

TapJoy iOS Pokkt Mediation

Prerequisites

- Supports TapJoy version 11.3.0 and above.
- Please create account at <http://tapjoy.com>
- Please read basic instructions at <http://dev.tapjoy.com/sdk-integration/air/getting-started-guide-publishers-adobe-air/> to integrate your android application with TapJoy.
- Here is more details for integration, please follow this link: <http://dev.tapjoy.com/sdk-integration/air/getting-started-guide-publishers-adobe-air/>.
- Register your App here and then select App settings than update the info according to need. Virtual currency can be set from Content option. And from Monetize option you can create new placement according to your need. Please follow the documents for details.

Configuration in Application

- Add downloaded .ane file in your air mobile project from project dependency.
- There is a file "TapjoyExtension_iOS.ane" inside POKKT SDK package. Please add this ane in project properties.

Code changes

- There is nothing to do in coding. Pokkt sdk ane file will be taking care of everything.
- Now the last part, please declare this class name in your Pokkt account Dashboard.