

Pokkt integration to AdMob

Step 1: Getting Started

The following instructions assume you are already familiar with the AdMob Mediation Network and have already integrated the Google Mobile Ads SDK into your application. Otherwise, please start by reading the following articles for a walk-through explanation of what mediation is, how to use the AdMob Mediation UI, and instructions on how to add AdMob mediation code into your app.

- Mediation Overview: support.google.com/admob/answer/2413211
- Instructions: <https://developers.google.com/admob/ios/quick-start>

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

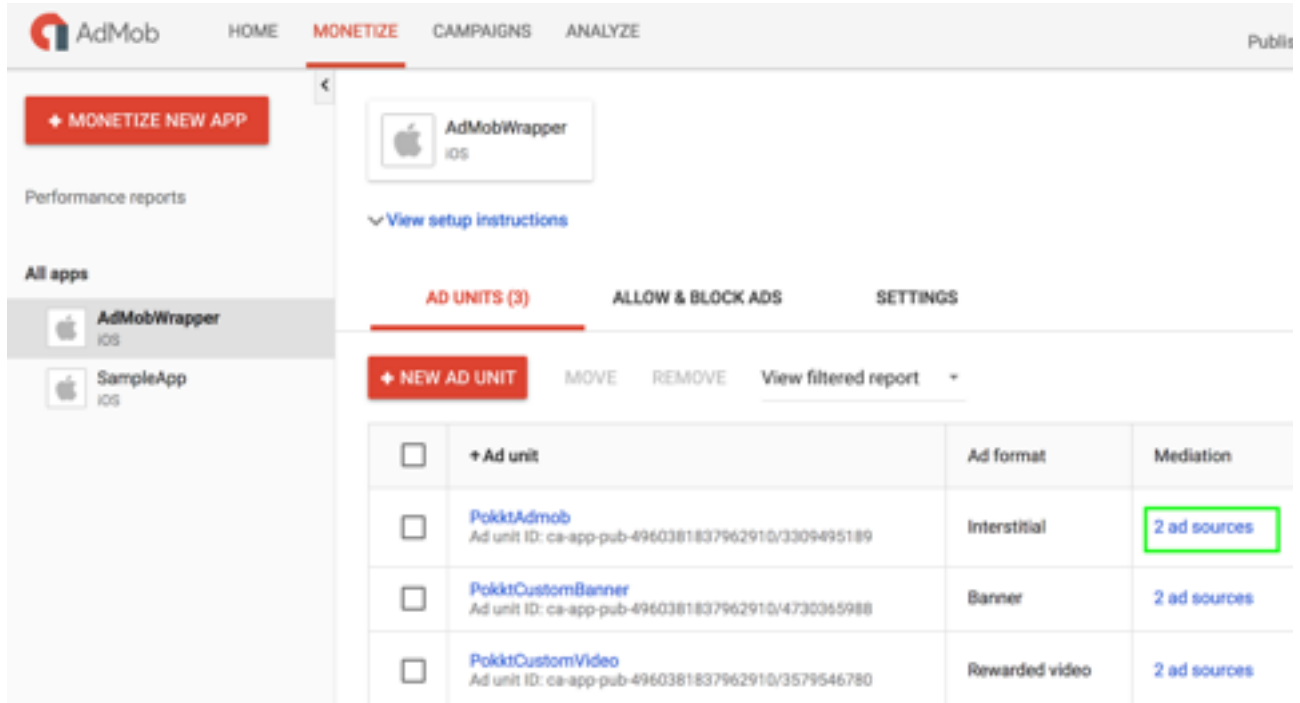
- Create Account and log-in at <http://www.pokkt.com>
- Add your application and get its application Id and Security key.

Step 3: Integrating the AdMob Mediation Adapter

- Add PokktSDK.framework and PokktSDK.bundle to your XCode project and link to it.
- Add PokktCustomInterstitial , PokktCustomBanner and PokktCustomRewardedVideo to your Xcode project.
- In the Build Settings of XCode add -ObjC to “Other Linker Flags”.
- Your Project needs to have following frameworks to use PokktSDK.
 - CoreData.framework
 - Foundation.framework
 - MediaPlayer.framework
 - SystemConfiguration.framework
 - UIKit.framework
 - CoreTelephony.framework
 - EventKit.framework
 - AdSupport.framework
 - CoreGraphics.framework
 - CoreMotion.framework
 - MessageUI.framework
 - EventKitUI.framework
 - CoreLocation.framework
 - AVFoundation.framework
 - libc++.tbd

