

AppLovin Pokkt Mediation

Prerequisites

- Please create account at www.applovin.com
 - Please read instructions at <https://www.applovin.com/integration#androidIntegration> to integrate your android application with AppLovin
 - Please read instructions at <https://www.applovin.com/integration#androidRewardedVids> to show rewarded video ads in your application.
-

Configuration in Application

- Move the applovin-sdk-x.x.x.jar file into the libs folder of your project. Make sure to update your project's dependencies accordingly.
 - Add the following line into your AndroidManifest.xml. This needs to go inside the application tag:
 - `<meta-data android:name="applovin.sdk.key" android:value="xxxxx-xxxxxxxxx"/>`
 - Please add the necessary permissions for AppLovin in your application manifest. Please ignore, if these are already added in manifest.
 - `<uses-permission android:name="android.permission.INTERNET"/>`
 - `<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />`
 - `<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />`
 - Add the following activities to your AndroidManifest.xml:
 - `<activity android:name="com.applovin.adview.AppLovinInterstitialActivity"/>`
 - `<activity android:name="com.applovin.adview.AppLovinConfirmationActivity"/>`
-

Code changes

- The PAPUnity.jar (provided inside unitypackage) already contains handler for this network. You do not need to create any adapter.
- Please declare class name "com.pokkt.thirdparty.AppLovinNetwork.java" along with package name, game ID and reward amount in your POKKT account Dashboard for AppLovin network setting.