InMobi - adapter info

Compatibililty

Network	Bundle version	Third party SDK version	Fyber SDK version	Unity Engine version
InMobi	6.1.1-r1	6.1.1	8.4.0+	5.5.1f1

Important

- **InMobi requires:**

    - Xcode 8.0 or later.
    - Runtime of iOS 7.0 or later.

- **The InMobi Mediation bundle (from version 5.2.0-r3) adds support for Creative Controls. Please note that this bundle is not backwards compatible with previous SDK versions, and that you need at least SDK version 8.4.0 to use this bundle.**
- **If you want to release apps that support iOS9, you will need to disable ATS in order to ensure everything continues to work as expected. To do so, just add the following to the plist of your apps:**

```
<key>NSAppTransportSecurity</key>
<dict>
        <key>NSAllowsArbitraryLoads</key>
        <true/>
</dict>
```

Example parameters

- **name**: `Inmobi`
- **settings**:

    - **SPInMobiAccountId**
    - **SPInMobiInterstitialPlacementId** - String
    - **SPInMobiRewardedVideoPlacementId** - String
    - **SPInMobiLogLevel** - optional - `none` | `debug` | `verbose`
    - **SPInMobiBannerPlacementId** - String
    - **SPInMobiBannerRefreshInterval** - optional - `Integer value in seconds` (by default set to 60)
    - **SPInMobiBannerShouldAutoRefresh** - optional - `BOOL value allowing to control auto refresh feature (enabled by default)`

Required frameworks

- `InMobiSDK.framework`
- `libsqlite3.0.dylib`
- `libz.tbd`
- `WebKit.framework`

Required linker flags

- `-ObjC`