

Vungle Pokkt Mediation

Prerequisites

- Please create account at <https://v.vungle.com/dashboard/login>
 - Please read instructions at <https://support.vungle.com/hc/en-us/articles/204222794-Get-started-with-Vungle-Android-SDK> to add Vungle to your application.
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Configuration in Application

- Move the Vungle related all jars file into the libs folder of your project. Make sure to update your project's dependencies accordingly. It has following jars:
 - dagger-[version].jar
 - javax.inject-[version].jar
 - nineoldandroids-[version].jar
 - support-v4-[version].jar
 - vungle-publisher-[version].jar
 - Add the necessary permissions for Vungle as suggested in Vungle integration document to your application manifest.
 - Add the following activities to your AndroidManifest.xml:
 - `<activity`
 `android:name="com.vungle.publisher.FullScreenAdActivity"`
 `android:configChanges="keyboardHidden|orientation|screenSize"`
 `android:theme="@android:style/Theme.NoTitleBar.Fullscreen"/>`
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Code/Misc changes

- The PAPUnity.jar (provided inside unitypackage) already contains handler for this network. You do not need to create any adapter.
- Video Gratification - Vungle has different ways of gratifying. Please follow server to server callback for rewarding.
- **Please read <https://support.vungle.com/hc/en-us/articles/204374244-Setting-up-Incentivized-Ads> for details of rewarding users.**

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- **Please provide ThirdPartyUserId of PokktConfig through setIncentivizedUserId of AdConfig option.**
- Sample implementation of this class is included in release. **“VungleNetwork.java”**. Please use this java file in your project.
- Now the last part, please declare class name **“com.pokkt.thirdparty.VungleNetwork.java”** along with package name (fully qualified class name) in your Pokkt account Dashboard for Vungle network setting.