

Fyber Pokkt Mediation

Prerequisites

- Please create account at <http://dashboard.fyber.com>
- Please read basic instructions at <http://developer.fyber.com/content/current/ios/basics/getting-started-sdk/index.html> to integrate your iOS application with Fyber.
- For rewarded video integration : <http://developer.fyber.com/content/current/ios/rewarded-video/check-for-videos/>.
- Register your App here and add the placement for rewarded video accordingly and do the setting as per given in doc.

Configuration in Application

- Drag the fyber-sdk-lib folder from a Finder window to your project's Xcode window.. Make sure to update your project's dependencies accordingly.
- Add the recommended activities to your info.plist as suggested in integration guide.

Code changes

- Create a class which implements Pokkt's **AdNetwork** interface.
- This class should also implement Fyber delegate **FYBRewardedVideoControllerDelegate, FYBVirtualCurrencyClientDelegate**.
- 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.
 - rewardedVideoControllerDidReceiveVideo,
 - rewardedVideoControllerDidStartVideo
 - rewardedVideoController
 - virtualCurrencyClient
- 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 should be declared in your Pokkt account Dashboard.