

## RevMob Pokkt Mediation

Pokkt SDK version used: **6.2**

RevMob SDK version used: **10.0.0**

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### Prerequisites

- Create account at <https://www.revmobmobileadnetwork.com/> and add your application.

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### Step 1: Configure Pokkt Dashboard

- Create account at <http://www.pokkt.com>
- To use the RevMob Mediation please enter the following details on Pokkt Dashboard:

#### Configuration

App Key	<input type="text" value="42a656858d"/>
Class Name	<input type="text" value="com.pokkt.thirdparty.LoopmeNetwork"/>
ECPM	<input type="text" value="1"/>

- **App Id (required)** : Create or sign-in to your RevMob account and retrieve the RevMob App Id. Same need to provide here.
- **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 "RevMobNetwork" (you can simply copy-paste it without the quotes).

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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 **RevMobNetwork** in your project. And if you want to do some changes please do those changes in same file.
- Add the RevMobAds.framework either as a standalone library file in libs folder.