

Unity3DAd Pokkt Mediation

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.

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.

Code changes

- Create a class which implements Pokkt's **AdNetwork** interface.
- This class should also implement AdColony Callback interface **IUnityAdsListener**.
- This class should also implement **Application.ActivityLifecycleCallbacks** interface to map activity lifecycle with Unity3DAd state and to set the current activity to Unity3DAd SDK.
- Sample implementation of this class is included in release "**Unity3DAdNetwork.java**". Please use this java file in your project.
- Pokkt SDK's PokktCustomNetworkVideoDelegate methods should be mapped from your newly created class methods. These are the methods which are important and which will be used to fire event to POKKT. We are handling all required events which are needed. There are the events:
 - onDownloadCompleted
 - onDownloadFailed
 - onVideoClosed
 - onVideoCompleted

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- onVideoDisplayed
 - onVideoGratified
 - onVideoSkipped
- Now the last part, please declare this class name along with package name, game ID and reward amount in your POKKT account Dashboard for Unity3DAd network setting.