

POKKT SDK v4.1 Integration Guide for Marmalade (iOS)

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1. Overview

Thank you for choosing Pokkt SDK Plugin v4.1 for Marmalade. Pokkt SDK supports Reward-Ad campaigns feature. This document contains all the information that is needed by you to setup the SDK with your project. Please follow these steps as per your integration requirement (Reward Ad). The current plugin supports mediation for various third party ad-networks.

These are:

- AdColony
- AppLovon
- Chartboost
- Fyber
- SuperSonic
- UnityAds
- TapJoy
- Vungle
- AdMob
- Facebook

A separate set of documents is provided for each of these, explaining the implementation process.

There is a sample app provided with the SDK. We will be referencing this app during the course of explanation in this document. It is suggested that you should check that app to understand the following process in detail.

2. Configuration Steps

All we need is the file provided *PokktNativeExtension.zip* file which contains two files *PokktNativeExtension.zip* and *PokktSample.zip*. *PokktNativeExtension* is the extension project which will be added in main project as sub project in .mkb file.

Note: Please do not copy the code points from this PDF file as it may introduce unwanted characters and space in your code. Instead please refer to sample app source code provided with the sample app.

3. Implementation Steps

Common

1. For all invocation of Pokkt SDK developer will make use of methods available in *PCPokktManager* class.
2. In *PCPokktConfig*, you can set *ApplicationId*, *SecurityKey*, *IntegrationType*. which are must for all type of integrations. Please check the sample app.
3. Before calling any other methods from the *PCPokktManager*, please make sure that you have called the *InitPokkt* with passing *PokktConfig* object.
5. If you are doing server to server integration with POKKT you can also set *thirdPartyUserId* in *PCPokktConfig*.
6. Apart from above mentioned parameters you can assign additional ones based on your integration type (please refer to OfferWall and Reward sections below).
7. While in development, please call *PCPokktManager::setDebug(true)*; to see pokkt debug logs and toast messages. please make sure to change this to *PCPokktManager::setDebug(false)*; for production build.
8. To use google analytics, please set AnalyticsType and Analytics ID in *PCPokktConfig*.

```
pokktConfig.selectedAnalyticsType =  
POKKT_ANALYTICS_TYPE_GOOGLE_ANALYTICS;  
  
pokktConfig.googleAnalyticsID = "Id";
```

9. To use flurry analytics please set AnalyticsType and Flurry Application Key in *PokktConfig*.

```
pokktConfig.selectedAnalyticsType = POKKT_ANALYTICS_TYPE_FLURRY;  
pokktConfig.flurryApplicationKey = "key";
```

10. To use mix panel analytics please set AnalyticsType and Mix PanelProject Token in *PokktConfig*

```
pokktConfig.selectedAnalyticsType = POKKT_ANALYTICS_TYPE_MIXPANEL;  
pokktConfig.mixPanelProjectToken = "token";
```

11. To use mix panel analytics please set AnalyticsType and Fabric Token in *PokktConfig*

```
pokktConfig.selectedAnalyticsType = POKKT_ANALYTICS_TYPE_FABRIC;
```

12. Please call *PCPokktManager::trackIAP(<InAppPurchaseDetail object>)* to send any in-app purchase information to Pokkt. Like below you can do this.

Session

1. We have option to start session for tracking: *startSession* and *endSession* methods in *PCPokktManager*.
2. You should call *startSession* at the start of his application if you want to use this but this is the optional and call it after setting application id and security key.
3. You should call *endSession* at the end of his application.

AdConfig

1. In *PCAdConfig*, you should set *screenName* and *isRewarded*. This screen name will be created on pokkt dashboard.
2. In *PCAdConfig*, developer can also set *shouldAllowSkip*, *defaultSkipTime*, *skipConfirmMessage*, *backButtonDisabled*, *shouldAllowMute*, *shouldConfirmSkip*, *skipConfirmYesLabel*, *skipConfirmNoLabel*, *skipTimerMessage* and *incentiveMessage*. These values can be used to configure the behaviour of ad.
3. If you want to enable/disable the skip button on video screen please set *shouldAllowSkip* as true/false. The default value for *shouldAllowSkip* is true.
4. If you have enabled skipped button by setting *shouldAllowSkip* as true then you can control after how many seconds the skip button will be visible in video by setting *defaultSkipTime* to appropriate value. Since most videos will be 30 sec or less please set *defaultSkipTime* as 10 or less. You can also give your own skip message by setting *skipConfirmMessage* on *AdConfig*.
5. The *screenName* has default value as *default* and can be used by you to give different screen name for different places in your app where you are showing ads. You will control ad targeting based on these screen names which should match exactly with screen names defined in dashboard. ScreenName can not contain white spaces and only special characters allowed are hyphen and underscore.
6. You can choose to show ad with or without incentive to user by setting *isRewarded* as true or false. Ad gratification will only happen for incentivised playback.
7. You can disable the back button while video is playing by setting *backButtonDisabled* on *PCAdConfig*.
8. You can configure the ad skip dialog yes/no labels by setting *skipConfirmYesLabel* and *skipConfirmNoLabel*.
9. You can configure the ad incentive message by setting *incentiveMessage*.

