

# AppLovin Pokkt Mediation

Pokkt SDK version used: - **6.2.1**

ApLovin SDK version used: - **7.3.2**

- 1. Common Steps for AppLovin Pokkt Mediation:** This is common documentation which is useful for all plugin.
- 2. Native Integration:** Check the Steps Mentioned for Native.
- 3. Xamarin Integration:** Check the Steps Mentioned for Xamarin.
- 4. AIR Integration:** Check the Steps Mentioned for AIR.
- 5. Marmalade Integration:** Check the Steps Mentioned for Marmalade.
- 6. ShiVa Integration:** There is no separate documentation for this. Please follow “Common AppLovin Pokkt Mediation” page.
- 7. Cocos2d-x Integration:** There is no separate documentation for this. Please follow “Common AppLovin Pokkt Mediation” page.
- 8. Unity3D Integration:** There is no separate documentation for this. Please follow “Common AppLovin Pokkt Mediation” page.
- 9. Titanium Integration:** There is no separate documentation for this. Please follow “Common AppLovin Pokkt Mediation” page.

# Common Steps for AppLovin Pokkt Mediation

## Prerequisites

- Create account and Login at [www.applovin.com](http://www.applovin.com)
- Read the instructions at <https://www.applovin.com/integration#androidIntegration>

## Step 1: Configure Pokkt Dashboard

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

The screenshot shows the Pokkt Dashboard configuration interface. The 'Mediation' section includes fields for 'class name' (com.pokkt.thirdparty.AppLovinNetwork), 'Amount' (enter amount), 'virtual currency' (Enter currency), and 'ECPM' (Enter ecpm). The 'Reporting' section includes an 'API key' field (Enter Api Key). At the bottom right are 'Cancel', 'Test', and 'Save' buttons. A sidebar on the left shows 'Mediation' selected. A table on the right has 'Resume' and 'Edit' buttons. Red arrows labeled 'Step 1' and 'Step 2' point to the 'Mediation' section and the 'Edit' button respectively.

- **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 Pokkt-Mediation.jar, then class name will be com.pokkt.thirdparty.AppLovinNetwork.
- **Amount (required):** Provide reward value which user will get after watching ad.
- **Virtual Currency (required):** This is the name of reward amount like gold or coin.
- **ECPM (required):** Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

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## Step 2: Configuration in Application (Native)

- Download the mediation project from POKKT and it is recommended to use the same class file **AppLovinNetwork** (AppLovinNetwork.java , AppLovinInterstitialManager.java and AppLovinVideoAdManager.java) in your project. You have the option to make changes to these classes, in-fact you can create your own custom adaptor for AppLovin using our protocol, just make sure to mention the exact name of class in the “class name” box, refer the [Step 1](#).
- Refer AppLovin integration document at <https://www.applovin.com/integration#androidIntegration>
- The downloaded AppLovin SDK will contain **applovin-sdk.jar**, add it to your project. Make sure to update your project's dependencies accordingly.
- Add the necessary permissions for AppLovin as suggested in AppLovin integration document to your application manifest.
- Add the recommended **activities** and **meta data** to your **AndroidManifest.xml** as suggested in AppLovin integration guide.
- AppLovin expects activity context so please pass activity context in PokktAds.setPokktConfig()

## **Xamarin Android**

Follow the below steps to integrate Mediation in Xamarin android project:

- Add downloaded file PokktMediation.dll in your project under reference section.
- You need to create your own .dll extension for AppLovin as it is not been provided by AppLovin.
- We had created .dll extension for AppLovin for testing purpose but if you need then please let us know. We will help you on this.
- Follow above all process to complete integration.

## AIR Android

Follow the below steps to integrate Mediation in AIR android project:

- Add downloaded file PokktMediation.ane in your project.
- Download AppLovin ANE from below link and add this one in your project:  
<https://applovin.com/integration#adobeAirIntegration>
- Google play service .ane file also required and few of the AdNetwork .ane comes with google play service .ane so be careful with this. We are giving PokktMediation.ane separate GooglePlayService.ANE separate.
- Follow above all process to complete integration and also check our given example specially app.xml file.

## Marmalade Android

Follow the below steps to integrate Mediation in Marmalade android project:

- Check downloaded file which has one mediation project “*PokktMediationExtension*” and this need to be added in your project as subproject in .mkb file.
- AppLovin is not providing marmalade extension so you need to create your own extension or you can take our help. We have created dummy extension for this testing purpose. We can help you on this.
- Add created AppLovin extension project in your project as subproject.
- Follow above all process to complete integration and also check our given example.