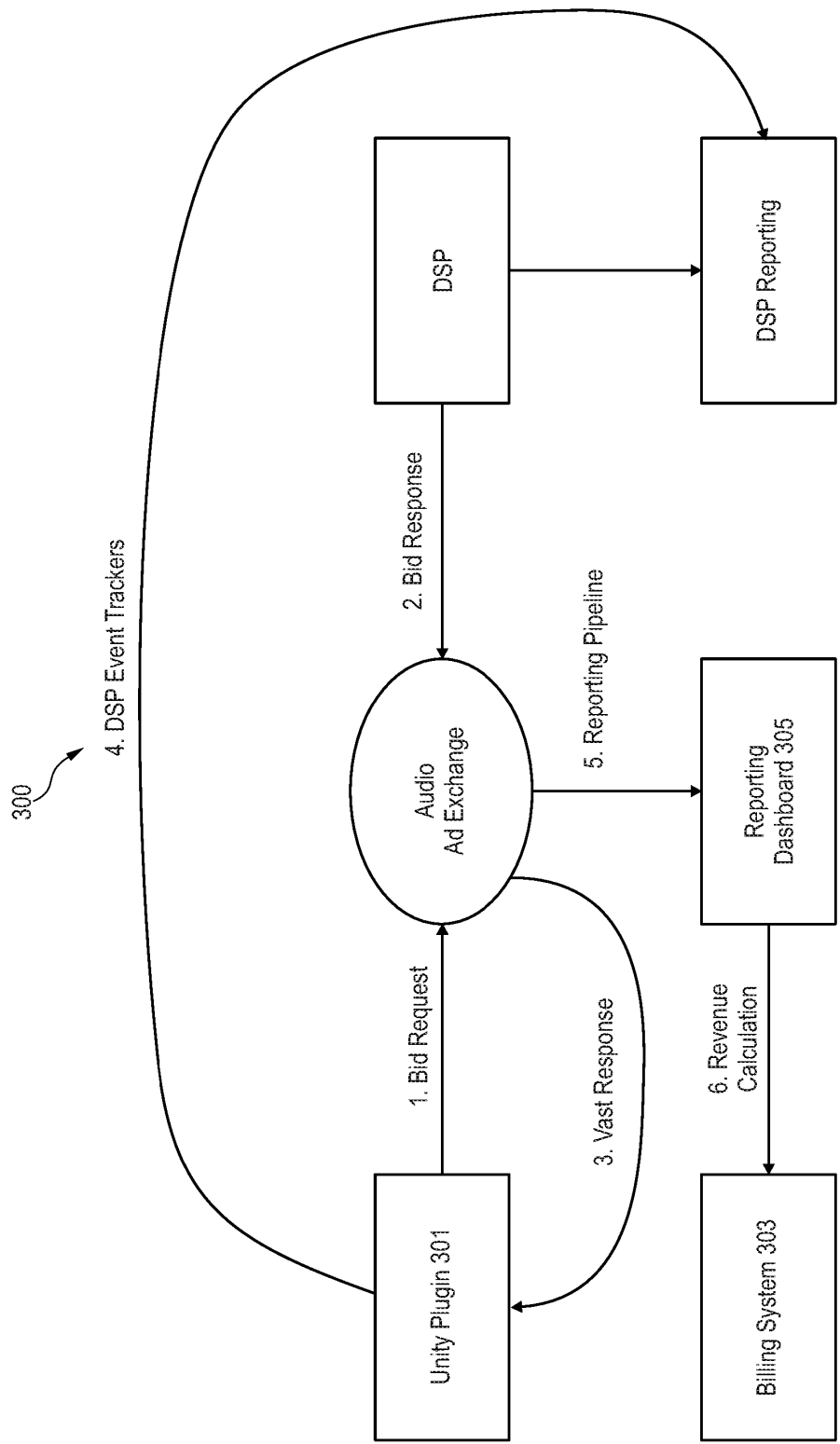


Fig. 3

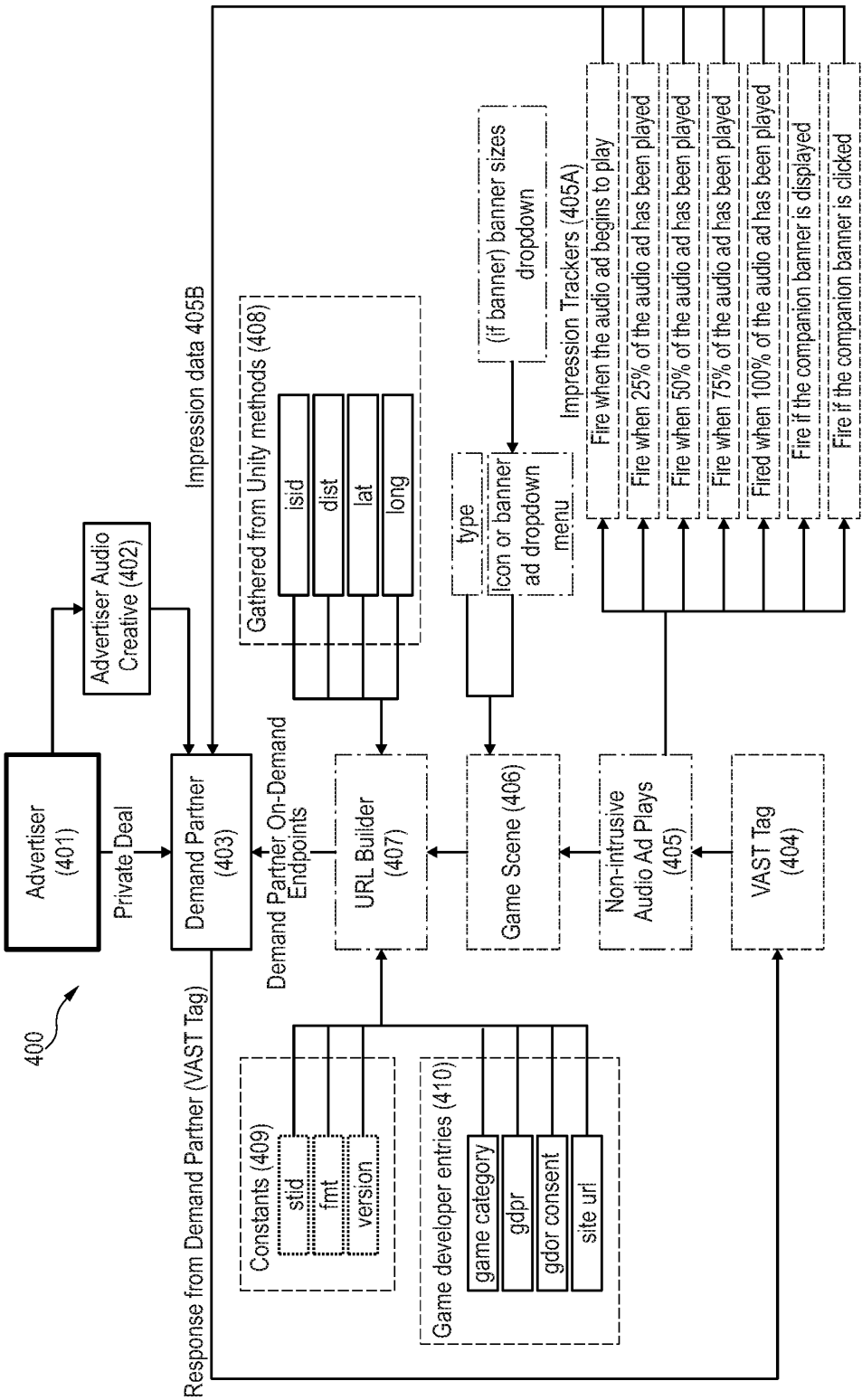


Fig. 4

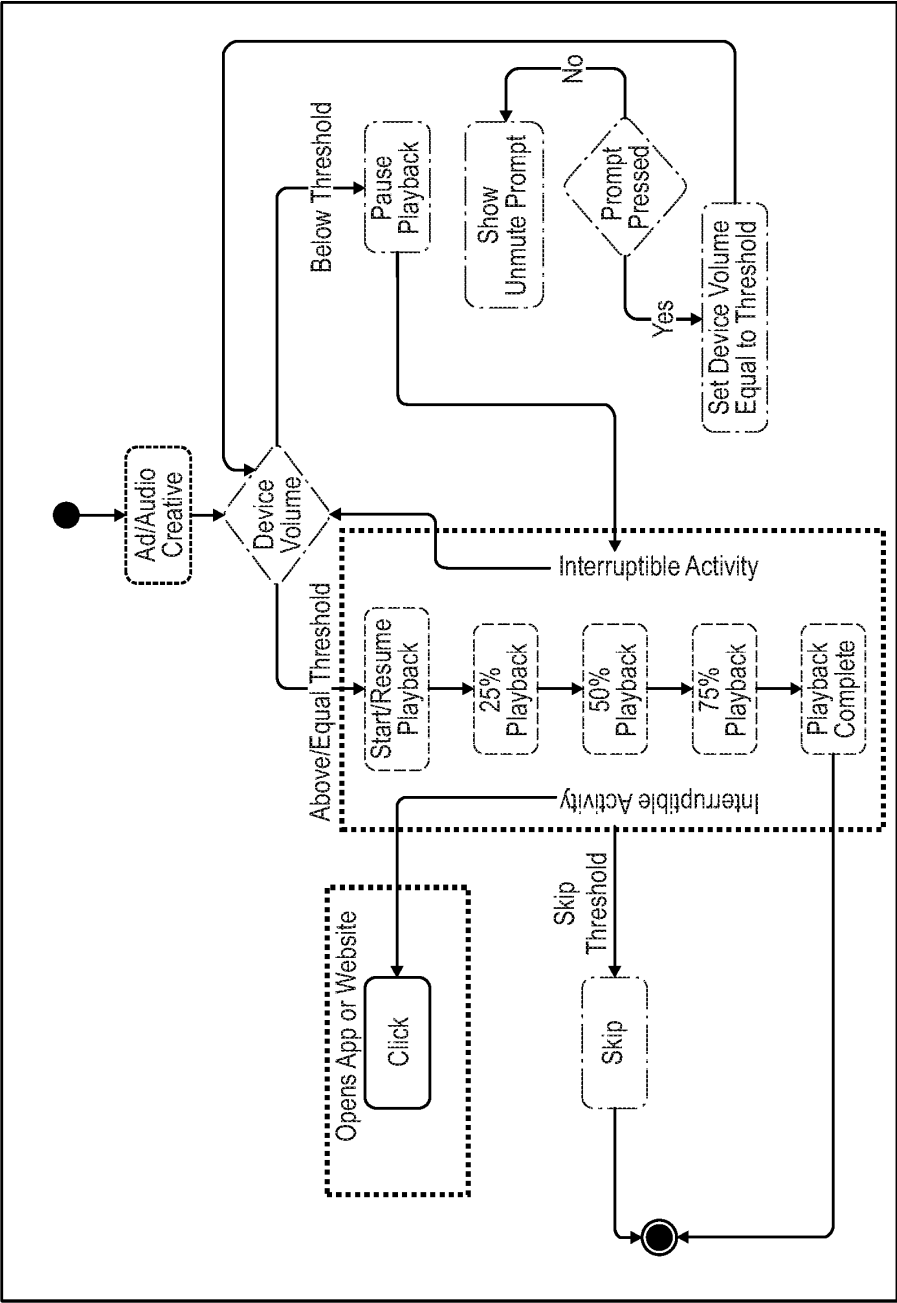


Fig. 4A

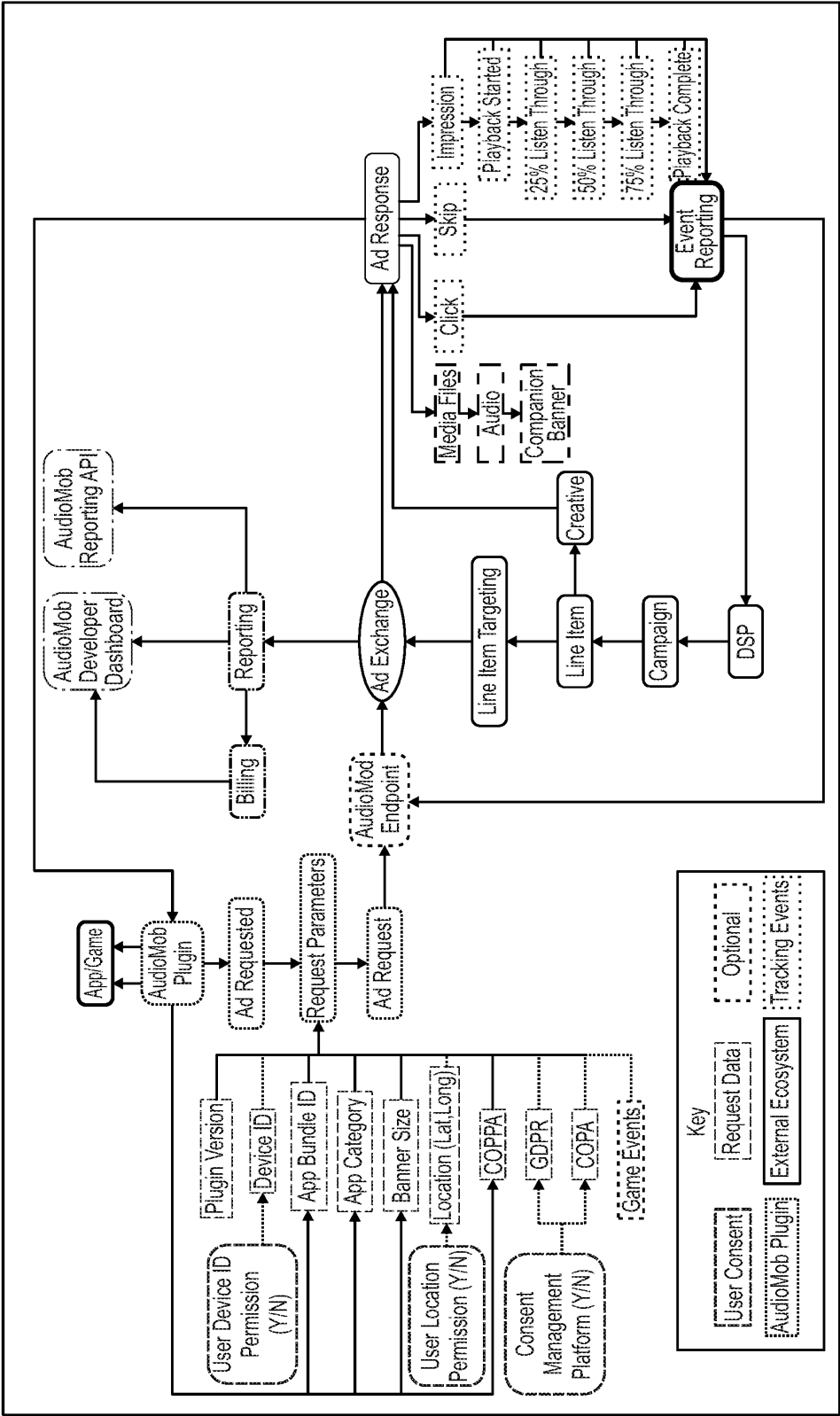


Fig. 4B

Event	Trigger
Audio Ad Started	events fires once the audio ad begins playing
1st Quartile	event fires once the audio ad has reached 25% playback
2nd Quartile (Mid-Point)	event fires once the audio ad has reached 50% playback
3rd Quartile	event fires once the audio ad has reached 75% playback
4th Quartile (Complete Listen)	event fires once the audio ad has reached 100% playback
Banner Ad Displayed	event fires when banner ad is displayed (if applicable)
Click-through	event fires if banner has been pressed

