

Tapjoy iOS Pokkt Mediation

Prerequisites

- Supports Tapjoy version 11.3.0 and above.
- Please create account at <http://tapjoy.com>.
- Please read basic instructions at <https://tv.tapjoy.com/s/562f24fb-e335-8000-8000-c1925a000029/onboarding#guide/basic> to integrate your android application with TapJoy.
- Here is more details for integration, please follow this link: <http://dev.tapjoy.com/sdk-integration/ios/getting-started-guide-publishers-ios/>.
- Download Tapjoy framework and keep it inside project folder.
- Register your App here and then select App settings than update the info according to need. Virtual currency can be set from Content option. And from Monetize option you can create new placement according to your need. Please follow the documents for details.

Configuration in Application

- Add downloaded Tapjoy framework in your project folder.
- Downloaded Pokkt SDK package will have one folder "Mediation". Copy libTapjoyExtension.a file from this folder and keep it in your project folder.
- Please copy resource bundle file from Tapjoy framework and add it in project resource.

Example: You need to add all these details in "**Additional mtouch arguments**". These option you can get it from project->options->iOS Build->"Additional mtouch arguments". So add "libTapjoyExtension.a", required framework for Tapjoy and Tapjoy.framework under Additional mtouch arguments like below:

```
-gcc_flags "-F${ProjectDir} -framework Tapjoy -framework CFNetwork -framework MapKit -framework MapKit -framework PassKit -framework Twitter -framework CoreGraphics -framework AudioToolbox -framework CoreLocation -framework EventKitUI -framework MessageUI -framework Security -framework Social -framework MobileCoreServices -framework CoreMotion -framework WebKit -framework StoreKit -L${ProjectDir} -lTapjoyExtension -force_load ${ProjectDir}/libTapjoyExtension.a"
```

Code changes

- There is nothing to do in coding. Pokkt sdk will be taking care of everything.
- Now the last part, please declare this class name in your POKKT dashboard.