

## Supersonic Pokkt Mediation

Pokkt SDK version used: - **6.0**

Supersonic SDK version used: - **6.4.21**

1. **Common Steps for Supersonic 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 Supersonic Pokkt Mediation

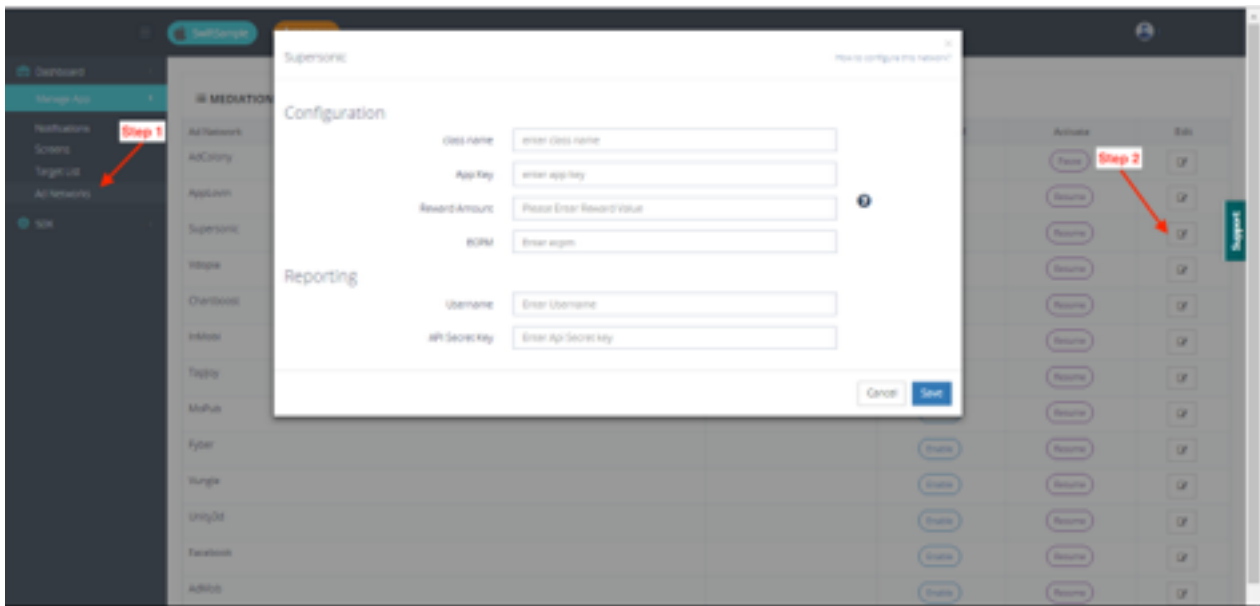
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### Prerequisites

- Create account at <https://www.supersonicads.com/>
- Read basic instructions at <http://developers.supersonic.com/hc/en-us/categories/200550772-iOS-> to integrate your iOS application with Supersonic.
- For rewarded video integration : <http://developers.supersonic.com/hc/en-us/articles/201493281-Integrating-Rewarded-Video>.
- For Interstitial Ad integration: <http://developers.supersonic.com/ios/sdk-integration/interstitial-integration-ios/>

## Step 1: Configure Pokkt Dashboard

- Create Account at <http://www.pokkt.com>
- Register your App here and add the placement for rewarded video accordingly and do the setting as per given in doc.
- Update Supersonic ad network setting in Pokkt dashboard like below:



- **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 "SuperSonicNetwork" (you can simply copy-paste it without the quotes).
- **App Key (required):** Login to Supersonic developer dashboard and "select monetise option->Add New App->copy Application key after creating app.
- **Reward Amount (required):** Provide reward value which user will get after watching reward ad. This is the same value which you provide in Supersonic dashboard when you create placement for Rewarded video.
- **ECPM (required):** Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

Notes: For more details, please check this link: [http://app.pokkt.com/mediation\\_help/Supersonic.html](http://app.pokkt.com/mediation_help/Supersonic.html)

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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 **SuperSonicNetwork** in your project. And if you want to do some changes please do those changes in same file.
- Make sure that you have correctly integrated the Supersonic SDK & any additional Ad Network Adapters into your application
- Add the necessary permissions for Supersonic as suggested in Supersonic integration document to your application Build Setting.
- Add the recommended activities to your info.plist as suggested in integration guide.
- Adding Required Frameworks: Go to Targets -> Build Phases -> Link Binary With Libraries.

Foundation

AVFoundation

CoreMedia

CoreVideo

QuartzCore

SystemConfiguration

CoreGraphics

CFNetwork

MobileCoreServices

libz.dylib

StoreKit

AdSupport

CoreLocation

CoreTelephony

Security

## Xamarin iOS

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

- Copy downloaded file libSupersonicExtension.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 libSupersonicExtension.a details and required framework of Supersonic inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- `-gcc_flags "-F${ProjectDir} -framework CFNetwork -framework Supersonic -framework CoreGraphics -framework AudioToolbox -framework CoreLocation -framework EventKitUI - framework MessageUI -framework Security -framework Social -framework MobileCoreServices - framework WebKit -weak_framework StoreKit -L${ProjectDir} -lSupersonicExtension -force_load ${ProjectDir}/libSupersonicExtension.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 SupersonicExtension\_iOS.ane in your project.
- Download Supersonic ANE from below link and add this one in your project.
  - <http://developers.supersonic.com/air/plugin-integration/adobe-air-plugin/>
- Follow above all process to complete integration and also check our given example Project.

## Marmalade iOS

Please follow the below steps to integrate Mediation in Marmalade iOS project:

- Please check downloaded file which has libSupersonicExtension.a” and this need to be added in your main project .mkb file like below:

```
iphone-link-lib='SupersonicExtension'
```

```
iphone-link-libdir='$CWD'
```

And Supersonic framework (which you need to download from Supersonic 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 Supersonic"
```

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"
```

- Please follow above all process to complete integration and also check our given example.