

FyberPokkt Mediation

Pokkt SDK version used: - **7.5.0**

Fyber SDK version used: - **8.22.0** (GDPR Compliance)

1. **Common Steps for Fyber 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, once you have exported the Xcode project, 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.
9. **Titanium Integration:** There is no separate documentation needed, once you have exported the Xcode project, use the steps mentioned for Native integration.

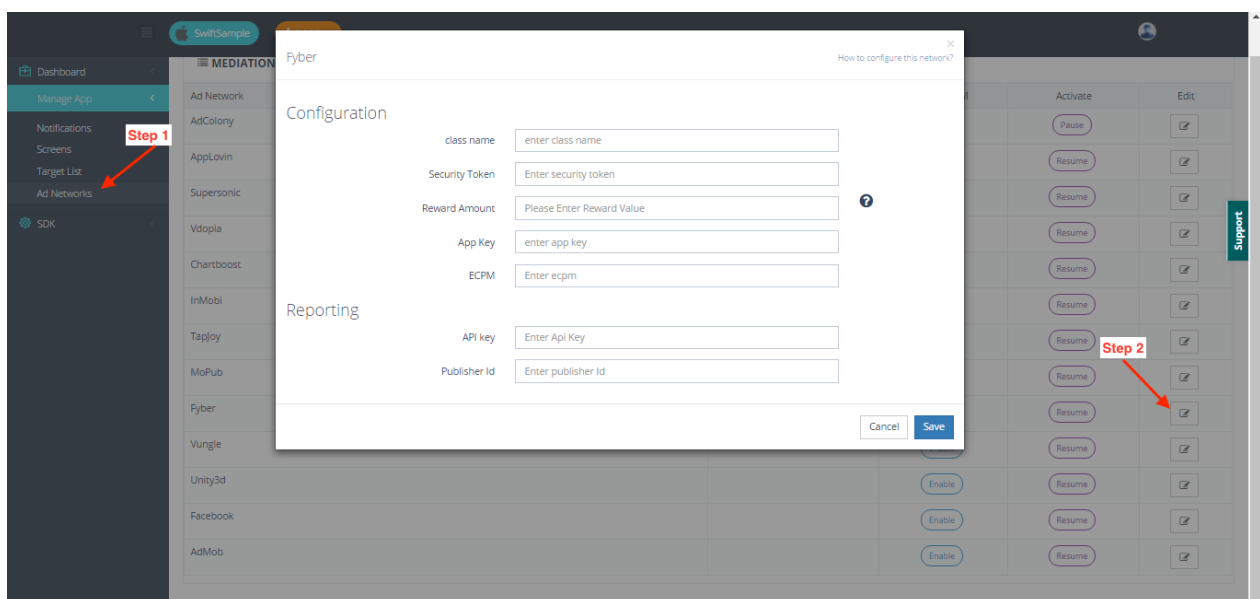
Common Steps for Fyber Pokkt Mediation

Prerequisites

- Create account at <http://dashboard.fyber.com>
- Read basic instructions at <http://developer.fyber.com/content/current/ios/basics/getting-started-sdk/index.html> to integrate your iOS application with Fyber.
- For rewarded video integration : <http://developer.fyber.com/content/current/ios/rewarded-video/check-for-videos/>.

Step 1: Configure Pokkt Dashboard

- Create Account at <http://www.pokkt.com>
- Register your App here and add the placement for rewarded video accordingly and do the setting as per given in doc.
- Fill in the following information on POKKT's mediation set up page, based on values for your app on Fyber's 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 "FyberNetwork" (you can simply copy-paste it without the quotes).
- **Security Token (required):** Login in Fyber dashboard, create app and get the client security token Id.

- **Reward Amount (required):** Provide reward value which user will get after the reward ad.
- **API Key (required):** Login in Fyber dashboard, create new app and get the app Id.
- **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

- Add the fyber-sdk-lib folder from a Finder window to your project's Xcode window.. Make sure to update your project's dependencies accordingly.
- Add the -ObjC linker flag to your project. This can be done in the Build Settings, in the Other Linker Flags row
- Add the recommended activities to your info.plist as suggested in integration guide.
- Link your project with the following frameworks, if you're not doing it already:
 - AdSupport framework
 - CoreGraphics
 - CoreLocation framework
 - CoreTelephony framework
 - MediaPlayer framework
 - QuartzCore framework
 - StoreKit framework
 - SystemConfiguration framework

Xamarin iOS

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

- Copy downloaded file libFyberExtension.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 libFyberExtension.a details and required framework of Fyber 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} -lFyberExtension -lFyberSDK-8.1.1 -force_load ${ProjectDir}/libFyberExtension.a -force_load ${ProjectDir}/libFyberSDK-8.1.1.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 `FyberExtension_iOS.ane` in your project.
- Download Fyber ANE from below link and add this one in your project.
 - <http://developer.fyber.com/content/current/air/>
- Follow above all process to complete integration and also check our given example specially `app.xml` file..

Marmalade iOS

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

- Check downloaded file which has libFyberExtension.a” and this need to be added in your main project .mkb file like below:
 - `iphone-link-lib='FyberExtension'`
 - `iphone-link-libdir='$CWD'`
 - And Fyber fat file (.a) (which you need to download from Fyber support site) also need to add like below under deployment section:
 - `iphone-link-lib='FyberSDK-8.1.1'`
 - `iphone-link-libdir='$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.