

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.

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

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.