

## UnityAds Pokkt Mediation

Pokkt SDK version used: - 7.5.1

UnityAds SDK version used: - 3.0.0

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

# Common Steps for UnityAds Pokkt Mediation

## Prerequisites

- Create account and login at <https://unityads.unity3d.com>
- Read instructions at [http://unityads.unity3d.com/help/monetization/integration-guide-android?\\_ga=1.144132211.772099677.1475667788](http://unityads.unity3d.com/help/monetization/integration-guide-android?_ga=1.144132211.772099677.1475667788) to integrate your android application with UnityAd.

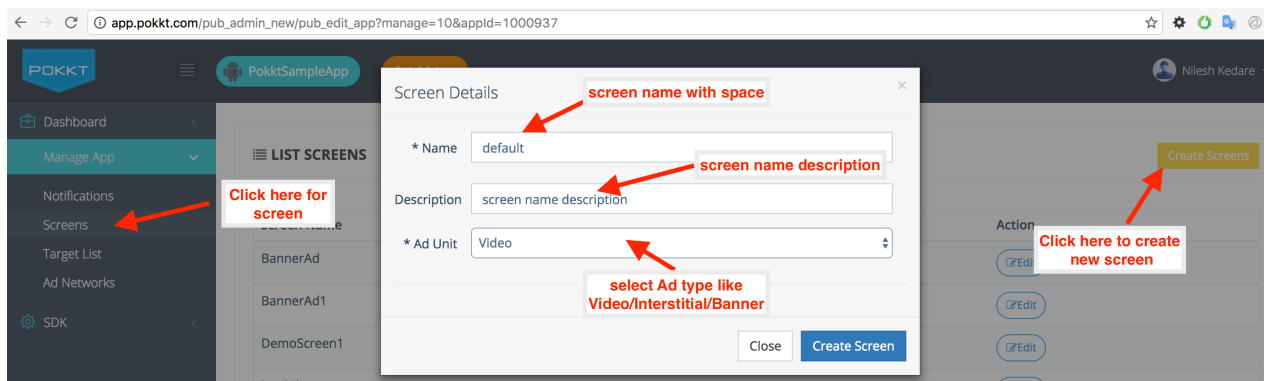
## Step 1: Configure Pokkt Dashboard

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

The screenshot shows the Pokkt Dashboard configuration page for Unity3d mediation. The page is divided into three main sections: Configuration, Screens, and Reporting. The Configuration section contains fields for class name, Game Id, Reward Amount, Rewarded Placement, and ECPM. The Screens section has a table for configuring different screen types (StartApp, Supersonic, Tapjoy, Unity3d, Vdopia, Vungle) with columns for 'to eCPM', 'Activate', and 'Edit'. The Reporting section has a field for the Reporting Api Key. A red arrow labeled 'Step 1' points to the 'Mediation Network' dropdown in the left sidebar. Another red arrow labeled 'Step 2' points to the 'Edit' icon in the table.

- **Class Name (required):** This is the fully qualified 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.Unity3DAdNetwork`
- **Game Id (required):** Login to UnityAd developer dashboard and "select Game option->Add New Game-> open created App then copy Game Id from here.

- **Reward Amount (required):** Provide reward value which user will get after the watching reward ad.
- **ECPM (required):** Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.
- **Screens (required):** Here need to provide **Placement name**. First please create **screen name** in Pokkt dashboard which will reflect here same as screen name and same will map with placement name. Now create placement name in UnityAd dashboard. Once App has been created then choose monetization settings -> Advanced Settings -> Add new ad placement -> choose option either **Video** or **Rewarded video** as per your need and provide placement name here. Follow below screen shot to create screen name in Pokkt dashboard.



## Step 2 : Configuration in Application (Native)

- Download the mediation project from POKKT and it is recommended to use the same class file **Unity3DAdNetwork** (Unity3DAdNetwork.java) in your project. You have the option to make changes to these classes, in-fact you can create your own custom adaptor for Unity using our protocol, just make sure to mention the exact name of class in the “class name” box, refer the [Step 1](#).
- Add **unity.jar** to your project. Make sure to update your project's dependencies accordingly.
- Refer Unity ad integration document at [http://unityads.unity3d.com/help/monetization/integration-guide-android?\\_ga=1.144132211.772099677.1475667788](http://unityads.unity3d.com/help/monetization/integration-guide-android?_ga=1.144132211.772099677.1475667788)
- Add the necessary permissions for UnityAd as suggested in UnityAd integration document to your application manifest.
- Add the recommended **activities** and **meta data** to your **AndroidManifest.xml** as suggested in UnityAd integration guide.

## AIR Android

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

- Add downloaded file **PokktMediation.ane** in your project.
- Download UnityAd ANE from below link and add this one in your project. This is just a suggestion to use this as we have tested with this but you can use your own ane.

<https://github.com/Heyzap/unityads-ane/releases>

- 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.
- UnityAd or Marmalade is not providing marmalade extension for UnityAd 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 UnityAd extension project in your project as subproject.
- Follow above all process to complete integration and also check our given example.