

# LoopMe - adapter info

## Compatibililty

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Network	Bundle version	Third party SDK version	Fyber SDK version	Unity Version
LoopMe	6.0.1-r1	6.0.1	8.4.0+	5.3.1f1

## Important

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- The LoopMe Mediation bundle (from version 6.0.1-r1) 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.

## Example parameters

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- **name:** `Loopme`
  - **settings:**
    - `LoopMeINTAppKey`
    - `LoopMeRVAppKey`

## Required frameworks

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- `MessageUI.framework`
  - `StoreKit.framework`
  - `AVFoundation.framework`
  - `CoreMedia.framework`
  - `AudioToolbox.framework`
  - `AdSupport.framework`
  - `CoreTelephony.framework`
  - `SystemConfiguration.framework`
  - `CoreLocation.framework`
  - `UIKit.framework`
  - `Foundation.framework`
  - `CoreMotion.framework`
  - `CoreGraphics.framework`
  - `OpenGL.ES.framework`
  - `GLKit.framework`

## Required linker flags

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- `-ObjC`
  - `-all_load`