

Supersonic Pokkt Mediation

Prerequisites

- Please create account at <https://www.supersonicads.com/>
 - Please read basic instructions at <http://developers.supersonic.com/hc/en-us/categories/200550782-Android-> to integrate your android application with Supersonic.
 - For rewarded video integration : <http://developers.supersonic.com/hc/en-us/articles/201321042-Integrating-Rewarded-Video>.
 - Register your App here and add the placement for rewarded video accordingly and do the setting as per given in doc.
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Configuration in Application

- Move the “mediationsdk-X.x.x.jar” file into the libs folder of your project. Make sure to update your project's dependencies accordingly.
 - Add the necessary permissions for Supersonic as suggested in Supersonic integration document to your application manifest.
 - Add the recommended activities to your AndroidManifest.xml as suggested in integration guide.
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Code/Misc changes

- The Cocos2dxJavaWrapper.jar already contains handler for this network. You do not need to create any adapter.
- Please declare class name “com.pokkt.thirdparty.SupersonicNetwork.java” along with package name, game ID and reward amount in your POKKT account Dashboard for Supersonic network setting.