

HyprMX Pokkt Mediation

Pokkt SDK version used: 7.5.1

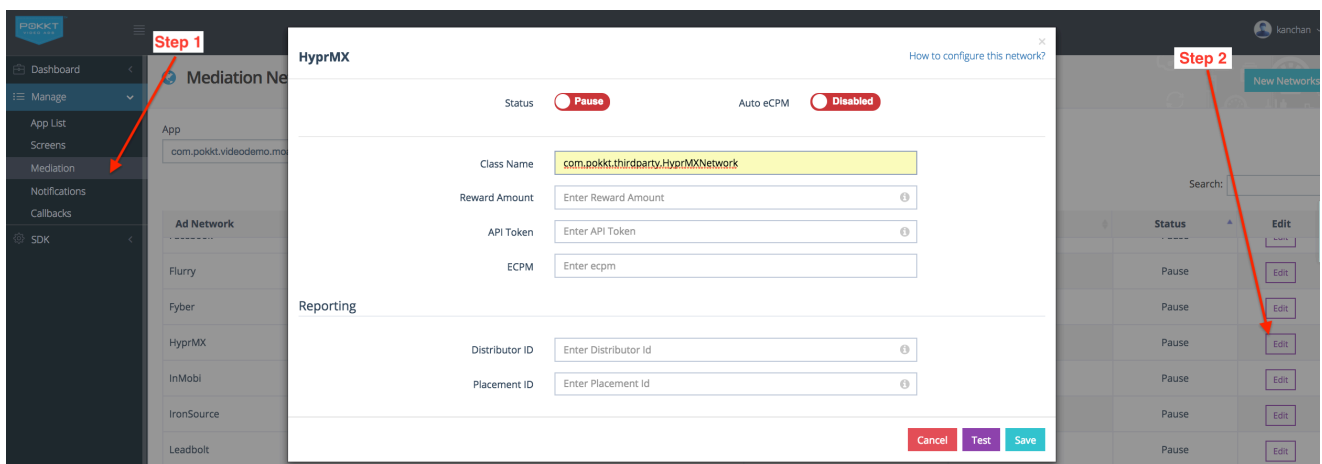
HyprMediate SDK version used: 1.5.0

Common Steps for HyprMX Pokkt Mediation

Prerequisites

- Create account and login at <https://www.hyprmx.com/>
- Add your application.
- Read instructions at <https://documentation.hyprmx.com/display/AS/Android+SDK> to understand integration of Android application with HyprMX.

Step 1: Configure Pokkt Dashboard




- Create account and login at <http://www.pokkt.com>
- Register your app here if not registered.
- To use the HyprMX 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.HyprMXNetwork.

- **Api Token (required):** Create or sign into your HyprMX account and retrieve the HyprMX API token. API token can be found in App Configuration settings on the HyprMediate Waterfall page. Same need to provide here.
- **Reporting (required):** You need to provide distributor id and placement id for reporting. You can get it from your HyprMX account manager.

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App Configuration

*App Name

 Sampleapp

API Token

4e621c94-ab6b-4d91-89d2-0b592c650044

Daily Max Videos per User ?

☐ e.g. 10

Is this app directed to children younger than 13? ?

No

*Reward Name ?

COIN

Callback URL ?

Callback URL

*Exchange Rate

10000

The amount to reward per \$1.

Shared Secret ?

52ee3199-1876-4158-ac0b-192ee03bee16

*Reward Range per Completion

1 to 5

Server to Server Callbacks Enabled ☐

Round Up Reward ? ☒

Save Changes

- **Virtual Currency:** Provide reward value which user will get after watching ad.
- **ECPM (required):** Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

Step 2: Configuration in Application (Native)

- Download the mediation project from POKKT and it is suggested to use the same class file **HyprMXNetwork** (HyprMxNetwork.java) in your project. You have the option to make changes to these classes, in-fact you can create your own custom adaptor for HyprMX using our protocol, just make sure to mention the exact name of class in the “class name” box, refer the [Step 1](#)
- Refer HyprMX intergration guide at <https://documentation.hyprmx.com/display/AS/Quick+Start>
- Add the HyprMX SDK maven link in top level build.gradle file as mentioned in HyprMX integration document. Make sure to update your project's dependencies accordingly.