

## Vungle Pokkt Mediation

Pokkt SDK version used: - **6.2**

Vungle SDK version used: - **5.1.1**

- 1. Common Steps for Vungle Pokkt Mediation:** This is common documentation which is useful for all plugin.
- 1. Native Integration:** Check the Steps Mentioned for Native.
- 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.

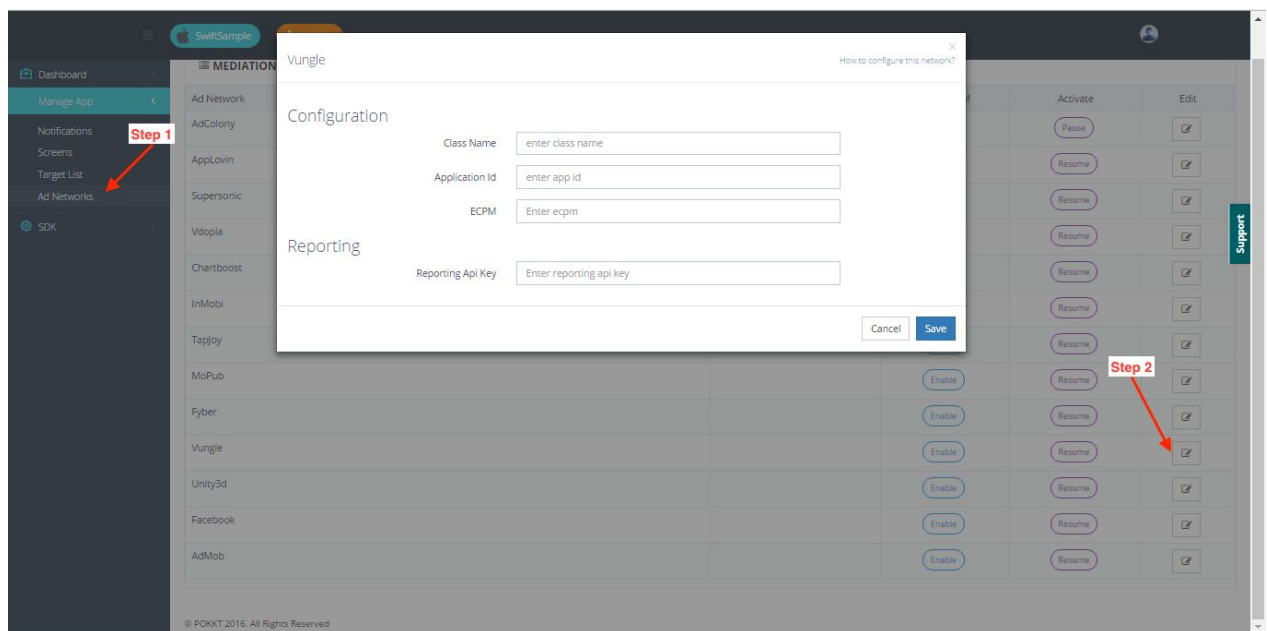
## Common Vungle Pokkt Meditation

### Prerequisites

- Create account at <https://v.vungle.com/dashboard/login>
- Read instructions at <https://support.vungle.com/hc/en-us/articles/204430550-Get-Started-with-Vungle-iOS-SDK> to add vungle to your application.

### Step 1: Configure Pokkt Dashboard

- Create Account at <http://www.pokkt.com>
- Update Vungle 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 "VungleNetwork" (you can simply copy-paste it without the quotes).
- **Application Id (required):** Login to Vungle dashboard and create new app. Once app has been created then open same and there you will get Application Id.

- **ECPM (required)**: Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.
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## Step 2: Configuration in Application

- Add the Vungle Framework to your Xcode project
- Add Other Required Frameworks
  - AdSupport.framework
  - AudioToolbox.framework
  - AVFoundation.framework
  - CFNetwork.framework
  - CoreGraphics.framework
  - CoreMedia.framework
  - Foundation.framework
  - libz.dylib
  - libsqlite3.dylib
  - MediaPlayer.framework
  - QuartzCore.framework
  - StoreKit.framework
  - SystemConfiguration.framework
  - UIKit.framework
  - WebKit.framework
- Video Gratification - Vungle has different ways of gratifying. Please follow server to server callback for rewarding.
- Please read <https://support.vungle.com/hc/en-us/articles/204374244-Setting-up-Incentivized-Ads> for details of rewarding users.
- Please provide thirdpartyuserid of PokktConfig through VunglePlayAdOptionKeyUser option

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## Xamarin iOS

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

- Copy downloaded file libVungleExtension.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 libVungleExtension.a details and required framework of Vungle inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- `-gcc_flags "-F${ProjectDir} -framework VungleSDK -framework CFNetwork -framework CoreGraphics -framework AudioToolbox -framework CoreLocation -framework EventKitUI -framework MessageUI -framework Security -framework Social -framework MobileCoreServices -framework WebKit -weak_framework StoreKit -L${ProjectDir} -lVungleExtension -force_load ${ProjectDir}/libVungleExtension.a"`
- Add CFNetwork framework inside project folder also if needed.
- Follow above all process to complete integration.

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

- Add downloaded file VungleExtension\_iOS.ane in your project.
- Download Vungle ANE from below link and add this one in your project.

## AIR iOS

- <https://v.vungle.com/sdk>
- Follow above all process to complete integration and also check our given example specially app.xml file.

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

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

## **Marmalade iOS**

- iphone-link-lib='VungleExtension'
  - iphone-link-libdir='\$CWD'
  - And Vungle framework (which you need to download from Vungle 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 VungleSDK"
  - And please add required frameworks for this. You can check our given sample app.
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- 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..