

InMobi Pokkt Mediation

Prerequisites

- Please create account at www.inmobi.com
 - Please read instructions at <https://support.inmobi.com/monetize/integration/android/android-sdk-integration-guide/#getting-started> to integrate your android application with InMobi
 - Please read instructions at <https://support.inmobi.com/monetize/integration/android/android-sdk-integration-guide/#creating-Interstitial-or-native-int> to show rewarded video ads in your application.
 - Register your property in InMobi account/dashboard.
 - Go to the Monetize tab and click the spanner icon next to your property. Your Placement ID is displayed. Copy this value and use it in the integration code.
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Configuration in Application

- Move the InMobi-5.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 InMobi as suggested in InMobi 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.InMobiNetwork.java” along with package name, game ID and reward amount in your POKKT account Dashboard for InMobi network setting.