10. You can configure the ad skip timer message by setting *skipTimerMessage*. The message must contain a ## placeholder to show skip time value, which will keep changing as per the time.

Rewarded Ad/Non-Rewarded Ad

1. You need to set true/false for rewarded or non-rewarded ad in `adConfig.isRewarded = true/false`;
2. You will have to call *PCPokktManager::cacheAd(adConfig)*; to start caching ads on device.
3. You will need to register event for getting callback for Ad related callback like below and also please check given sample app PlayVideoScreen class.

```
PCPokktManager::setAdEventListener(AD_AVAILABILITY_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdAvailability), this);
```

```
PCPokktManager::setAdEventListener(AD_CACHING_COMPLETED_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdCachingCompleted), this);
```

```
PCPokktManager::setAdEventListener(AD_CACHING_FAILED_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdCachingFailed), this);
```

```
PCPokktManager::setAdEventListener(AD_DISPLAYED_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdDisplayed), this);
```

```
PCPokktManager::setAdEventListener(AD_SKIPPED_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdSkipped), this);
```

```
PCPokktManager::setAdEventListener(AD_COMPLETED_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdCompleted), this);
```

```
PCPokktManager::setAdEventListener(AD_CLOSED_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdClosed), this);
```

```
PCPokktManager::setAdEventListener(AD_GRATIFIED_EVENT,
PC_AD_EVENT_SELECTOR(AdScreen::handleAdGratified), this);
```

4. You can call *PCPokktManager::checkAdAvailability(adConfig)* to check if the campaign are available for a particular adConfig before you try to show ad.
5. You can call *PCPokktManager::showAd(adConfig)*; to show ad.
6. Please reward user only from the *AdGratified* method.

Mediation Info

1. Pokkt SDK now supports 10 ad networks which you can integrate in your application for better monetisation.
2. To integrate these networks through Pokkt, please visit the mediation menu on downloads page and download *Marmalade mediation zip* and *documentation zip*

files. Downloaded file will have one extension project

“PokktMediationExtension” need to be added as subproject in main project .mkb file under subproject section. Please check our given sample app.

3. Please follow the mediation integration documents shipped for each network.
4. You will need to create account on these networks and add the network details in your Pokkt dashboard after login into your account on pokkt website.
5. You will also need to do the mapping of Pokkt screens with the corresponding ad networks' placement id/zone id/ad unit etc in the dashboard.

Export Logs

1. Developer should call `PCPokktManager::exportLog()` to export the Pokkt SDK logs to folder of your choice.
2. This API shows a folder chooser dialog where user can choose a particular folder.
3. User can also create a new folder where user wants to export the logs

Optional Parameters

`PCPokktConfig` also has provision for developers to provide extra user data available with them to pokkt. We currently support following data points: `name`, `age`, `sex`, `mobileNo`, `emailAddress`, `location`, `birthday`, `maritalStatus`, `facebookId`, `twitterHandle`, `education`, `nationality`, `employment` and `maturityRating`.

In-App Notifications

Developer can add In-App notifications in their dashboard.

Add Notification

Basic

Name

App

Platform

☐ iOS
☐ Android
☒ All

Filters

Countries

App Version

Last Seen

Schedule

Repeat

Repeat

Dates

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18
19	20	21	22	23	24
25	26	27	28	29	30
31					

Time
O'clock

Message

Message

Add Image



Repeat schedule can be daily, weekly monthly.

Daily Repeat can have options like frequency of repeat and time in hours of notification.

Schedule

Repeat
Daily

Every
1
Day(s)

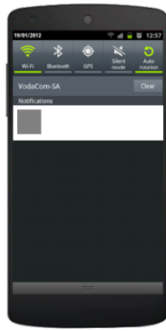
Time
12
O'clock

Message

Message

Title

Add Image



Cancel
Save

Weekly repeat can have options like frequency of repeat in weeks, days of repeat and time in hours of notification.

Schedule

Repeat
Weekly

Every
1
Week(s)

Mon

Tue

Wed

Thu

Fri

Sat

Sun


Time
12
O'clock

Message

Message

Title

Add Image



Cancel
Save

Monthly repeat can have options like frequency of repeat in months dates of repeat and time in hours for notification .

For don't repeat case, there are options like dates and time in hour for notification.

The notifications are listed and can be edited. Notifications can also be deactivated/activated.

List Notifications

Id	Name	App Id	Header	Status	Action
1	push	1000125	Hi There	ACTIVE	Edit Deactivate
2	in app	1000125	Hi There	ACTIVE	Edit Deactivate

6. Important Points

- Please do not copy the code points from this pdf as it may introduce unwanted characters and space in your code. Instead please refer to sample app source code in pokkt bundle.
- Please also refer to sample app source code for better understanding of implementation.