

# AppLovin Pokkt Mediation

Pokkt SDK version used: - **7.5.0**

ApLovin SDK version used: - **6.1.4 (GDPR Compliance)**

1. **Common Steps for AppLovin 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 Native.
4. **Marmalade Integration:** Check the Steps Mentioned for Native.
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 Steps for AppLovin Pokkt Mediation

### Step 1: Configure Pokkt Dashboard

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

The screenshot shows the Pokkt Dashboard interface. On the left is a sidebar with 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 is titled 'AppLovin' and 'Configuration'. It contains several input fields: 'class name' (placeholder: enter class name), 'Amount' (placeholder: enter amount), 'virtual currency' (placeholder: Enter currency), 'ECPM' (placeholder: Enter ecpm), and 'API key' (placeholder: Enter Api Key). Below these fields is a 'Reporting' section. At the bottom right of the configuration area are 'Cancel' and 'Save' buttons. On the far right, there is a 'Support' button and a 'How to configure this network?' link. A red arrow labeled 'Step 2' points to the 'Edit' button in the top right corner of the 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 "**AppLovin**" (you can simply copy-paste it without the quotes).
- **Amount (required):** Provide reward value which user will get after watching ad.
- **Virtual Currency (required):** This is the name of reward amount like gold or coin.
- **ECPM (required):** Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

## Step 2 : Configuration in Application

- Download the mediation project from POKKT and it is recommended to use the same class file **AppLovin** in your project. And if you want to do some changes please do those changes in same file.
- The downloaded zip file will contain an api\_docs folder, a headers folder, and a libAppLovinSdk.a file.
- To add the SDK to your application, simply drag the libAppLovinSdk.a file and headers folder to your Xcode project.
- Go to your Project Settings. Select Info, click on one of the rows of Custom iOS Properties and click the + to add a new row. The key of the new row key should be **AppLovinSdkKey** and the value should be "xxxx-xxxx":
- Link the following framework in to your project:
  - AdSupport
  - AVFoundation
  - CoreTelephony
  - CoreGraphics
  - CoreMedia
  - StoreKit (NEW)
  - SystemConfiguration
  - UIKit

**For More info :** <https://www.applovin.com/integration#iosIntegration>



# Xamarin iOS

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

- Copy downloaded file libAppLovinExtension.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 libAppLovinExtension.a details and required framework of AppLovin inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- -gcc\_flags "-F\${ProjectDir} -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} -lAppLovinExtension -lAppLovinSdk -force\_load \${ProjectDir}/libAppLovinExtension.a -force\_load \${ProjectDir}/libAppLovinSdk.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 AppLovinExtension\_iOS.ane in your project.
- Download AppLovin ANE from below link and add this one in your project:
  - <https://applovin.com/integration#adobeAirIntegration>
- Follow above all process to complete integration and also check our given example specially app.xml file.

## Marmalade iOS

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

- Please check downloaded file which has libAppLovinExtension.a” and this need to be added in your main project .mkb file like below:
  - `iphone-link-lib='AppLovinExtension'`
  - `iphone-link-libdir='$CWD'`
  - And AppLovin fat file (.a) (which you need to download from AppLovin support site) also need to add like below under deployment section:
    - `iphone-link-lib='AppLovinSdk'`
    - `iphone-link-libdir='$CWD'`
  - And please add required frameworks for this. 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.