

Facebook Pokkt Mediation

Pokkt SDK version used: - **7.5.0**

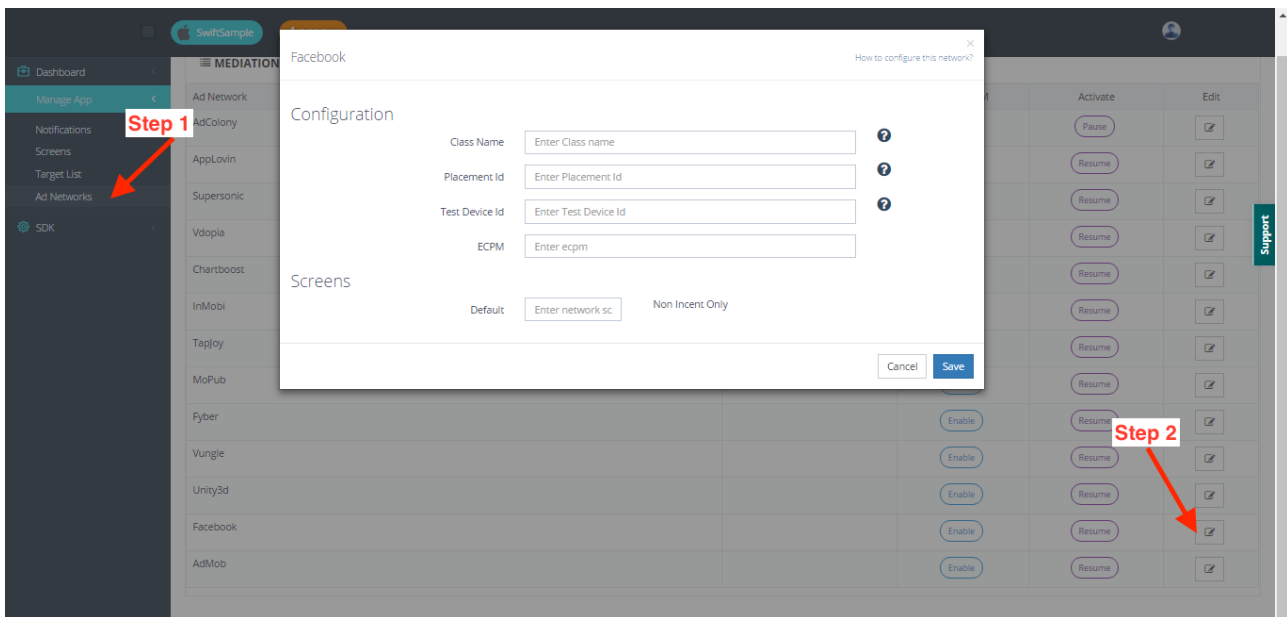
Facebook SDK version used: - **5.1.0**

1. **Common Steps for Facebook Pokkt Mediation:** This is common documentation which is useful for all plugin.
2. **Xamarin Integration:** Check the Steps Mentioned for Xamarin.
3. **AIR Integration:** Check the Steps Mentioned for Native.
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 integrationMediation” page..

Common Steps for Facebook Pokkt Mediation

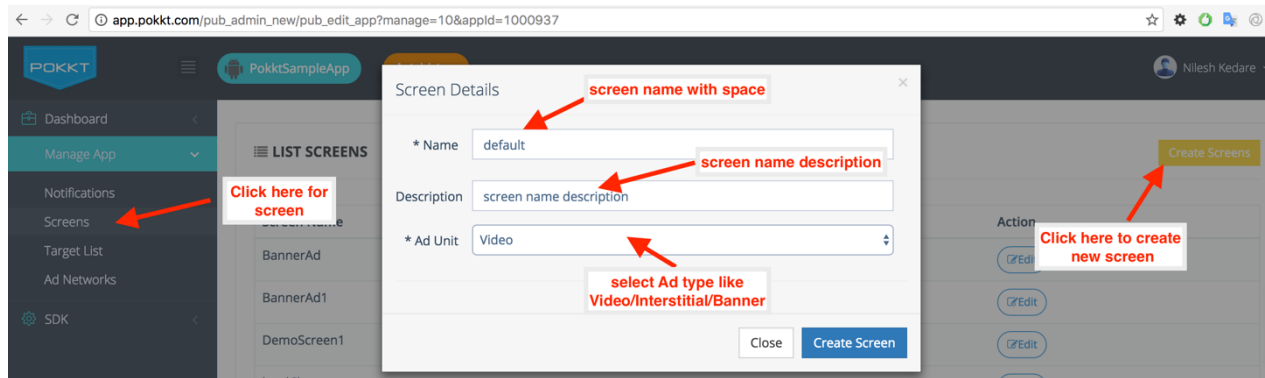
Step 1: Configure Pokkt Dashboard

- Create Account at <http://www.pokkt.com>
- To use the Facebook 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 "FacebookNetwork" (you can simply copy-paste it without the quotes).
- **Test Device Id (optional):** For testing Facebook and if you want to see test ad for interstitial then please provide id of the device to use test mode, can be obtained from debug log. 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 "**Facebook Audience Network Placement Id**". First create screen name in Pokkt dashboard which will reflect here so provide "**Placement Id**" here. Now get the "**Facebook Audience Network Placement Id**". Create new app in Facebook developer dashboard and open that app. There is a option "**Audience Network**" in left side so click that option and create new

placement. Once placement has been created then you will see one placement Id



which you need to provide here. This screen name will map with the placement Id.

Notes:

- For more details about Facebook mediation network integration with POKKT: http://app.pokkt.com/mediation_help/Facebook.html
- <https://developers.facebook.com/docs/ios/getting-started>

GDPR

- FaceBook will not serve ads if User has denied the GDPR consent to get personalised ads.

Step 2: Configuration in Application

- Download the mediation project from POKKT and it is recommended to use the same class file **Facebook** in your project. And if you want to do some changes please do those changes in same file.
- Add the “**Facebook SDK**” file into your project. Make sure to update your project's dependencies accordingly.
- Add the FBAudienceNetwork.framework file to your Xcode project and place it under the Frameworks folder.
- If GDPR is applicable and Consent is not given i.e. (Consent is false). Facebook Network will be disable.
- Add the AdSupport, StoreKit and CoreMotion frameworks to your project.

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 libFacebookExtension.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 libFacebookExtension.a details and required framework of Facebook inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- -gcc_flags "-F\${ProjectDir} -framework FBAudienceNetwork -framework CoreMotion -framework StoreKit -L\${ProjectDir} -lFacebookExtension -force_load \${ProjectDir}/libFacebookExtension.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:

- Check downloaded file which has libFacebookExtension.a” and this need to be added in your main project .mkb file like below:
 - `iphone-link-lib='FacebookExtension'`
 - `iphone-link-libdir='$CWD'`
 - And Facebook framework (which you need to download from Facebook support site) also need to be added like below under deployment section and also need to add required frameworks:
 - `iphone-link-opts="-F$CWD -framework Facebook"`
 - And please add required frameworks for this. You can 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.