

RevMob Pokkt Mediation

Pokkt SDK version used: - **6.2.1**

RevMob SDK version used: - **10.0**

1. **Common Steps for RevMob Pokkt Mediation:** This is common documentation which is useful for all plugin.
2. **Native Integration:** Check the Steps Mentioned for Native.

Common Steps for RevMob Pokkt Mediation

Prerequisites

- Create account and Login at <https://www.revmobmobileadnetwork.com>
- Add an app in RevMob dashboard.

Step 1: Configure Pokkt Dashboard

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

The screenshot shows the Pokkt Dashboard configuration interface. On the left, a sidebar menu has 'Manage App' highlighted, with a red arrow labeled 'Step 1' pointing to it. The main area is titled 'RevMob' and 'How to configure this network?'. It contains two sections: 'Configuration' and 'Reporting'. The 'Configuration' section has three input fields: 'App Id' (with a placeholder 'Enter App Id'), 'Class Name' (with a placeholder 'com.pokkt.thirdparty.RevMobNetwork'), and 'ECPM' (with a placeholder 'Enter ecpm'). The 'Reporting' section has two input fields: 'User Id' (with a placeholder 'Enter User Id') and 'Auth Token' (with a placeholder 'Enter Auth Token'). At the bottom of the configuration section are 'Cancel', 'Test', and 'Save' buttons. On the right, there is a table with columns 'eCPM', 'Activate', and 'Edit'. The 'Edit' column contains edit icons. A red arrow labeled 'Step 2' points to one of these edit icons.

- **App Id (required)** : Create or sign into your RevMob account and retrieve the RevMob app ID. Same need to provide here.
- **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.RevMobNetwork.
- **ECPM** : Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

Reporting: Enter user id and auth token from your RevMob account. Follow instructions at <https://www.revmobmobileadnetwork.com/publisherDocumentation#publisher-tab-request-method>

Step 2: Configuration in Application (Native)

- Download the mediation project from POKKT and it is suggested to use the same class file **RevMobNetwork** (RevMobNetwork.java , RevMobInterstitialManager.java, RevMobNonRewardedVideoManager , RevMobRewardedVideoManager and RevMobBannerManager.java) in your project. You have the option to make changes to these classes, in-fact you can create your own custom adaptor for RevMob using our protocol, just make sure to mention the exact name of class in the “class name” box, refer the [Step 1](#).
- Add the “**RevMob.jar**” file into your project. Make sure to update your project's dependencies accordingly.
- Refer RevMob integration document at <https://www.revmobmobileadnetwork.com/home/sdk/android/full-guide#overview>
- Add the necessary permissions for RevMob as suggested in RevMob integration document to your application manifest.
- Add the recommended **activities** and **meta data** to your **AndroidManifest.xml** as suggested in RevMob integration guide.
- RevMob expects activity context so please pass activity context in PokktAds.setPokktConfig()
- Add the necessary proguard details as suggested in RevMob integration guide if your app needs it.