

LoopMe Pokkt Mediation

Pokkt SDK version used: **6.2.1**

LoopMe SDK version used: **5.1.18**

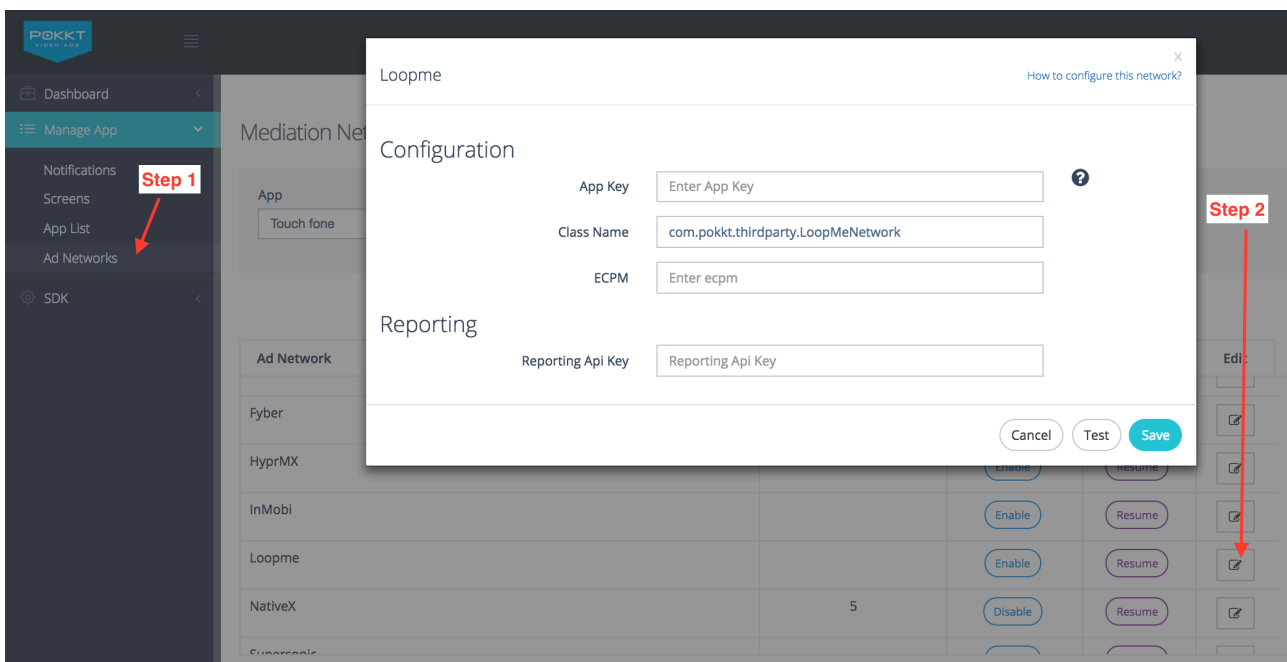
Common Steps for LoopMe Pokkt Mediation

Prerequisites

- Create account and login at <https://loopme.com/>
- Add your application.
- Read instructions at <https://github.com/loopme/loopme-android-sdk> to understand integration of Android application with LoopMe.
- LoopMe needs [android 4.4 \(API 19\) and up](#).

Step 1: Configure Pokkt Dashboard

- Create account and login at <http://www.pokkt.com>
- Register your app here if not registered.
- To use LoopMe Mediation, enter the following details on Pokkt Dashboard:



- **Class Name (required):** This is the class name that you define inside your application to set up the network. Classname for the network can be set during SDK integration. If you are using Pokkt's default adaptors for mediation which is given in PokktMediation.jar, then class name will be com.pokkt.thirdparty.LoopMeNetwork.
- **App Key (required):** LoopMe uses "AppKey" as ad placement id, map Pokkt's "screen name" with the LoopMe's "AppKey". You can set this on LoopMe dashboard under "overview tab" and then you can map accordingly. Check LoopMe documentation for more details.

App / Pokktsampleapp /

ADD APP OR SITE

Overview

Integrate

Ad Controls

General Info


| | |
|--------------------|-------------------------|
| Status | Submitted |
| Registration Date | November 04, 2016 14:23 |
| Type | Android App |
| Bundle ID / Domain | com.pokkt.videodemo |
| Name | Pokktsampleapp |
| Publisher | Company |
| Category | Education |
| Mediation Network | LoopMe Network |
| Rewarded Ads | Yes |
| Format | Phone Banner 320x50 |
| App Key | 42a656858d |

EDIT

Cancel

- **ECPM (required):** Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

- Provide reporting api key which is available at account details section of LoopMe account.



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API Access

Enable API access to allow 3rd party services to access your account details and statistics.

☒ Enable API

API Authentication Token

64e3172d91c09793

REGENERATE TOKEN

Step 2: Configuration in Application (Native)

- Download the mediation project from POKKT and it is recommended to use the same class file **LoopMeNetwork** (LoopMeNetwork.java and LoopMeBannerManager.java) in your project. You have the option to make changes to these classes, in-fact you can create your own custom adaptor for LoopMe using our protocol, just make sure to mention the exact name of class in the “class name” box, refer the Step 1.
- Refer LoopMe integration document at <https://github.com/loopme/loopme-android-sdk/>
- Add LoopMe AAR either as a standalone library file in libs folder or via jcenter.