

# AdMob Pokkt Mediation

Pokkt SDK version used: - **7.5.0**

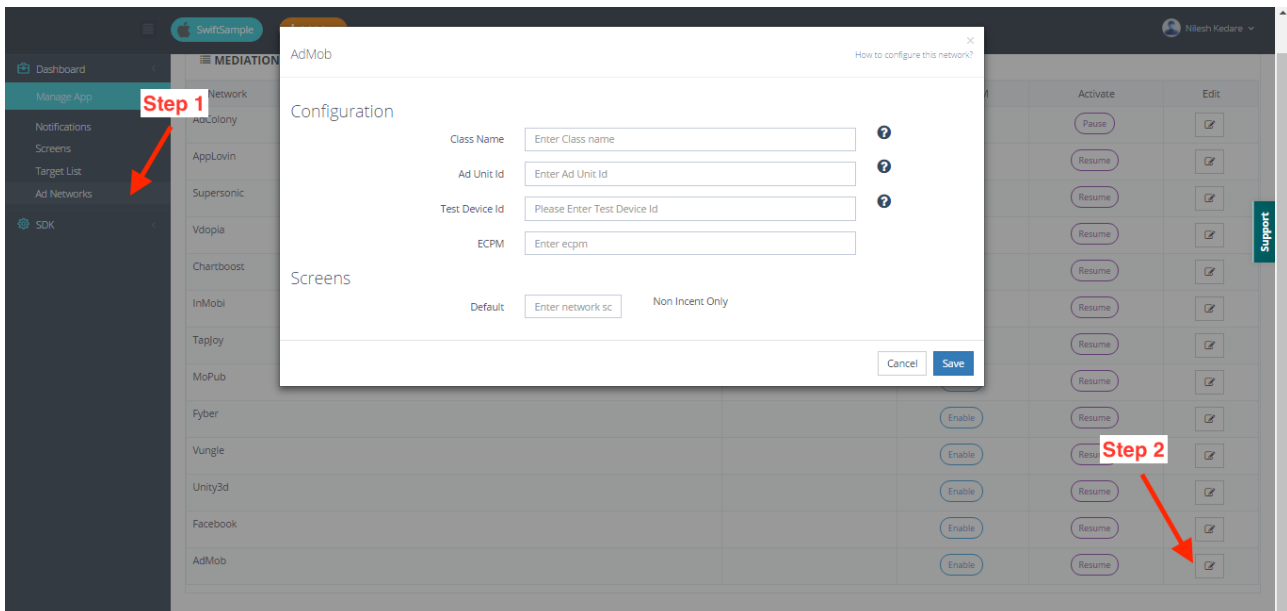
AdMob SDK version used: - **7.37.0 (GDPR Compliance)**

1. **Common Steps for AdMob Pokkt Mediation:** This is common documentation which is useful for all plugin.
2. **Xamarin Integration:** Check the Steps Mentioned for Native.
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, 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.

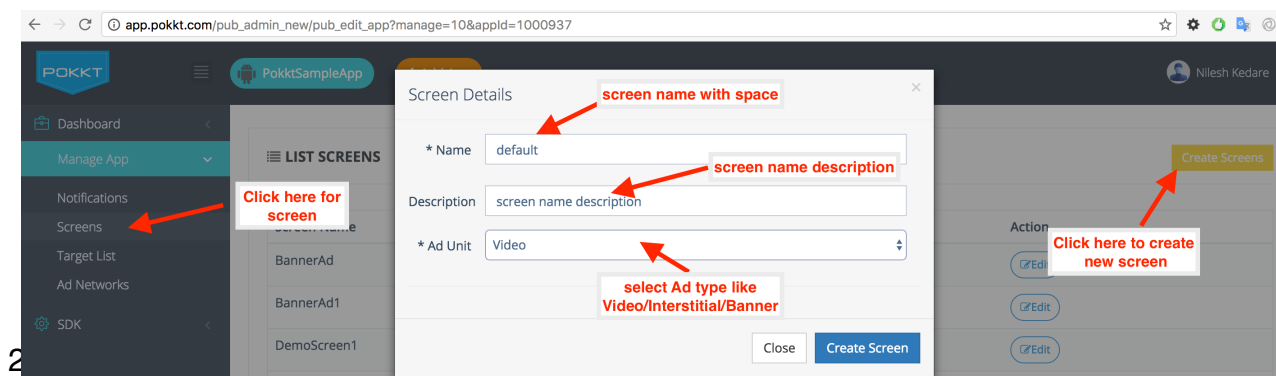
# Common Steps for AdMob Pokkt Mediation

## Step 1: Configure Pokkt Dashboard

- Create Account at <http://www.pokkt.com>
- To use the AdMob 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 "AdMobNetwork" (you can simply copy-paste it without the quotes).
- **Test Device Id (optional):** For testing AdMob and if you want to see test ad for interstitial then please provide test device Id. You can add multiple device Id with comma (,) separated without any space.
- **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 “**AdMob Ad unit ID**”. First create screen name in Pokkt dashboard which will reflect here as screen name so provide “**Ad unit ID**” here. Now for getting “**Ad unit ID**” from AdMob, create new monetize app in AdMob dashboard and open that app then there is a option “**New Ad Unit**”. So create new ad unit which will generate Ad unit ID and that Ad unit ID you need to provide here. This screen name will map with this Ad unit ID. Provide your **Ad unit ID** as screen in **Pokkt dashboard**.

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

<https://support.google.com/admob/answer/3052638>

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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 **AdMobNetwork** in your project. And if you want to do some changes please do those changes in same file.
- Add the “**GoogleMobileAds SDK**” file into your project. Make sure to update your project's dependencies accordingly.
- Add the following frameworks to your project.
  - AdSupport
  - AudioToolbox
  - AVFoundation
  - CoreGraphics
  - CoreMedia
  - CoreTelephony
  - EventKit
  - EventKitUI
  - MediaPlayer
  - MessageUI
  - StoreKit
  - SystemConfiguration

## Xamarin iOS

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

- Copy downloaded file libAdMobExtension.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 libAdMobExtension.a details and required framework of AdMob inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- -gcc\_flags "-F\${ProjectDir} -framework GoogleMobileAds -framework CFNetwork -framework CoreGraphics -framework AudioToolbox -framework EventKitUI -framework MessageUI -weak\_framework StoreKit -L\${ProjectDir} -lAdMobExtension -force\_load \${ProjectDir}/libAdMobExtension.a"
- Add CFNetwork framework inside project folder also if needed.
- Follow above all process to complete integration.

# Marmalade iOS

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

- Ensure that you have “**libAdMobExtension.a**” added in your main project and added **.mkb** file, ref:
  - `iphone-link-lib='AdMobExtension'`
  - `iphone-link-libdir='$CWD'`
  - And AdMob framework (which you need to download from AdMob support site) also need to be added like below under deployment section and also need to add required frameworks:
    - `iphone-link-opts="-F$CWD -framework GoogleMobileAds"`
    - For more details, please 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.