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

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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.

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

1. Add PokktSDK.framework to your XCode project and link to it.
2. Add PokktAdMobWrapper.framework to your Xcode project and link to it.
3. Add PersonalizedAdConsent.framework to your Xcode project and link to it (Link: https://github.com/hansemannn/titanium-admob-consent-sdk/tree/master/platform/ios/PersonalizedAdConsent.framework)
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
- 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
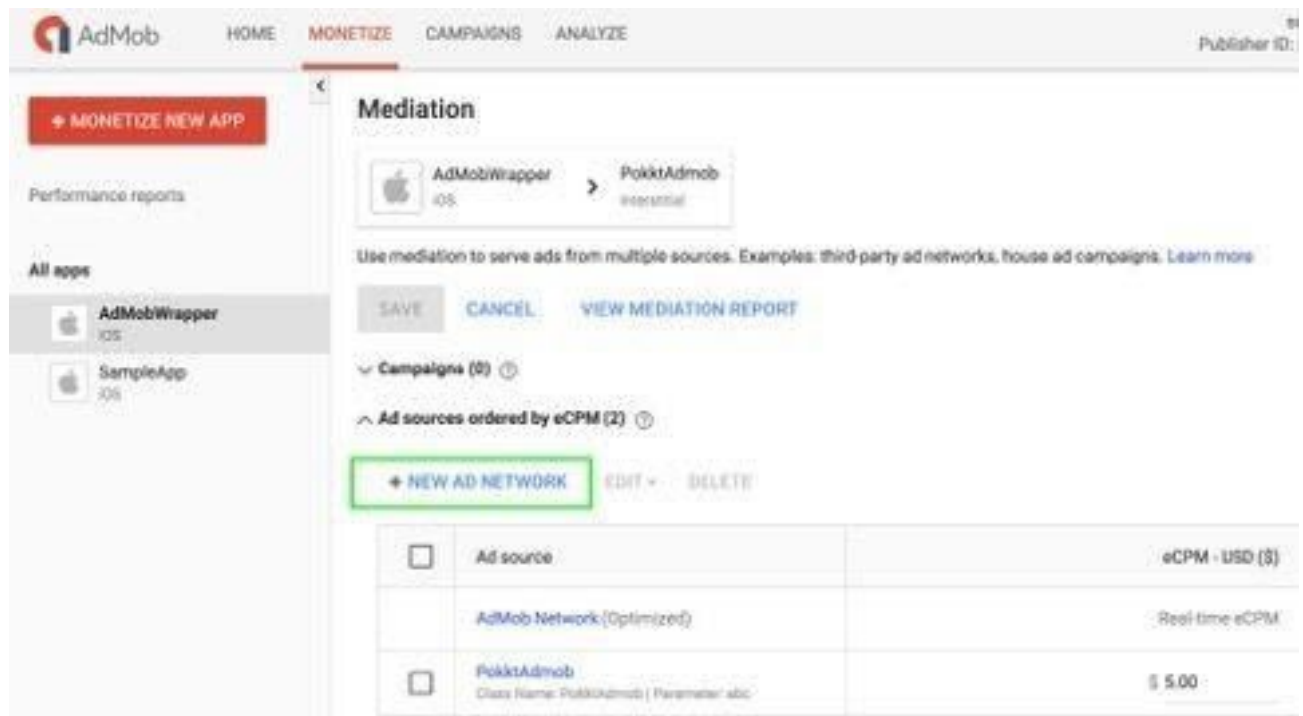- AVFoundation.framework
- libc++.tbd

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.
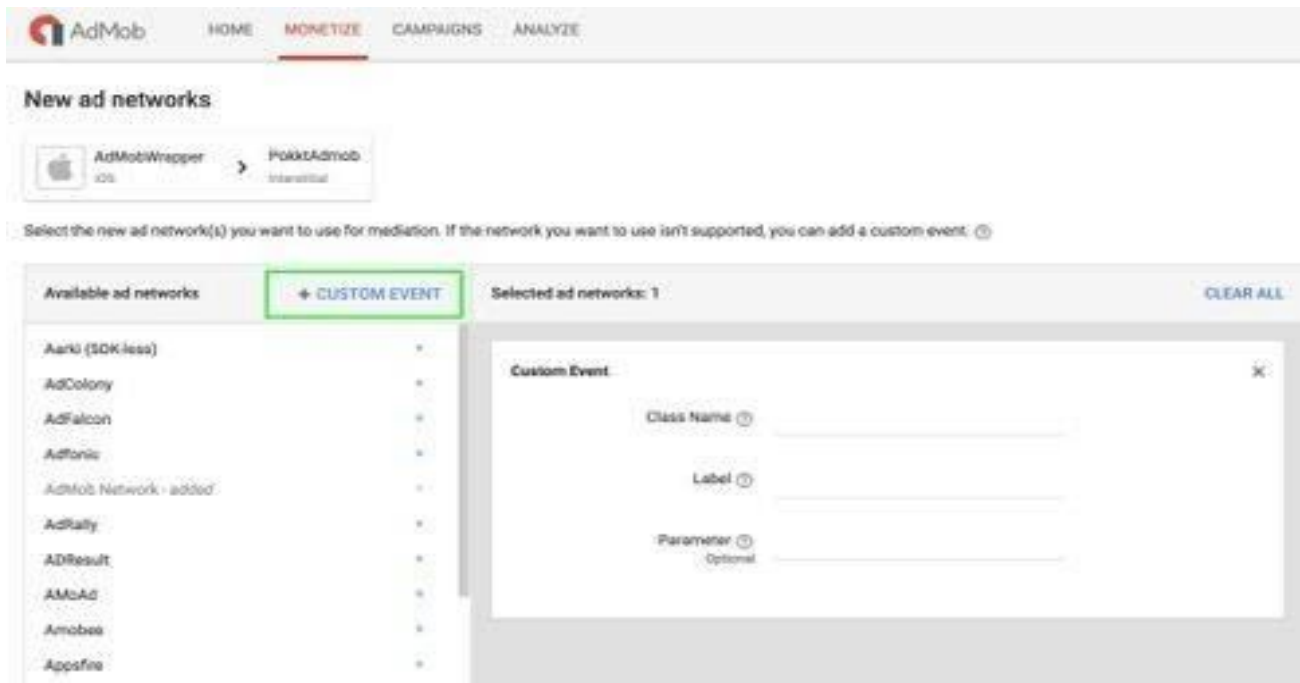
5. Click New Ad Network.

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 :

```
{
"SCREEN":"Screen Created on Pokkt Dashboard",
"APPID":"Pokkt App Id",
"SECKEY":"Pokkt App Security Key",
"TPID":"Unique user id as in your app",
"DBG":"debug value -> 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.