

UnityAds iOS Pokkt Mediation

Prerequisites

- Supports UnityAds version 1.5.6 and above.
- Please create account at <http://unity3d.com/services/ads>.
- Please download the Unity Ads iOS framework from this link: <http://unityads.unity3d.com/help/monetization/integration-guide-ios>.
- Register your app here, add the placement for rewarded video accordingly and do the setting as per given in doc.

Configuration in Application

- Add downloaded Unity Ads framework in your project folder.
- Downloaded Pokkt SDK package will have one folder "Mediation". Copy libUnityAdsExtension.a file from this folder and keep it in your project folder.

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 "libUnityAdsExtension.a", required framework for Unity Ads and UnityAds.framework under Additional mtouch arguments like below:

```
-gcc_flags "-F${ProjectDir} -framework UnityAds -framework AdSupport -framework CoreMedia -L${ProjectDir} -lUnityAdsExtension -force_load ${ProjectDir}/libUnityAdsExtension.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.