

# Vungle iOS Pokkt Mediation

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## Prerequisites

- Supports Vungle version 3.2.0 and above.
- Please create account at <https://v.vungle.com/dashboard/login>
- Please download the Vungle iOS framework from this link: <https://support.vungle.com/hc/en-us/articles/204430550-Get-Started-with-Vungle-iOS-SDK> and keep it inside project folder.

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## Configuration in Application

- Add downloaded Vungle SDK framework in your project folder.
- Downloaded Pokkt SDK package will have one folder "Mediation". So copy libVungleExtension.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 "libVungleExtension.a", required framework for Vungle and Vungle.framework under Additional mtouch arguments like below:

```
-gcc_flags "-F${ProjectDir} -framework VungleSDK -framework AdSupport -framework CoreMedia -L${ProjectDir} -lVungleExtension -force_load ${ProjectDir}/libVungleExtension.a"
```

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## 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 account Dashboard.