Fig. 5

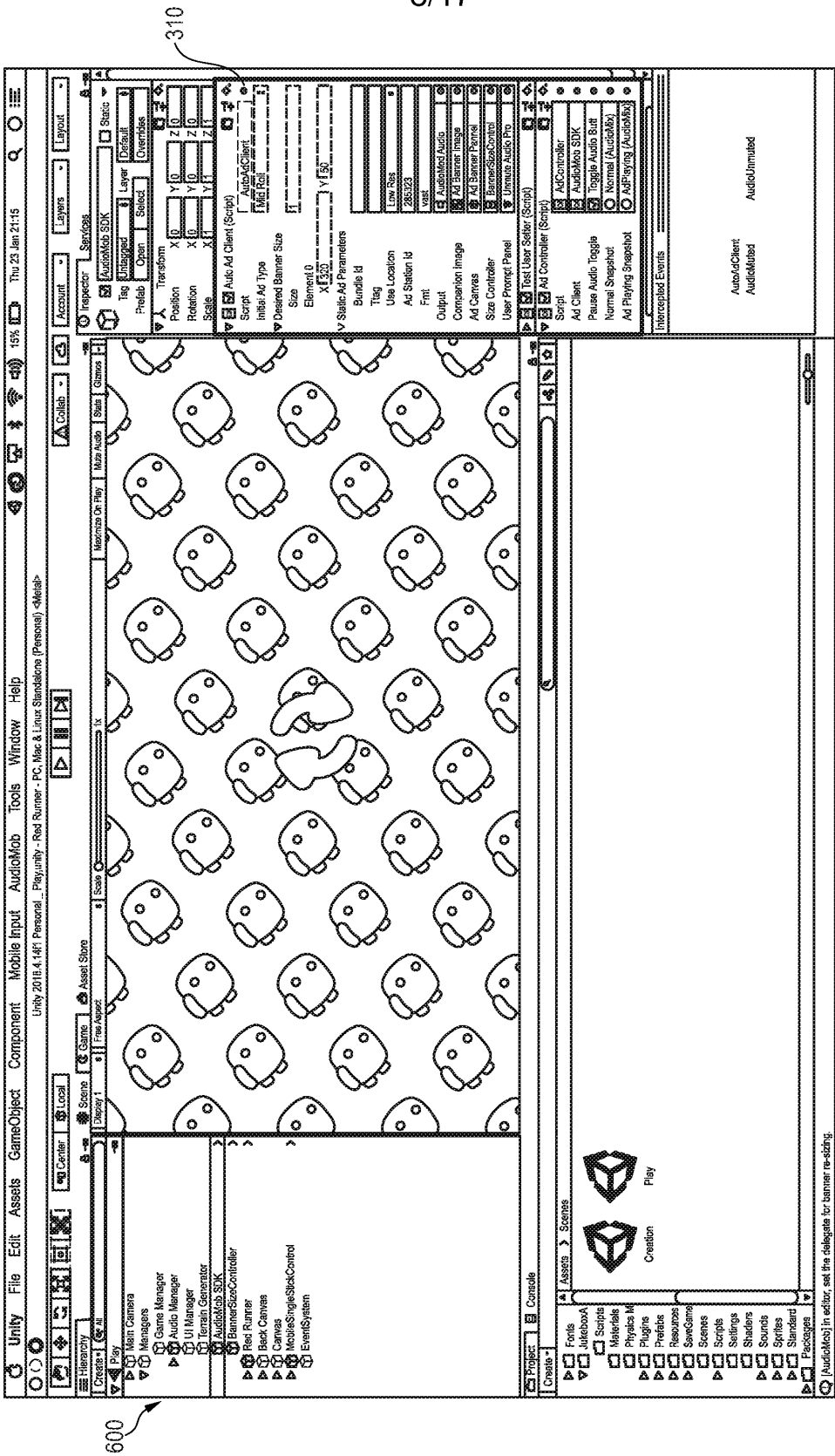


Fig. 6

SDK Parameters	Type	Description
Output	Audio Source	Audio source for AudioMob audio as
Companion Image	Raw/Image	Audio ad companion image sent by the advertiser
Size Controller	BannerSizeController	Controls the size of the companion banner (preset dropdown)
User Prompt Panel	Canvas	Canvas for your message encouraging the user to unmute (if muted)

