

Pokkt integration to AdMob

Step 1: Getting Started (GDPR Compliance)

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>

GDPR

- Pokkt Solution adheres to GDPR requirement as per AdMob doc. Please refer section “Publisher-managed consent collection” at <https://developers.google.com/admob/ios/eu-consent> and https://developers.google.com/admob/ios/eu-consent#forward_consent_to_the_google_mobile_ads_sdk for understanding.
 - GDPR consent must be taken by publishers before calling any ad related api. For more information on GDPR please refer <https://www.eugdpr.org/> and <https://www.eugdpr.org/gdpr-faqs.html>.
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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 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”.

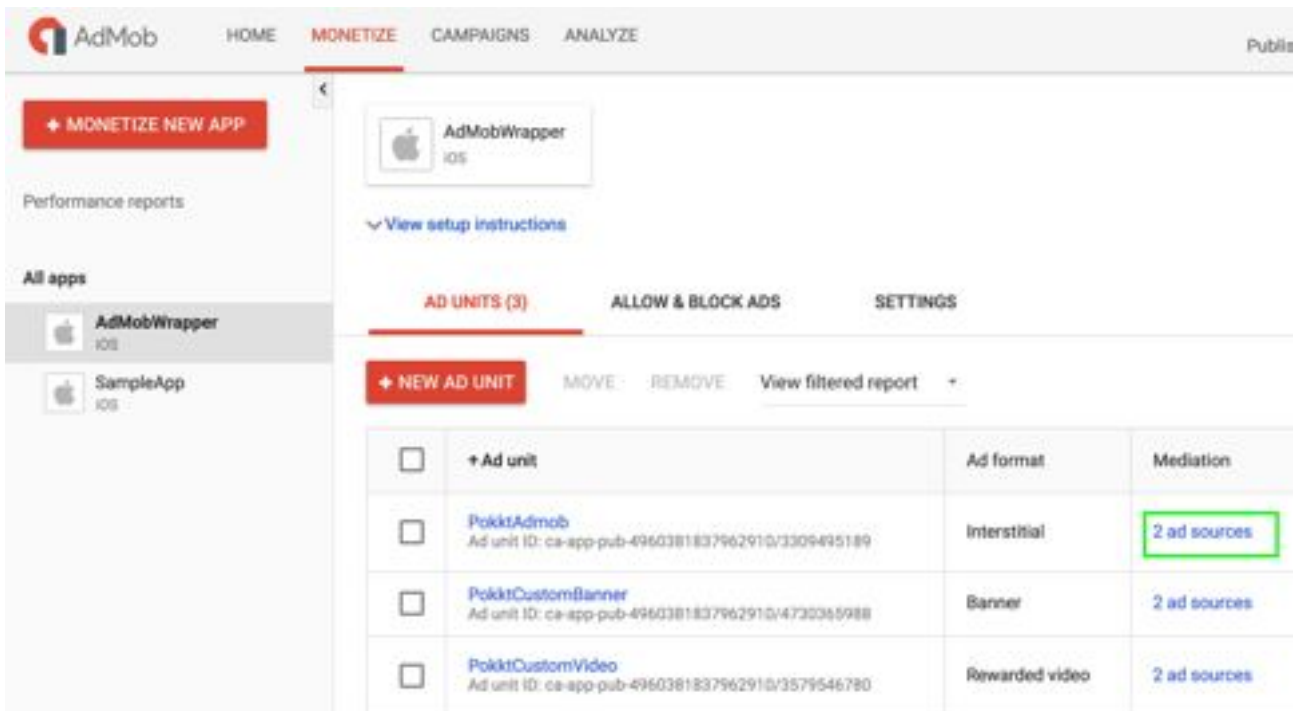
Your Project needs to have following frameworks to use PokktSDK.

- CoreData.framework
- WebKit.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

