

TapJoy Pokkt Mediation

Prerequisites

- Supports TapJoy version 11.3.0 and above.
- Please create account at <http://tapjoy.com>
- Please read basic instructions at <https://ltv.tapjoy.com/s/562f24fb-e335-8000-8000-c1925a000029/onboarding#guide/basic> to integrate your android application with TapJoy.
- Here is more details for integration, please follow this link: <http://dev.tapjoy.com/sdk-integration/ios/getting-started-guide-publishers-ios/>.
- 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

- Move the “Tapjoy.embeddedframework” folder into the libs folder of your project. Make sure to update your project's dependencies accordingly.
- Add Required Frameworks for TapJoy as suggested in TapJoy integration document to your application

Code changes

- Create a class which implements Pokkt’s **AdNetwork** Protocol.
- This class should also implement TapJoy delegates **TJPlacementDelegate**, **TJCVideoAdDelegate**
- Pokkt SDK’s PokktCustomNetworkVideoDelegate 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.
 - (void)videoAdCompleted
 - (void)requestDidSucceed:(TJPlacement*)placement
 - (void)contentIsReady:(TJPlacement*)placement
 - (void)requestDidFail:(TJPlacement*)placement error:(NSError *)error

Sunday, 1 November 2015

- (void)contentDidAppear:(TJPlacement*)placement
- (void)contentDidDisappear:(TJPlacement*)placement
- Sample implementation of this class is included in release “TapJoyNetwork.h” and “TapJoyNetwork.m”. Please check these file for detail implementation and try to follow the same process.
- Now the last part, please declare this class name in your Pokkt account Dashboard.