Fig. 7

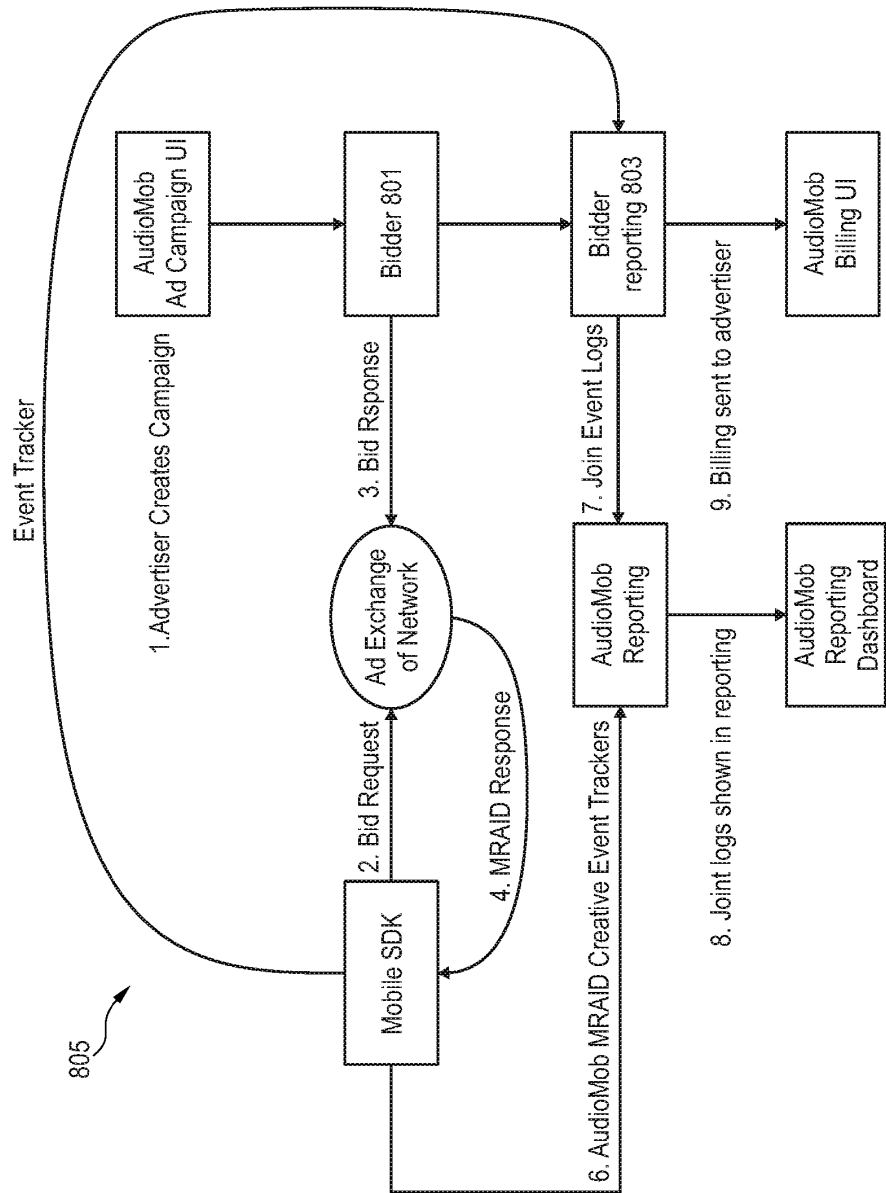


Fig. 8

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