

Fyber Pokkt Mediation

Prerequisites

- Please create account at <http://www.fyber.com/>
 - Please read basic instructions at <http://developer.fyber.com/content/current/android/basics/> to integrate your android application with Fyber.
 - Here is more details for rewarded video integration, please follow this link: <http://developer.fyber.com/content/current/android/rewarded-video/>.
 - Register your app here and do the required setting related to rewarded video.
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Configuration in Application

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

```
- <activity android:name="com.pokkt.thirdparty.FyberActivity"
    android:configChanges="keyboard|keyboardHidden|navigation|orientation|
screenLayout|uiMode|screenSize|smallestScreenSize"
    android:label="Fyber" >
```

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.FyberNetwork.java” along with package name, game ID and reward amount in your POKKT account Dashboard for Fyber network setting.
- Notes: Fyber doesn't fire event for Video Displayed.