

Chartboost Pokkt Mediation

Pokkt SDK version used: - **6.2**

Chartboost SDK version used: - **7.0.1**

- 1. Common Steps for Chartboost Pokkt Mediation:** This is common documentation which is useful for all plugin.
- 2. Xamarin Integration:** Check the Steps Mentioned for Xamarin.
- 3. AIR Integration:** Check the Steps Mentioned for Air.
- 4. Marmalade Integration:** Check the Steps Mentioned for Marmalade.
- 5. ShiVa Integration:** There is no separate documentation needed, once you have exported the Xcode project, use the steps mentioned for Native integration.
- 6. Cocos2d-x Integration:** There is no separate documentation needed, once you have exported the Xcode project, use the steps mentioned for Native integration.
- 7. Unity3D Integration:** There is no separate documentation needed, once you have exported the Xcode project, use the steps mentioned for Native integration..
- 8. Titanium Integration:** There is no separate documentation needed, once you have exported the Xcode project, use the steps mentioned for Native integration..

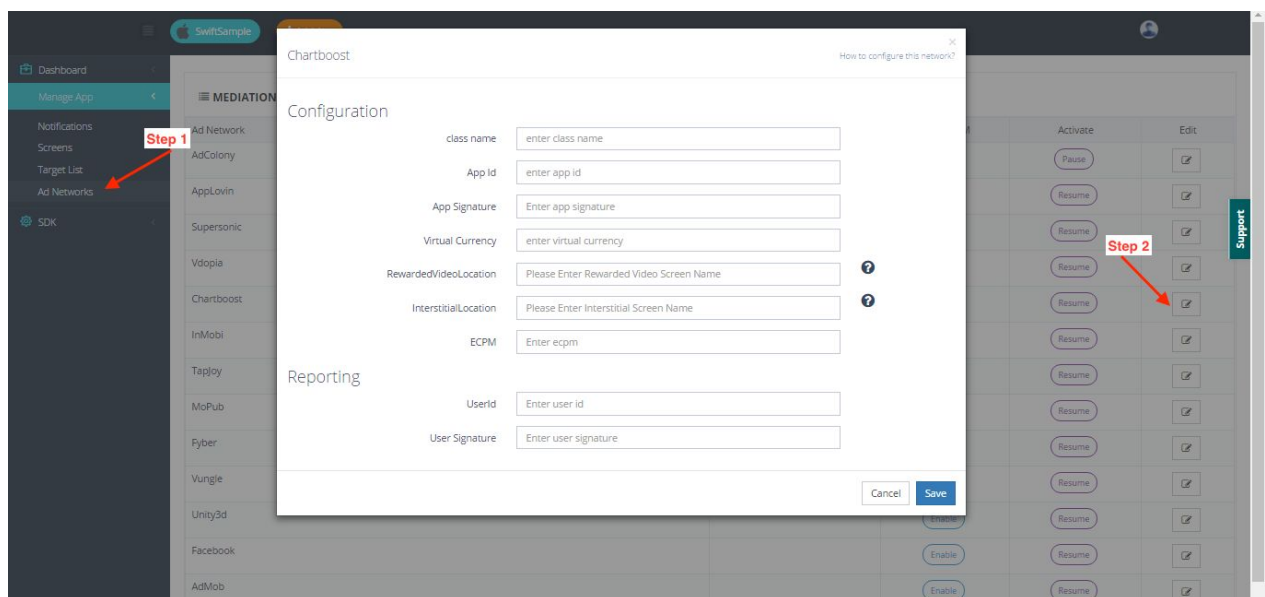
Common Chartboost Pokkt Mediation

Prerequisites

- Create account at <https://www.chartboost.com>
- Read instructions at <https://answers.chartboost.com/hc/en-us/articles/201219545#integration> to integrate your iOS application with Chartboost