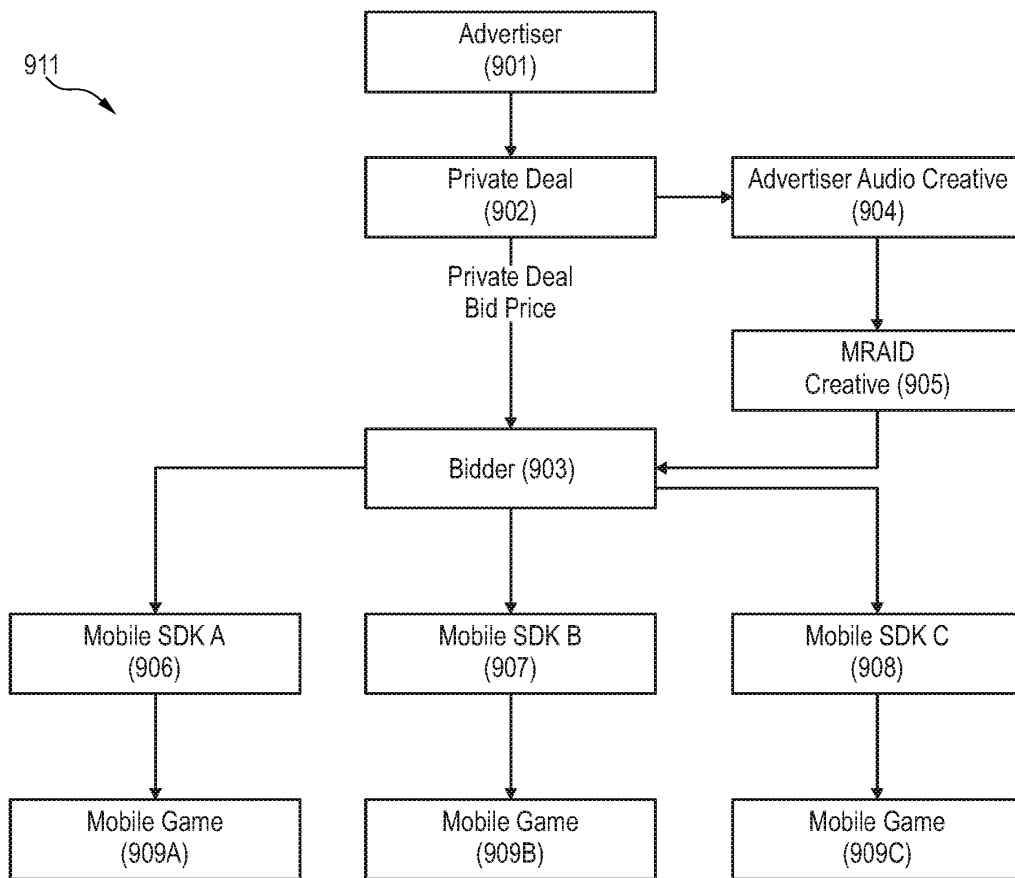


Fig. 9

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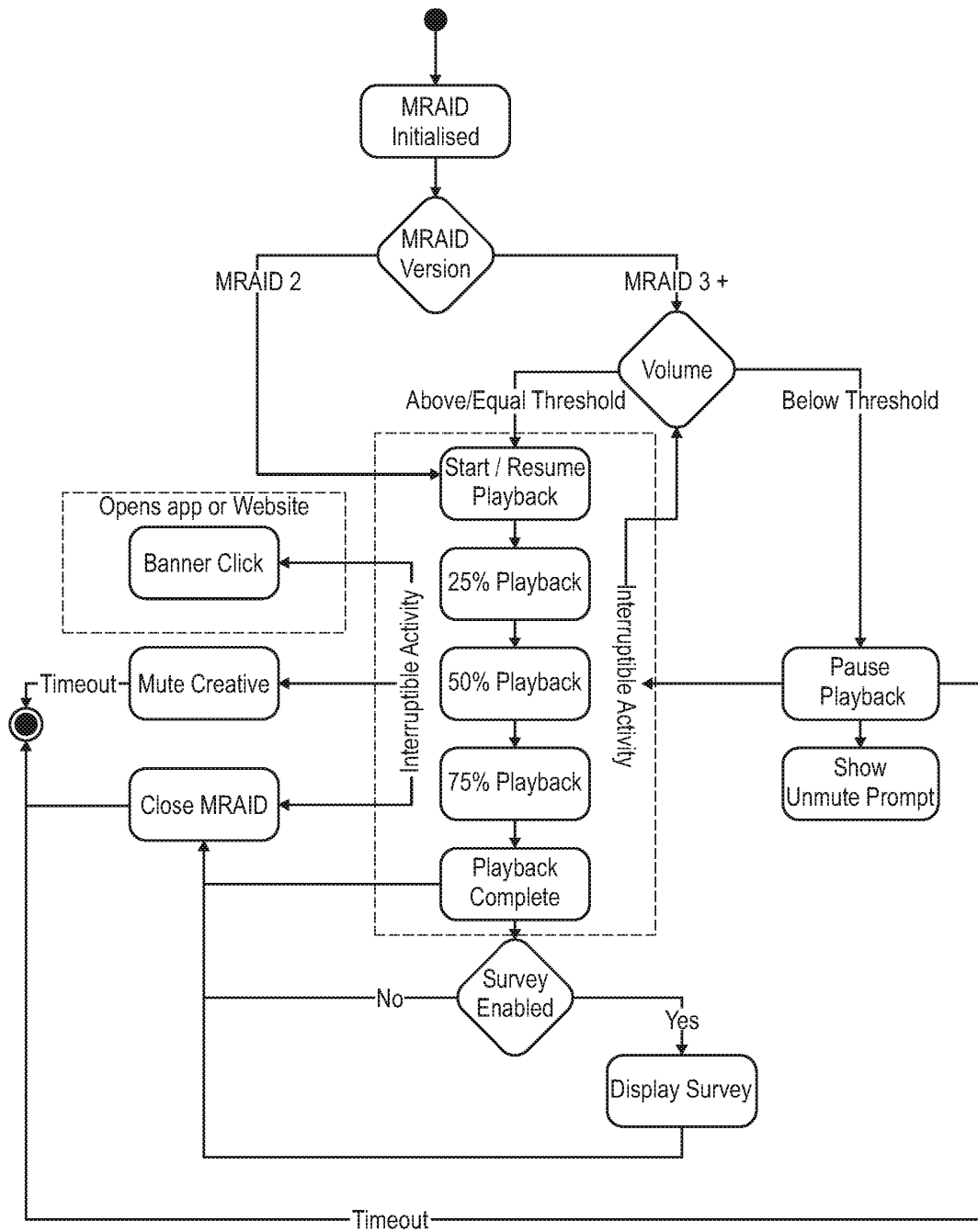


