Tapjoy - adapter info

Compatibility

Network	Bundle version	Third party SDK version	Fyber SDK version	Unity Engine version
Tapjoy	11.9.1-r1	11.9.1	8.4.0 +	5.4.1f1

Important

- **This version of the mediation bundle works only with the Fyber SDK 8.4 and higher due to SDK changes enabling blended interstitial calls.**

- **Tapjoy requires deployment target of 6.0 or higher.**

Make change in your info.plist file to enable pre-caching of Tapjoy content:

Please add the following to your Info.plist file in your Xcode project:

```
<key>NSAppTransportSecurity</key>
<dict>
  <key>NSExceptionDomains</key>
   <dict>
      <key>localhost</key>
      <dict>
         <key>NSExceptionAllowsInsecureHTTPLoads</key>
         <true/>
      </dict>
   </dict>
</dict>
```

Example parameters

- **name**: `Tapjoy`
- **settings**:

    - **FYBTapjoySdkKey**
    - **FYBTapjoyInterstitialPlacementName**
    - **FYBTapjoyVideoPlacementName**

- **FYBTapjoyUserID**
    - **FYBTapjoyEnableDebug**

Required frameworks

- `AdSupport.framework`
- `CFNetwork.framework`
- `CoreData.framework`
- `CoreGraphics.framework`
- `CoreLocation.framework` (Can be marked Optional)
- `CoreMotion.framework`
- `CoreTelephony.framework` (Can be marked Optional for compatibility with older version of iOS)
- `Foundation.framework`
- `libc++`
- `libsqlite3.0`
- `libxml2`
- `libz`
- `MapKit.framework`
- `MediaPlayer.framework`
- `MobileCoreServices.framework`
- `QuartzCore.framework`
- `Security.framework`
- `StoreKit.framework` (Can be marked Optional for compatibility with older version of iOS)
- `SystemConfiguration.framework`
- `UIKit.framework`

Required linker flags