

LoopMe Pokkt Mediation

Pokkt SDK version used: 7.5.1

LoopMe SDK version used: 6.1.9

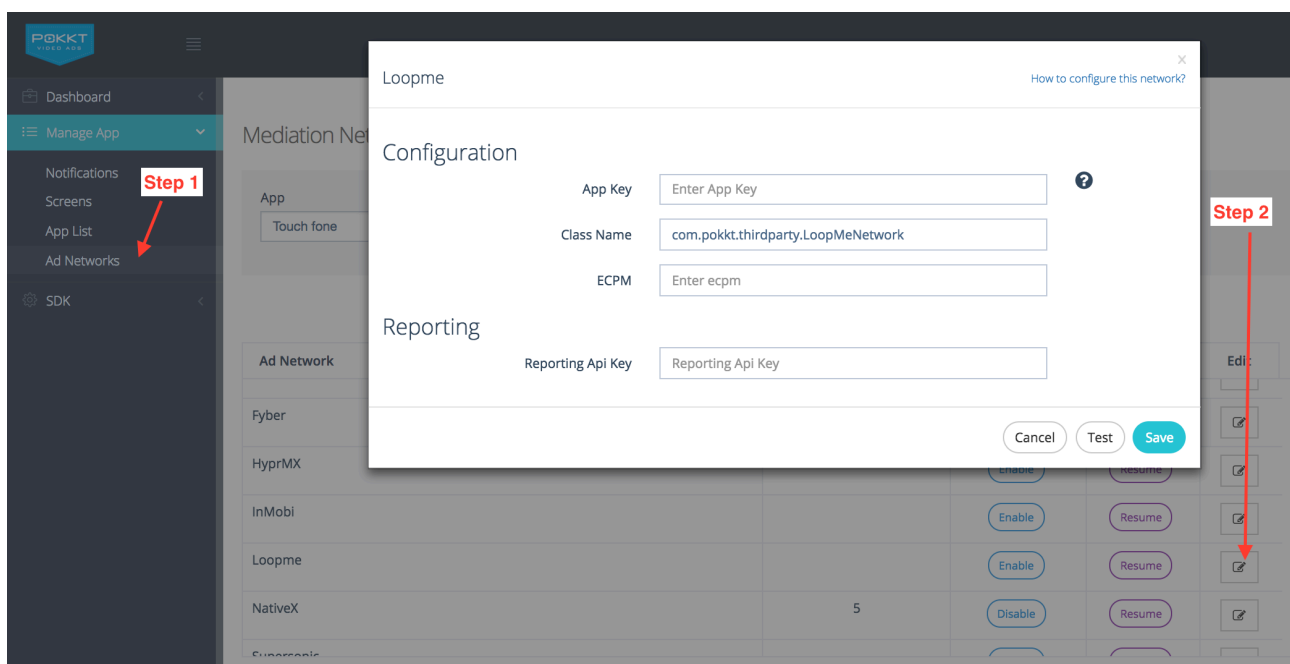
Common Steps for LoopMe Pokkt Mediation

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 5.0 \(API 21\) 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](#)

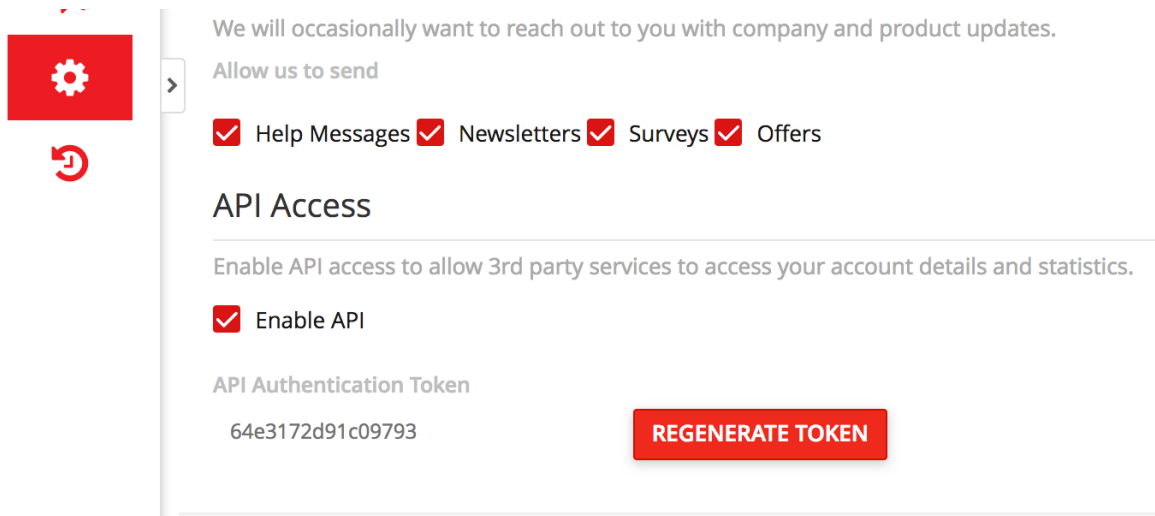
General Info

	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

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- **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.



The image shows a screenshot of the LoopMe account settings page. On the left is a sidebar with a red gear icon and a red circular arrow icon. The main content area has a light gray background. At the top, it says 'We will occasionally want to reach out to you with company and product updates.' followed by 'Allow us to send'. Below this are four checked checkboxes: 'Help Messages', 'Newsletters', 'Surveys', and 'Offers'. The next section is titled 'API Access' and contains the text 'Enable API access to allow 3rd party services to access your account details and statistics.' followed by a checked checkbox for 'Enable API'. Below this is the 'API Authentication Token' section, which displays the token '64e3172d91c09793' and a red button labeled 'REGENERATE TOKEN'.

We will occasionally want to reach out to you with company and product updates.

Allow us to send

☒ Help Messages ☒ Newsletters ☒ Surveys ☒ Offers

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.