

TapJoy Pokkt Mediation

Prerequisites

- Please create account at <http://tapjoy.com>
- Please read basic instructions at <https://ltv.tapjoy.com/s/562f24fb-e335-8000-8000-c1925a000029/onboarding#guide/basic> to integrate your android application with TapJoy.
- Here is more details for integration, please follow this link: <http://dev.tapjoy.com/sdk-integration/android/getting-started-guide-publishers-android/>.
- Register your App here and then select App settings than update the info according to need. Virtual currency can be set from Content option. And from Monetize option you can create new placement according to your need. Please follow the documents for details.

Configuration in Application

- Move the “tapjoyconnectlibrary.jar” file into the libs folder of your project. Make sure to update your project's dependencies accordingly.
- Add the necessary permissions for TapJoy as suggested in TapJoy integration document to your application manifest.
- Add the recommended activities and meta data to your AndroidManifest.xml as suggested in integration guide.

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.TapJoyNetwork.java” along with package name, game ID and reward amount in your POKKT account Dashboard for TapJoy network setting.