

Pokkt integration to MoPub

Pokkt SDK version required: - **7.0**

MoPub SDK version used: - **4.17.0**

Step 1: Getting Started

The following instructions assume you have already integrated MoPub 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_v7.0.aar or PokktSDK_v7.0.jar to your project.
- Download PokktMoPubCustomBanner, PokktMoPubCustomInterstitial and PokktMoPubCustomRewardedVideo from Pokkt site and place it under com.mopub.mobileads package in 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.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.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 MoPub account at <https://app.mopub.com/account/login/>
2. Click Add a network under Networks tab.

3. Click Custom Native Network and set up the inventory against your app.

[Close | X](#)

Add a Network

MoPub provides ad network mediation for dozens of major ad networks. To connect a network to MoPub, add the network below and follow the setup instructions to enable ad serving.

 AdColony >	 Added...	 Added...	 Conversant Media >	 Facebook >
 HUNT Mobile Ads >	 Added...	 Added...	 MobFox >	 mobileCore >
 Mojiva >				

Additional Networks

The following networks are supported by MoPub but are not fully certified. If you work with a network not shown here, you can set up these networks as a Custom Native Network or Custom Network. Note that these networks may require an adapter and network reporting data will not be available.

- [AdSense >](#)
- [Custom Network >](#)
- [Custom Native Network >](#)
- [TapIt! >](#)

4. Provide the following details:

- **Custom Event Class:** Enter the name of the custom event class.
For Rewarded Video: Enter com.mopub.mobileads.PokktMoPubCustomRewardedVideo
For Interstitial: Enter com.mopub.mobileads.PokktMoPubCustomInterstitial
For Banner: Enter com.mopub.mobileads.PokktMoPubCustomBanner
- **Title:** Enter the name for the custom event. This is used in reporting and cannot be changed later.
- **Custom Event Class Data:** 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
}
```

5. Click Save Section.

6. Open Global segment and enable the newly created Ad Network against the ad units of your app.

mopub Apps Orders Marketplace Networks Segments Reports plugindv@pokkt.com Help									
Segments									
Global Segment Running									
<div> <div>All apps</div> <div>All ad formats</div> <div>All ad sources</div> <div>All statuses</div> <div>Last 14 days</div> </div>									
<input type="checkbox"/> Apps, ad units, and ad sources	Enabled	Status	eCPM	Attempts	Impressions	CTR	Fill rate	Caps	
<input type="checkbox"/> PokktWrapper Android				11	3	-	27.27%		
<input type="checkbox"/> Banner Banner (320 x 50)				2	2	-	100.00%		
<input type="checkbox"/> Pokkt	<input checked="" type="checkbox"/>	Running	\$ 0.05	2	2	-	100.00%	None	
<input type="checkbox"/> Fullscreen Fullscreen (320 x 480)				1	1	-	100.00%		
<input type="checkbox"/> Pokkt	<input checked="" type="checkbox"/>	Running	\$ 0.05	1	1	-	100.00%	None	
<input type="checkbox"/> Video Rewarded Video				8	-	-	-		
<input type="checkbox"/> Pokkt	<input checked="" type="checkbox"/>	Running	\$ 0.05	8	-	-	-	None	

Step 6: Testing your application

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