

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

- The PAPUnity.jar (provided inside unitypackage) already contains handler for this network. You do not need to create any adapter.
- Please declare class name “com.pokkt.thirdparty.FusePoweredNetwork.java” along with package name, game ID and reward amount in your POKKT account Dashboard for Fuse-Powered network setting.