

# Vungle Pokkt Meditation

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## 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.

- 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.