

# Pokkt integration to MoPub

Pokkt SDK version required: - **7.5.1**

MoPub SDK version used: - **5.5.0**

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## Step 1: Getting Started

The following instructions assume you have already integrated MoPub SDK into your application.

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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.

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## Step 3: Pokkt Integration

### GDPR

- Pokkt Solution adheres to GDPR requirement as per MoPub doc. Please refer <https://developers.mopub.com/docs/android/gdpr/#publisher-owned-consent> 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>.

### Dependencies

- Add PokktSDK\_v7.5.1.aar or PokktSDK\_v7.5.1.jar to your project.
- Download MoPubWrapper, 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.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.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.

The screenshot shows the Mopub Global Segment interface. At the top, there's a navigation bar with links for Apps, Orders, Marketplace, Networks, Segments, and Reports. The main header area includes the Mopub logo and a 'Segments' tab. Below this, the 'Global Segment' section is active, showing a 'Running' status. A filter bar at the top allows selecting 'All apps', 'All ad formats', 'All ad sources', and 'All statuses', with a date filter set to 'Last 14 days'. The main table lists ad units with columns for App, Ad Unit, Enabled, Status, eCPM, Attempts, Impressions, CTR, Fill rate, and Caps. The table shows three ad units: Banner (320 x 50), Fullscreen (320 x 480), and Video (Rewarded Video), each with a Pokkt ad source. The Pokkt ad source is enabled and running, with an eCPM of \$0.05.

App	Ad Unit	Enabled	Status	eCPM	Attempts	Impressions	CTR	Fill rate	Caps
PokktWrapper Android	Banner Banner (320 x 50)	<input type="checkbox"/>			11	3	-	27.27%	
	Pokkt	<input checked="" type="checkbox"/>	Running	\$ 0.05	2	2	-	100.00%	None
	Fullscreen Fullscreen (320 x 480)	<input type="checkbox"/>			1	1	-	100.00%	
	Pokkt	<input checked="" type="checkbox"/>	Running	\$ 0.05	1	1	-	100.00%	None
	Video Rewarded Video	<input type="checkbox"/>			8	-	-	-	
	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.