Fig. 9A

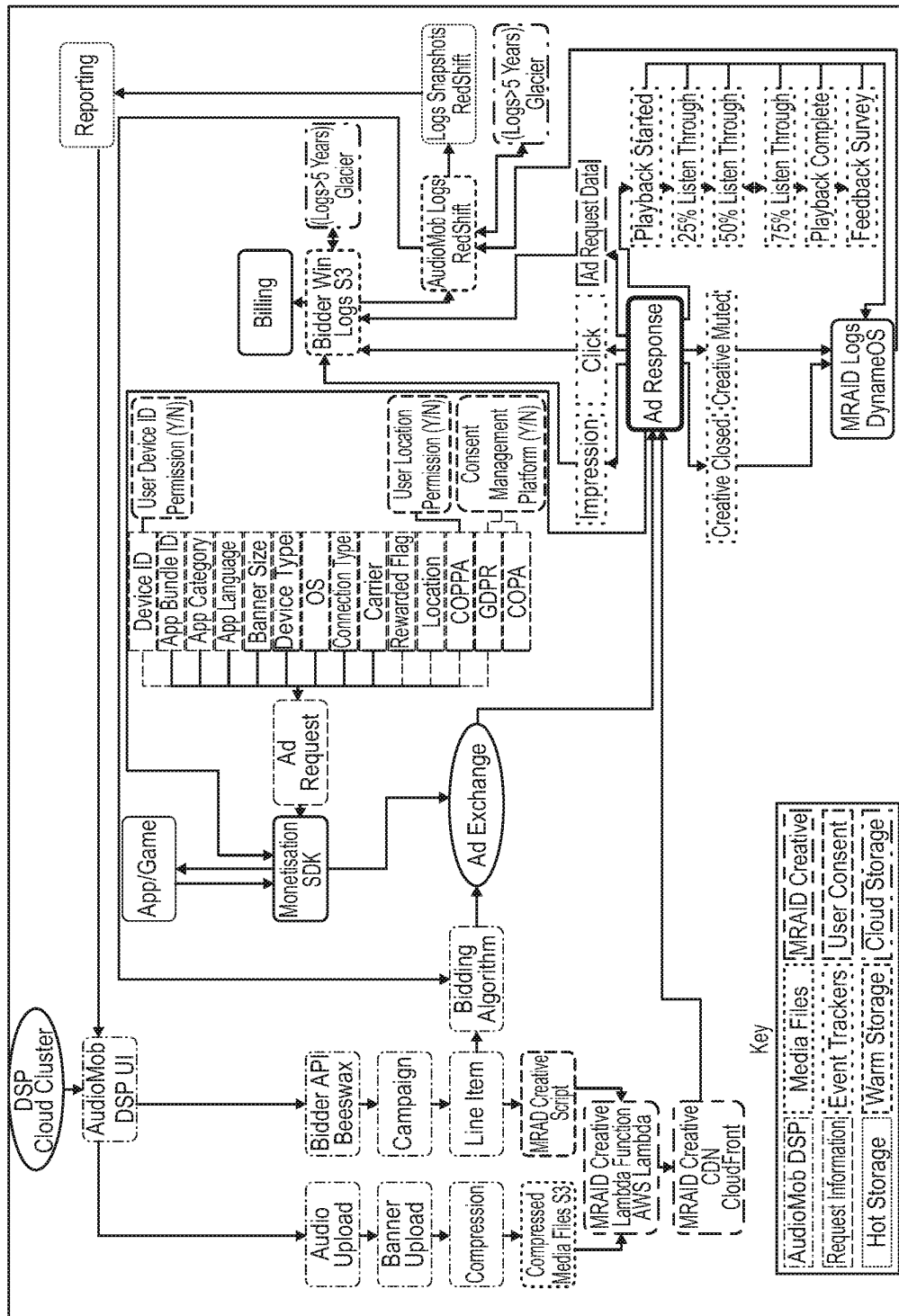


Fig. 9B

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