

AdColony Pokkt Mediation

Pokkt SDK version used: - **6.2**

AdColony SDK version used: - **3.2.0**

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

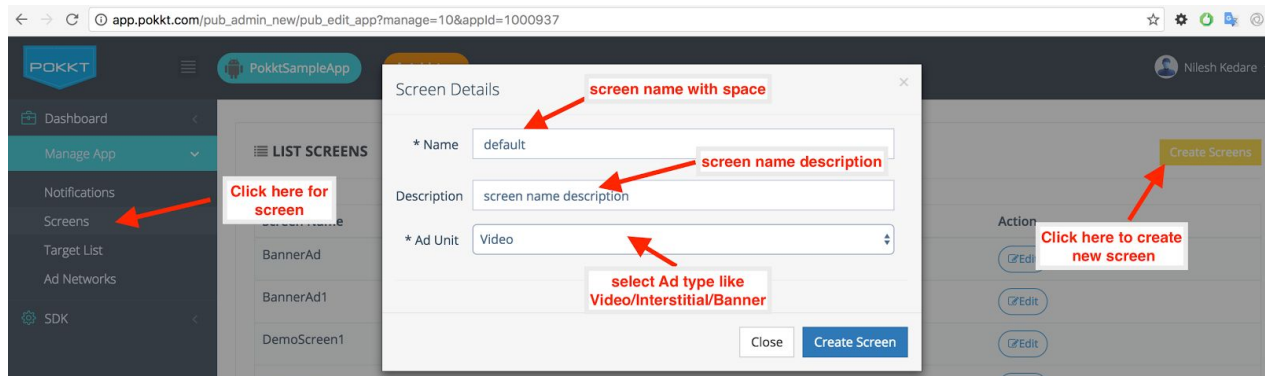
Common Steps for AdColony Pokkt Mediation

Step 1: Configure Pokkt Dashboard

- Create Account and log-in at <http://www.pokkt.com>
- To use the AdColony Mediation, enter the following details on Pokkt Dashboard:

The screenshot shows the Pokkt Dashboard interface. On the left, a sidebar contains navigation links: Dashboard, Manage App, Notifications, Screens, Target List, Ad Networks, and SDK. The 'Ad Networks' link is highlighted with a red arrow and labeled 'Step 1'. The main content area displays the 'Configuration' section for AdColony. It includes input fields for App Id, Client Options, All Zone Ids, Class Name, and ECPM. Below these, there are checkboxes for 'Start' and 'Incent Only', and an input field for 'API key'. A 'Save' button is located at the bottom right of the configuration panel. In the background, another window titled 'How to configure this network?' is visible, with a red arrow pointing to the 'Edit' button, labeled 'Step 2'.

- **App Id (required)** : Create or sign-in to your AdColony account and retrieve the AdColony app ID. Same need to provide here.



- **Client Option (required)** : Enter the app version of AdColony Framework.
- **All Zone Ids (required)** : Once new app has been created then create zone which will give you one zone id. If you want to create multiple zone then create all zone and give zone id here with comma separated here. It will accept multiple zone id.
- **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 "AdColonyNetwork" (you can simply copy-paste it without the quotes).
- **ECPM** : 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 individual **zone id** which was created in AdColony dashboard inside app. So first create **Screen** in Pokkt dashboard which will reflect here. Once screen has been created then provide zone id inside this field. This screen name will map with zone id at run time. Provide your adColony **Zoneld** as a screen in **Pokkt dashboard**.

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

<http://support.adcolony.com/customer/portal/articles/761987-setting-up-apps-zones>

Step 2: Configuration in your Application

- Download the mediation project from POKKT, it is suggested to use the provided class file **AdColonyNetwork** (AdColonyNetwork.h and AdColonyNetwork.m) in your project. You have the option to make changes to this class, in-fact you can create your own custom adaptor for AdColony using our protocol, just make sure to mention the exact name of class in the “class name” box, refer the [Step 1](#).
- Add the “**AdColony.framework**” file into your project. Make sure to update your project's dependencies accordingly.
- If your project doesn't support **ARC**, add the following linker flag to **Target > Build Settings > Linking > Other Linker Flags**:
 - fobjc-arc (this enables ARC for AdColony)
- Add the following libraries and frameworks to Target > Build Phases > Link Binary With Libraries:
 - libz.1.2.5.tbd
 - AdColony.framework
 - AdSupport.framework (Set to Optional)
 - AudioToolbox.framework
 - AVFoundation.framework
 - CoreGraphics.framework
 - CoreMedia.framework
 - CoreTelephony.framework
 - EventKit.framework
 - EventKitUI.framework
 - MediaPlayer.framework
 - MessageUI.framework
 - QuartzCore.framework
 - Social.framework (Set to Optional)
 - StoreKit.framework (Set to Optional)
 - SystemConfiguration.framework

- WebKit.framework (Set to Optional)

Marmalade iOS

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

- Ensure that you have “libAdColonyExtension.a” added in your main project and added to your **.mkb** file, ref:
 - `iphone-link-lib='AdColonyExtension'`
 - `iphone-link-libdir='$CWD'`
- Download and add AdColony framework, add this under deployment section, add this to required frameworks, ref:
 - `iphone-link-opts="-F$CWD -framework AdColony"`
- Check the provided sample app for more details.
- If you see any error related to “CFNetwork framework not found” then 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.

Xamarin iOS

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

- Copy downloaded file libAdColonyExtension.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 libAdColonyExtension.a details and required framework of AdColony inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- -gcc_flags "-F\${ProjectDir} -framework AdColony -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} -lAdColonyExtension -force_load \${ProjectDir}/libAdColonyExtension.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:

- Copy downloaded file **AdColonyExtension_iOS.ane** in your project folder.
- Download AdColony ANE from below link and add in your project:
 - <https://github.com/AdColony/AdColony-AdobeAIR-SDK>