

Vungle Pokkt Meditation

Prerequisites

- Supports Vungle version 3.2.0 and above.
 - Please create account at <https://v.vungle.com/dashboard/login>
 - Please read instructions at <https://support.vungle.com/hc/en-us/articles/204430550-Get-Started-with-Vungle-iOS-SDK> to add vungle to your application.
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Configuration in Application

- Add the Vungle Framework to your Xcode project
 - Add Other Required Frameworks
 - AdSupport.framework
 - AudioToolbox.framework
 - AVFoundation.framework
 - CFNetwork.framework
 - CoreGraphics.framework
 - CoreMedia.framework
 - Foundation.framework
 - libz.dylib
 - libsqlite3.dylib
 - MediaPlayer.framework
 - QuartzCore.framework
 - StoreKit.framework
 - SystemConfiguration.framework
 - UIKit.framework
 - WebKit.framework
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Code changes

- Create a class which implements Pokkt's AdNetwork Protocol.

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- This class also implements VungleSDKDelegate .
- Pokkt SDK's PokktNetworkDelegate methods should be mapped from your newly created class methods.
 - onDownloadCompleted
 - onDownloadFailed
 - onVideoClosed
 - onVideoCompleted
 - onVideoDisplayed
 - onVideoSkipped
- Video Gratification - Vungle has different ways of gratifying. Please follow server to server callback for rewarding.
- **Please read <https://support.vungle.com/hc/en-us/articles/204374244-Setting-up-Incentivized-Ads> for details of rewarding users.**
- **Please provide thirdpartyuserid of PokktConfig through VunglePlayAdOptionKeyUser option.**
- Sample implementation of this class is included in release. VungleNetwork.h and VungleNetwork.m
- Now the last part, please declare this class name in your Pokkt account Dashboard.