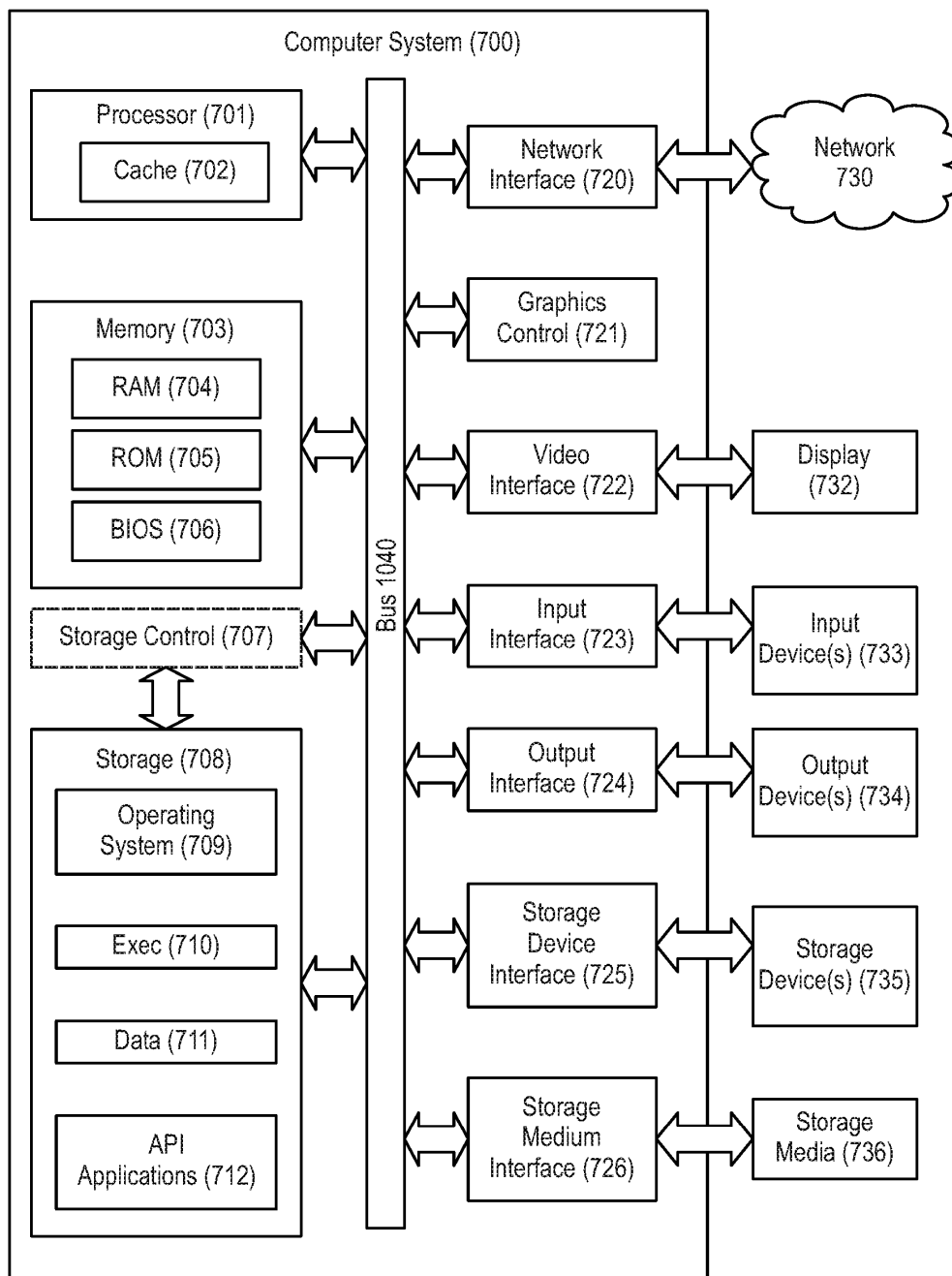


Fig. 10

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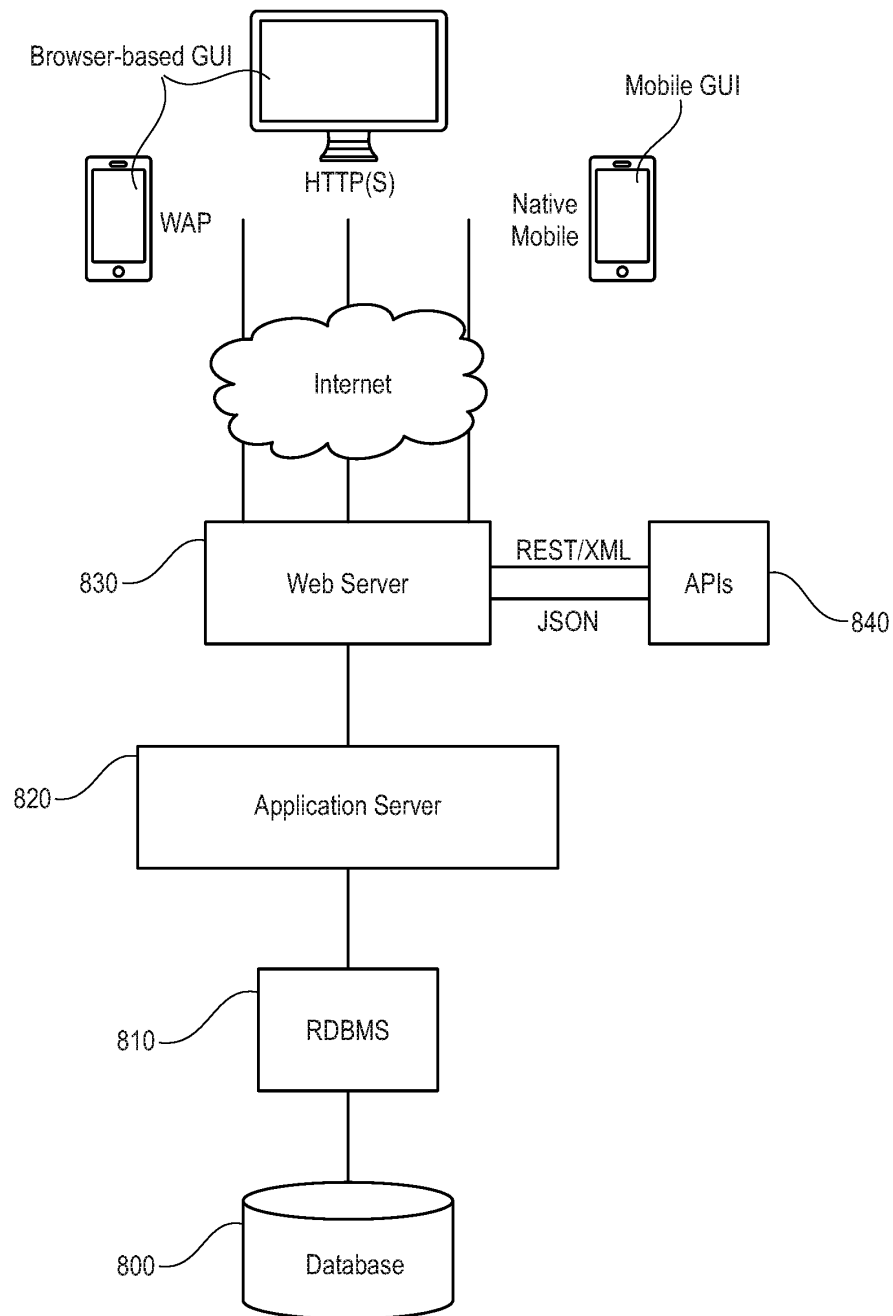


