

FusePowered Pokkt Mediation

Prerequisites

- Please create account at www.fusepowered.com
 - Please read instructions at <https://wiki.fusepowered.com/index.php?title=Android> to integrate your android application with FusePowered
 - Register your application in FusePowered account/dashboard.
 - Go to the Apps tab and select your application. Your App ID is displayed. Copy this value and use it in the integration code.
 - Go to zones tab and add a zone. Copy the zone id and use it in the code.
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Configuration in Application

- Move the FuseSDK.jar JAR file into the libs folder of your project. Make sure to update your project's dependencies accordingly.
 - Add the necessary permissions for FusePowered as suggested in FusePowered integration document to your application manifest.
 - Add the recommended activities, broadcast receiver and meta data to your AndroidManifest.xml.
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Code changes

- Create a class which implements Pokkt's **AdNetwork** interface.
- This class should also implement FusePowered Callback interface **FuseSDKListener**
- Pokkt SDK's PokktCustomNetworkVideoDelegate methods should be mapped from your newly created class methods.
 - adAvailabilityResponse
 - adWillClose
 - adFailedToDisplay
 - adDidShow
 - rewardedAdCompleteWithObject

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- This class should also implement **Application.ActivityLifecycleCallbacks** interface to map activity lifecycle with FusePowered state and to set the current activity to FusePowered SDK.
- Sample implementation of this class is included in release as **"FusePoweredNetwork.java"**. Please use this java file in your project.
- Now the last part, please declare this class name along with package name (fully qualified class name) in your Pokkt account Dashboard for FusePowered network setting.