

# Common Steps for MoPub Pokkt Wrapper

## Step 1: Getting Started (GDPR Compliance)

The following instructions assume you are already familiar with the MoPub Mediation Network and have already integrated the MoPub 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 MoPub Mediation UI, and instructions on how to add MoPub mediation code into your app.

Instructions: <https://github.com/mopub/mopub-ios-sdk/wiki/Getting-Started>

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### GDPR

- Pokkt Solution adheres to GDPR requirement as per MoPub doc. Please refer <https://developers.mopub.com/docs/ios/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-fags.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 MoPub Mediation Adapter

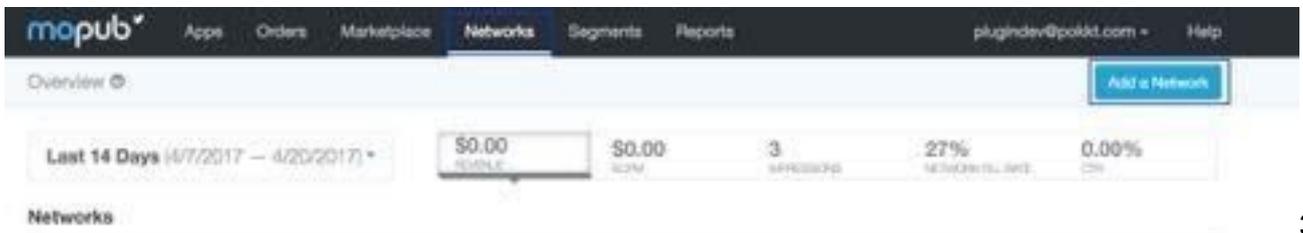
1. Add PokktSDK.framework to your XCode project and link to it.
2. Add PokktMoPubWrapper.framework to your Xcode project and link to it.
3. Add MoPub.framework to your Xcode project and link to it.(LINK: <https://github.com/mopub/mopub-ios-sdk/>)
4. In the Build Settings of XCode add -ObjC to “Other Linker Flags”.
5. Your Project needs to have the 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

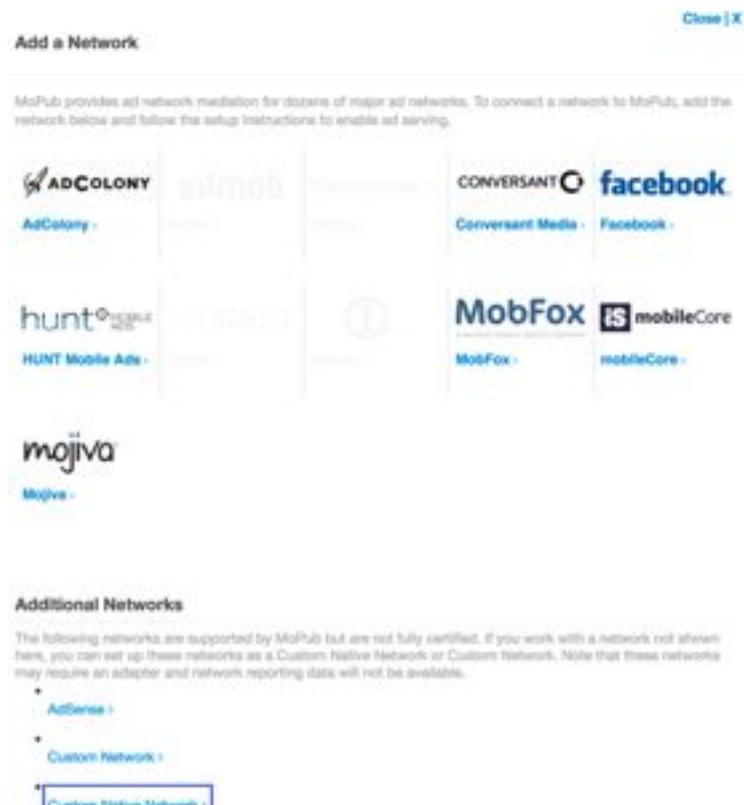
- MessageUI.framework
- EventKitUI.framework
- CoreLocation.framework
- AVFoundation.framework
- libc++.tbd

## Step 4: Adding a Custom Even

1. Sign in to your 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.





## **Step 6: Testing your application**

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

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