

# Unity3DAd Pokkt Mediation

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## Prerequisites

- Please create account at <https://unityads.unity3d.com>
  - Please read instructions at <http://unityads.unity3d.com/help/Documentation%20for%20Publishers/Integration-Guide-for-Android> to integrate your android application with Unity3DAd.
  - Register your App here and do the required setting according and if there is any confusion please take help of given documents by Unity3DAd.
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## Configuration in Application

- Add .aar file which is provided by Unity3DAd. Please check the documents how to add that.
  - Add the necessary permissions for Unity3DAd as suggested in Unity3DAd integration document to your application manifest.
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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.Unity3DAdNetwork.java” along with package name, game ID and reward amount in your POKKT account Dashboard for Unity3DAd network setting.