

Pokkt integration to AdMob

Pokkt SDK version required: - **6.2**

AdMob SDK version used: - **10.2**

Step 1: Getting Started

The following instructions assume you have already integrated Google Mobile Ads SDK into your application.

Step 2: Adding Your Application to Your Pokkt Publisher's Account

- Create Account and log-in at <http://www.pokkt.com>
- Add your application and get its application Id and Security key.

Step 3: Pokkt Integration

Dependencies

- Add PokktSDK_v6.2.aar or PokktSDK_v6.2.jar to your project.
- Add moat.jar to your project.
- Download PokktCustomBanner, PokktCustomInterstitial and PokktCustomRewardedVideo from Pokkt site and change package as per your project structure. OR Download our Wrapper jar and place in your project.

Manifest

Permissions Declarations

Add the following permissions to your project manifest

1. Mandatory permissions.

```
<uses-permission android:name="android.permission.INTERNET" />  
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
```

- android.permission.INTERNET = Required for SDK communication with server.

- android.permission.ACCESS_NETWORK_STATE = Required to detect changes in network, like if WIFI is available or not.

2. Optional permissions.

```
<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.WAKE_LOCK" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.WRITE_CALENDAR" />
<uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION" />
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
<uses-permission android:name="android.permission.CALL_PHONE" />
<uses-permission android:name="android.permission.SEND_SMS" />
<uses-permission android:name="android.permission.VIBRATE" />
```

- android.permission.READ_PHONE_STATE = Required for creating unique identifier for you application based on the unique id of the device like IMEI.
- android.permission.WAKE_LOCK = Required to prevent device from going into the sleep mode during video play.
- android.permission.WRITE_EXTERNAL_STORAGE = Required to store media files related to ads in external SD card, if not provided we will use app cache folder to store media files, which will result in unnecessary increase in application's size. It is recommended to ask for this permission as low end devices generally have less internally memory available.
- android.permission.WRITE_CALENDAR = Some Ads create events in calendar.
- android.permission.ACCESS_COARSE_LOCATION" = Some Ads show content based on user's location.
- android.permission.ACCESS_FINE_LOCATION = Some Ads show content based on user's location.
- android.permission.CALL_PHONE = Some Ads are interactive and they provide you a way to call directly from the content.
- android.permission.SEND_SMS = Some Ads are interactive and they provide you a way to send message.
- android.permission.VIBRATE = Some Ads provide haptic feedback, so as to maintain their behaviour we need this permission

Activity Declaration

Add the following activity in your AndroidManifest for Pokkt SDK integration.

```
<activity
android:name="com.pokkt.sdk.PokktAdActivity"
android:configChanges="keyboard|keyboardHidden|navigation|orientation|screenLayout|uiMode|
screenSize|smallestScreenSize"
android:hardwareAccelerated="true"
android:label="Pokkt"
```

```
android:screenOrientation="landscape"  
android:windowSoftInputMode="stateAlwaysHidden|adjustUnspecified" />
```

You can change the android screenOrientation landscape to portrait of your choice, the way you want to display the ads.

Service Declaration

Add the following service in your AndroidManifest for receiving InApp notifications.

```
<service  
android:name="com.pokkt.sdk.notification.NotificationService"  
android:exported="false"  
android:label="PokktNotificationService"/>
```

Step 4: Adding a Custom Event

1. Sign in to your AdMob account at <https://apps.admob.com>.
2. Click the Monetize tab.
3. Under All apps on the left-hand side, select the app you want to update.
4. Click the link in the Mediation column to the right of the ad unit you want to modify.

The screenshot shows the AdMob Monetize interface for the app 'PokktSampleApp' (Android). The top navigation bar includes 'HOME', 'MONETIZE' (selected), 'CAMPAIGNS', and 'ANALYZE'. On the left, there is a sidebar with a '+ MONETIZE NEW APP' button and a list of 'All apps' containing 'PokktSampleApp'. The main content area has tabs for 'AD UNITS (3)', 'ALLOW & BLOCK ADS', and 'SETTINGS'. Below the 'AD UNITS (3)' tab, there is a '+ NEW AD UNIT' button and a table of existing ad units. The table has columns for selection, ad unit name, ad format, and mediation. The ad units listed are Banner, Interstitial, and Video, each with an ad unit ID and a link to '2 ad sources'.

