UnityAds Pokkt Mediation

Prerequisites

- Please create account at https://unity3d.com/services/ads

- Please read basic instructions at http://unityads.unity3d.com/help/Documentation%20for%20Publishers/Integration-Guide-for-iOS to integrate your iOS application with UnityAds.

- Register your App here and add the placement for rewarded video accordingly and do the setting as per given in doc.

Configuration in Application

- Drag the UnityAds.framework and UnityAds.bundle from a Finder window to your project's Xcode window.. Make sure to update your project's dependencies accordingly.

- You also need to include StoreKit.framework, AdSupport.framework and CoreTelephony.framework to your project to compile the project.

Code changes

- Create a class which implements Pokkt's **AdNetwork** interface.

- This class should also implement UnityAds delegate **UnityAdsDelegate**.

- Pokkt SDK's PokktNetworkDelegate methods should be mapped from your newly created class methods. These are the methods which are important and which will be used to fire event to POKKT.

    - unityAdsVideoCompleted,

    - unityAdsWillShow

    - unityAdsDidShow

    - unityAdsWillHide

    - unityAdsVideoStarted

    - unityAdsFetchCompleted

    - unityAdsFetchFailed

- Sample implementation of this class is included in release. Please check this file for detail implementation and try to follow the same process.

- Now the last part, please declare this class name should be declared in your Pokkt account Dashboard.