Fig. 11

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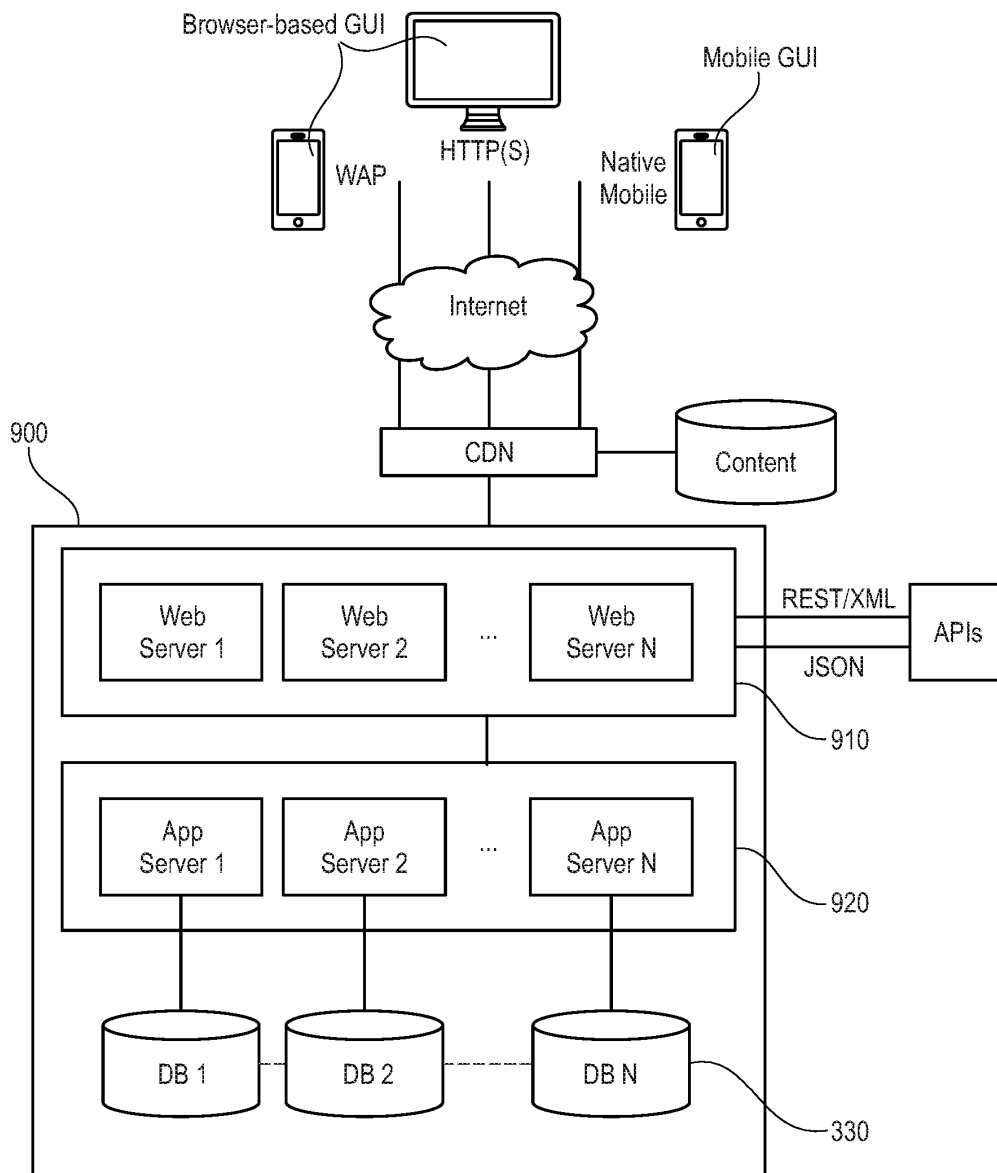


Fig. 12

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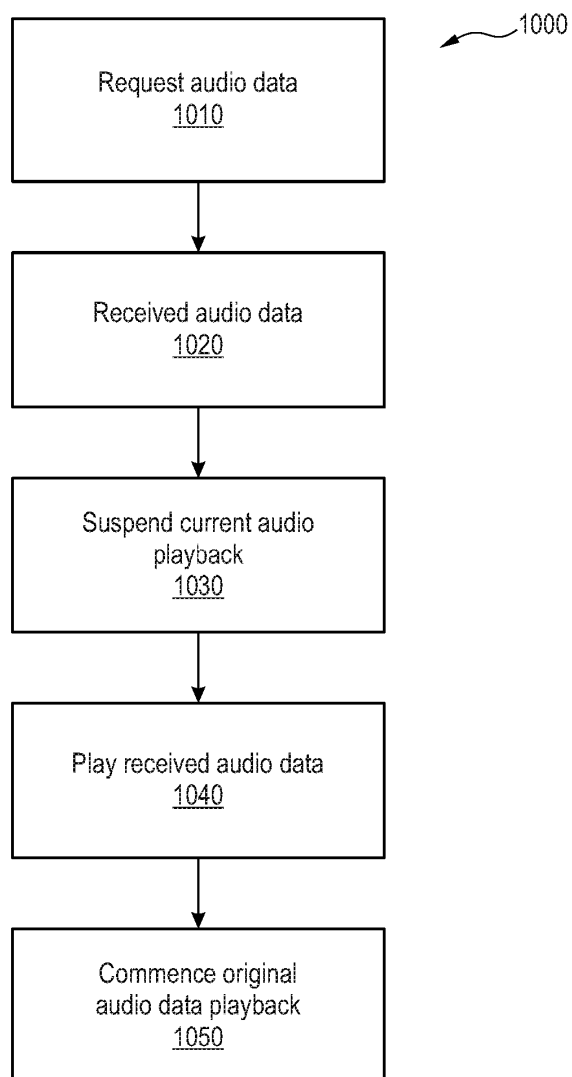


Fig. 13