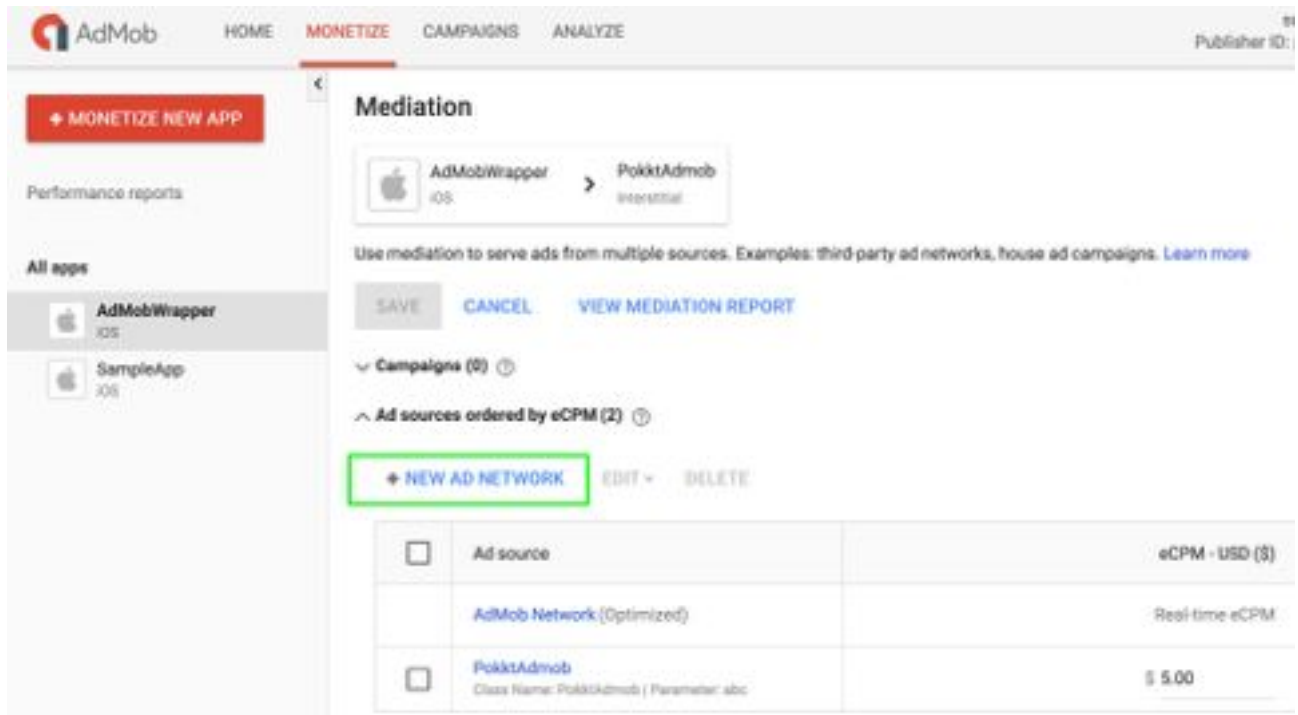
1. Sign in to your AdMob account at <https://apps.admob.com>.
2. Click the Monetize tab.
3. Under All apps on the left-hand side, select the app you want to update.
4. Click the link in the Mediation column to the right of the ad unit you want to modify.



The screenshot shows the AdMob Monetize interface. The 'MONETIZE' tab is selected. On the left, under 'All apps', 'AdMobWrapper' is selected. The main area shows 'AD UNITS (3)' with a table of ad units. The 'Mediation' column for each ad unit contains a link to '2 ad sources', which is highlighted with a green box in the first row.

	+ 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-4960381837962910/4730385988	Banner	2 ad sources
<input type="checkbox"/>	PokktCustomVideo Ad unit ID: ca-app-pub-4960381837962910/3579546780	Rewarded video	2 ad sources

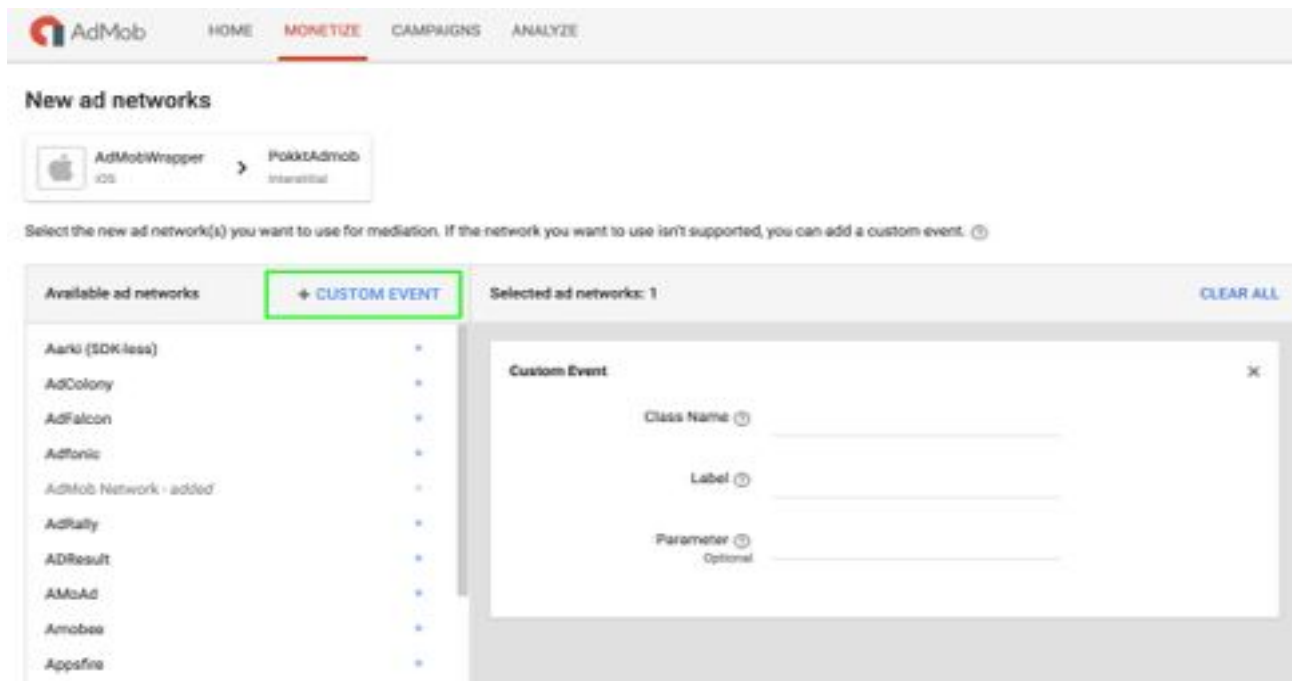
5. Click New Ad Network.



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  
}
```



7. Click Continue.

Step 6: Testing your application

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