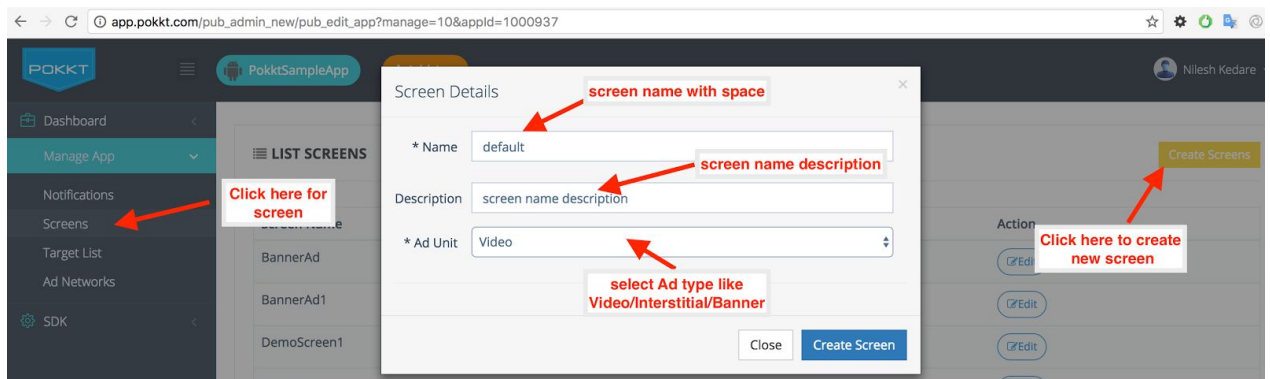
Step 1: Configure Pokkt Dashboard

- Create Account at <http://www.pokkt.com>
- Register your App here and then go in “App Settings”->Rewarded Video-> and add the data according to you like Rewarded currency name and reward per view.
- To use the chartboost Mediation please 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, then class name will be “ChartboostNetwork” (you can simply copy-paste it without the quotes).

- **App Id (required)**: Login to Chartboost developer dashboard and create the App and get the App Id from “APP SETTINGS->Basic Settings”.
- **App Signature (required)**: Get the App Signature from “APP SETTINGS->Basic Settings”.
- **Virtual Currency(required)**: Provide reward value which user will get after the reward ad. This is the same value which you provide in Chartboost dashboard.
- **RewardedVideoLocation (required)**: Provide screen name here which will appear on Chartboost dashboard under created app and then you can do setting on basis of screen name. Please check Chartboost documentation for more details. For creating screen name, create screen name in Pokkt dashboard. Please check below screen shot.
- **InterstitialLocation (Required)**: Same like **RewardedVideoLocation**.



- **ECPM (required)**: Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

Note: For More Detail, Please follow the below link:

- <https://answers.chartboost.com/hc/en-us/articles/201220095-iOS-Integration>
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Step 2: Configuration in Application

- Download the mediation project from POKKT and it is recommended to use the same class file **ChartboostNetwork** in your project. And if you want to do some changes please do those changes in same file.
- Move the Chartboost Framework into your Xcode project. Be sure you've also linked these frameworks:
 - StoreKit
 - Foundation
 - CoreGraphics
 - UIKit

Xamarin iOS

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

- Copy downloaded file libChartboostExtension.a in your project folder.
- Open project option by right click on your project and select “iOS Build” from left pane and then add the libChartboostExtension.a details and required framework of Chartboost inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- `-gcc_flags "-F${ProjectDir} -framework Chartboost -framework CFNetwork -framework CoreGraphics -framework AudioToolbox -framework CoreLocation -framework EventKitUI -framework MessageUI -framework Security -framework Social -framework MobileCoreServices -framework WebKit -weak_framework StoreKit -L${ProjectDir} -lChartboostExtension -force_load ${ProjectDir}/libChartboostExtension.a"`
- Add CFNetwork framework inside project folder also if needed.
- Follow above all process to complete integration..

AIR iOS

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

- Add downloaded file ChartboostExtension_iOS.ane in your project.
- Download Chartboost ANE from below link and add this one in your project:
 - <https://github.com/ChartBoost/air/tree/master/sample/ext>
- Follow above all process to complete integration and also check our given example specially app.xml file.

Marmalade iOS

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

- Check downloaded file which has libChartboostExtension.a" and this need to be added in your main project .mkb file like below:
 - iphone-link-lib='ChartboostExtension'
 - iphone-link-libdir='\$CWD'
 - And Chartboost framework (which you need to download from Chartboost support site) also need to be added like below under deployment section and also need to add required frameworks:
 - iphone-link-opts="-F\$CWD -framework Chartboost"
 - And please add required frameworks for this. You can check our given sample app.
- If you see error related to CFNetwork framework not found then please add CFNetwork framework in your project folder and update .mkb file like below:
 - iphone-link-opts="-F\$CWD -framework CFNetwork"
- Follow above all process to complete integration and also check our given example..