

# TapJoy Pokkt Mediation

Pokkt SDK version used: - **7.5.0**

TapJoy SDK version used: - **12.2.0 (GDPR Compliance)**

1. **Common Steps for TapJoy 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 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, 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.

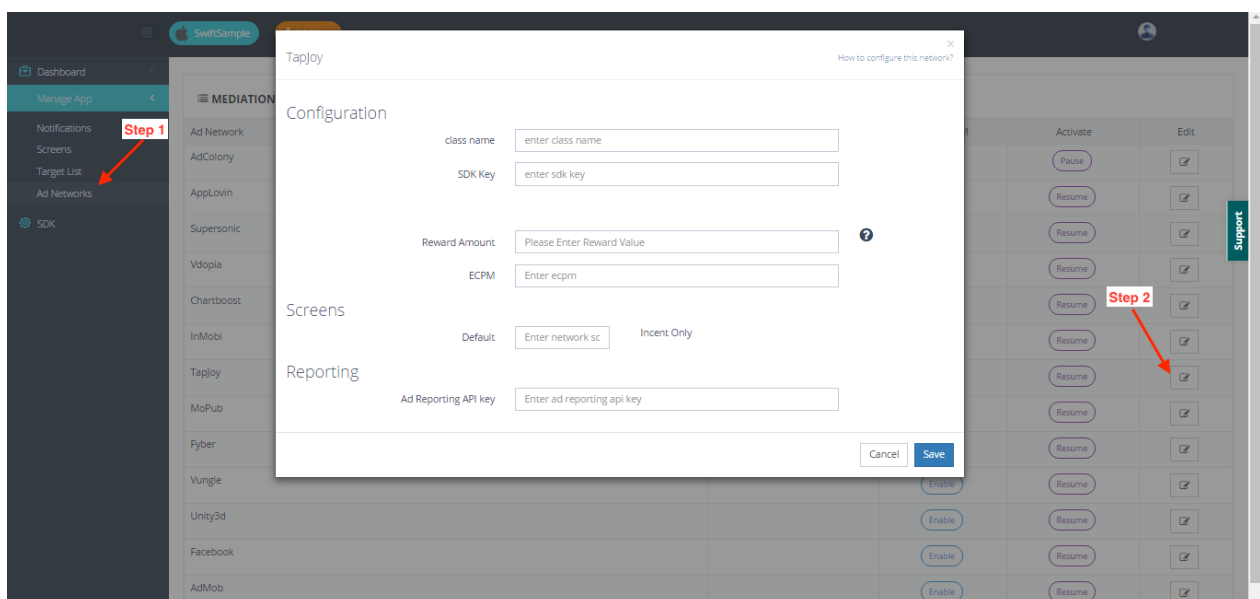
# Common TapJoy Pokkt Mediation

## Prerequisites

- TapJoy version support: 11.8.1.
- Create account at <http://tapjoy.com>
- Read basic instructions at <https://ltv.tapjoy.com/s/562f24fb-e335-8000-8000-c1925a000029/onboarding#guide/basic> to integrate your android application with TapJoy.
- Here is more details for integration, please follow this link: <http://dev.tapjoy.com/sdk-integration/ios/getting-started-guide-publishers-ios/>.

## Step 1: Configure Pokkt Dashboard

- Create Account at <http://www.pokkt.com>.
- Register your App here and then select App settings than update the info according to need. Virtual currency can be set from Content option. And from Monetize option you can create new placement according to your need. Please follow the documents for details.
- Update Tapjoy ad network setting in Pokkt dashboard like below:



- **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 "TapjoyNetwork" (you can simply copy-paste it without the quotes).
- **SDK Key (required)**: Login to Tapjoy and create new App -> App Settings. Here you will find the App key.
- **Reward Amount (required)**: Provide reward value which user will get after watching reward ad. This is the same value which you will provide in Tapjoy dashboard when you create content for Rewarded video.
- **ECPM (required)**: Put your expected value of ECPM which will in turn rank this network in comparison to other configured networks.

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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 **TapJoyNetwork** in your project. And if you want to do some changes please do those changes in same file.
- Add the "Tapjoy.embeddedframework" folder into the libs folder of your project. Make sure to update your project's dependencies accordingly.
- Add Required Frameworks for TapJoy as suggested in TapJoy integration document to your application.

## Xamarin iOS

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

- Copy downloaded file libTapjoyExtension.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 libTapjoyExtension.a details and required framework of Tapjoy inside “Additional mtouch arguments” like below. This is working so you can try with this also.
- -gcc\_flags "-F\${ProjectDir} -framework Tapjoy -framework CFNetwork -framework MapKit -framework MapKit -framework PassKit -framework Twitter -framework CoreGraphics -framework AudioToolbox -framework CoreLocation -framework EventKitUI -framework MessageUI -framework Security -framework Social -framework MobileCoreServices -framework CoreMotion -framework WebKit -framework StoreKit -L\${ProjectDir} -lTapjoyExtension -force\_load \${ProjectDir}/libTapjoyExtension.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 TapjoyExtension\_iOS.ane in your project.
- Download Tapjoy ANE from below link and add this one in your project.
  - <http://dev.tapjoy.com/sdk-integration/air/getting-started-guide-advertisers-adobe-air/>
- Follow above all process to complete integration and also check our given project example.

## **Marmalade iOS**

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

- Check downloaded file which has libTapjoyExtension.a” and this need to be added in your main project .mkb file like below:
  - `iphone-link-lib='TapjoyExtension'`
  - `iphone-link-libdir='$CWD'`
  - And Tapjoy framework (which you need to download from Tapjoy support site) also need to be added like below under deployment section and also need to add required frameworks:
    - `iphone-link-opts="-F$CWD -framework Tapjoy"`
  - And please add required frameworks for this. You can check our given sample app.
- Add Tapjoy resource bundle file in data folder.
- 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.