

AppLovin Pokkt Mediation

Prerequisites

- Supports AppLovin version 3.2.2 and above.
 - Please create account at www.applovin.com
 - Please read instructions at <https://www.applovin.com/index#iOSIntegration> to integrate your iOS application with AppLovin.
 - Please read instructions at <https://www.applovin.com/index#iOSRewardedVids> to show rewarded video ads in your application.
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Configuration in Application

- The downloaded zip file will contain an api_docs folder, a headers folder, and a libAppLovinSdk.a file.
 - To add the SDK to your application, simply drag the libAppLovinSdk.a file and headers folder to your Xcode project.
 - Go to your Project Settings. Select Info, click on one of the rows of Custom iOS Properties and click the + to add a new row. The key of the new row key should be AppLovinSdkKey and the value should be "xxxx-xxxx":
 - Link the following framework in to your project:
 - AdSupport
 - AVFoundation
 - CoreTelephony
 - CoreGraphics
 - CoreMedia
 - StoreKit (NEW)
 - SystemConfiguration
 - UIKit
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Code changes

- Create a class which implements Pokkt's AdNetwork protocol.
- This class can also implement AppLovin delegates like

- rewardValidationRequestForAd
- videoPlaybackBeganInAd
- videoPlaybackEndedInAd
- wasDisplayedIn
- wasHiddenIn
- didLoadAd
- wasClickedIn
- Pokkt SDK's PokktNetworkDelegate methods should be mapped from your newly created class methods.
 - didFailedVideoDownload
 - didFailedVideoDownload
 - onVideoClosed
 - onVideoCompleted
 - onVideoDisplayed
 - onVideoGratified
 - onVideoSkipped
- Sample implementation of this class is included in release.
- Now the last part, please declare this class name should be declared in your Pokkt account Dashboard.