Step 4: Adding a Custom Even

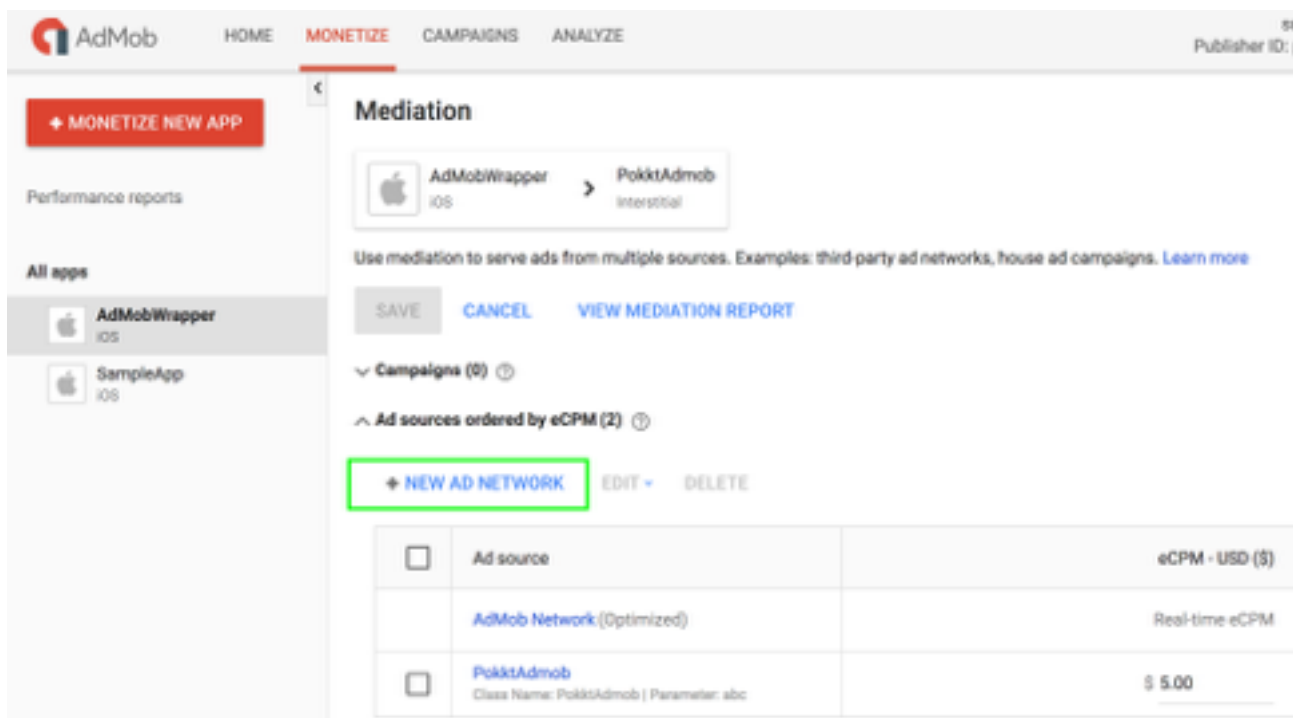
1. Sign in to your AdMob account at <https://apps.admob.com>.
2. Click the Monetize tab.
3. Under All apps on the left-hand side, select the app you want to update.
4. Click the link in the Mediation column to the right of the ad unit you want to modify.



The screenshot displays the AdMob Monetize interface. The top navigation bar includes 'HOME', 'MONETIZE' (highlighted), 'CAMPAIGNS', and 'ANALYZE'. On the left, a sidebar shows 'All apps' with 'AdMobWrapper' and 'SampleApp' listed. The main content area is titled 'AD UNITS (3)' and contains a table of ad units. The table has columns for 'Ad unit', 'Ad format', and 'Mediation'. The first row is a header with a '+ Ad unit' button. The subsequent rows list 'PokktAdmob' (Interstitial), 'PokktCustomBanner' (Banner), and 'PokktCustomVideo' (Rewarded video). Each row shows '2 ad sources' in the Mediation column, which is highlighted with a green box in the first row. A '+ NEW AD UNIT' button is located above the table.

<input type="checkbox"/>	+ Ad unit	Ad format	Mediation
<input type="checkbox"/>	PokktAdmob Ad unit ID: ca-app-pub-4960381837962910/3309495189	Interstitial	2 ad sources
<input type="checkbox"/>	PokktCustomBanner Ad unit ID: ca-app-pub-4960381837962910/4730365988	Banner	2 ad sources
<input type="checkbox"/>	PokktCustomVideo Ad unit ID: ca-app-pub-4960381837962910/3579546780	Rewarded video	2 ad sources

5. Click New Ad Network.



The screenshot shows the AdMob Mediation interface. The top navigation bar includes 'HOME', 'MONETIZE', 'CAMPAIGNS', and 'ANALYZE'. The 'MONETIZE' tab is active. On the left sidebar, there is a red button '+ MONETIZE NEW APP' and a list of apps under 'All apps', including 'AdMobWrapper' and 'SampleApp'. The main content area is titled 'Mediation' and shows a diagram of 'AdMobWrapper' (iOS) connecting to 'PdkktAdmob' (Interstitial). Below this, there is a text description of mediation and a 'Learn more' link. There are buttons for 'SAVE', 'CANCEL', and 'VIEW MEDIATION REPORT'. Under 'Campaigns (0)', there is a section for 'Ad sources ordered by eCPM (2)'. A green box highlights the '+ NEW AD NETWORK' button. Below this, there is a table of ad sources.

<input type="checkbox"/>	Ad source	eCPM - USD (\$)
	AdMob Network (Optimized)	Real-time eCPM
<input type="checkbox"/>	PdkktAdmob Class Name: PdkktAdmob Parameter: abc	\$ 5.00

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.
- **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
}
```

AdMob

HOME MONETIZE CAMPAIGNS ANALYZE

New ad networks

AdMobWrapper iOS PokktAdmob Interstitial

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	CLEAR ALL
<ul style="list-style-type: none"> Aarki (SDKless) AdColony AdFalcon AdFonic AdMob Network - added AdRally AdResult AmsAd Amobee Appsfine 		<div>Custom Event</div> <div>Class Name ⓘ</div> <div>Label ⓘ</div> <div>Parameter ⓘ Optional</div>	

7. Click Continue.

Step 6: Testing your application

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