<input type="checkbox"/>	↑ Ad unit	Ad format	Mediation
<input type="checkbox"/>	Banner Ad unit ID: ca-app-pub- XXXXXXXXXXXXXXXXXXXX	Banner	2 ad sources
<input type="checkbox"/>	Interstitial Ad unit ID: ca-app-pub- XXXXXXXXXXXXXXXXXXXX	Interstitial	2 ad sources
<input type="checkbox"/>	Video Ad unit ID: ca-app-pub- XXXXXXXXXXXXXXXXXXXX	Rewarded video	2 ad sources

5. Click New Ad Network.

AdMob HOME **MONETIZE** CAMPAIGNS ANALYZE

+ MONETIZE NEW APP

Performance reports

All apps

PokktSampleApp
Android

Mediation

PokktSampleApp > Video
Android Rewarded video

Use mediation to serve ads from multiple sources. Examples: third-party ad networks

SAVE **CANCEL** **VIEW MEDIATION REPORT**

▼ **Campaigns (0)** ?

^ **Ad sources ordered by eCPM (2)** ?

+ NEW AD NETWORK **EDIT** **DELETE**

<input type="checkbox"/>	Ad source
<input type="checkbox"/>	AdMob Network (Optimized)
<input type="checkbox"/>	Pokkt Class Name: com.pokkt.wrapper.thirdparty.AdMob.PokktCustomRewardedVideo {"POKKT_SCREEN_NAME":"Test","POKKT_APP_ID":"a2717a45b835b5e9f50284e"}

6. Click Custom event, and provide the following details:

- **Class Name:** Enter the name of the custom event class that you will implement in your app code.

For Rewarded Video: Enter your package.PokktCustomRewardedVideo

For Interstitial: Enter your package.PokktCustomInterstitial

For Banner: Enter your package.PokktCustomBanner

If you are using our Wrapper jar, Custom event class name will be :

For Rewarded Video: com.pokkt.wrapper.thirdparty.AdMob.PokktCustomRewardedVideo


For Interstitial: com.pokkt.wrapper.thirdparty.AdMob.PokktCustomInterstitial

For Banner: com.pokkt.wrapper.thirdparty.AdMob.PokktCustomBanner


- **Label:** Enter the name for the custom event. This is used in reporting and cannot be changed later.
- **Parameter(Mandatory):** Enter a JSON string as follows :

```
{
  "POKKT_SCREEN_NAME":"Screen Created on Pokkt Dashboard",
  "POKKT_APP_ID":"Pokkt App Id",
  "POKKT_SEC_KEY":"Pokkt App Security Key",
  "POKKT_THIRD_PARTY_USERID":"Unique user id as in your app",
  "POKKT_REWARD_NAME":"Virtual currency As per your App",
  "POKKT_DEBUG":true/false
}
```

}

 HOME **MONETIZE** CAMPAIGNS ANALYZE

New ad networks

 PokktSampleApp
Android

 >

Video
Rewarded video

Select the new ad network(s) you want to use for mediation. If the network you want to use isn't supported, you can add a custom event. ?

Available ad networks	+ CUSTOM EVENT	Selected ad networks: 1
AdColony (Rewarded)	»	Custom Event Class Name ? <input type="text"/> Label ? <input type="text"/> Parameter ? <input type="text"/> Optional
Applovin (Rewarded)	»	
Chartboost (Rewarded)	»	
Fuse (Rewarded)	»	
Fyber (Rewarded)	»	
InMobi (Rewarded)	»	
TapJoy (Rewarded)	»	
Unity Ads (Rewarded)	»	
Vungle (Rewarded)	»	

7. Click Continue.

Step 6: Testing your application

Congratulation - that's it! You may now run your app and see Pokkt ads in action.
