

UnityAds Pokkt Mediation

Prerequisites

- Supports UnityAds version 1.5.6 and above
 - Please create account at <https://unity3d.com/services/ads>
 - Please read basic instructions at <http://unityads.unity3d.com/help/monetization/integration-guide-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.
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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.
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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

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- 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 in your Pokkt account Dashboard.