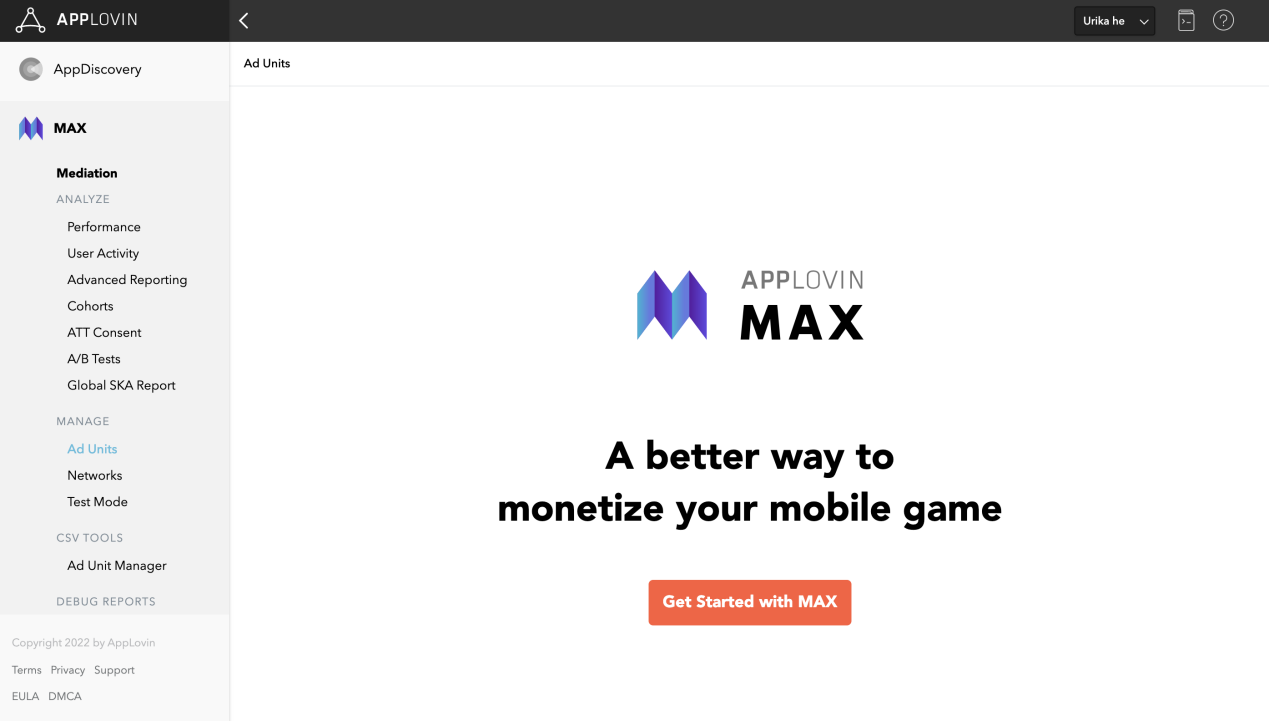
iion SDK MAX Custom Adapter

This integration guide gives you step-by-step instructions to show you how you enable iion custom SDK network as an ad network in your MAX mediation.

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| The minimum supported MAX SDK version is **11.0.0.**  You can find more details about MAX Custom SDK Network Integration Guide on this [page](https://dash.applovin.com/documentation/mediation/android/mediation-setup/custom-sdk). |

Step 1: Configure the ad network account settings at MAX

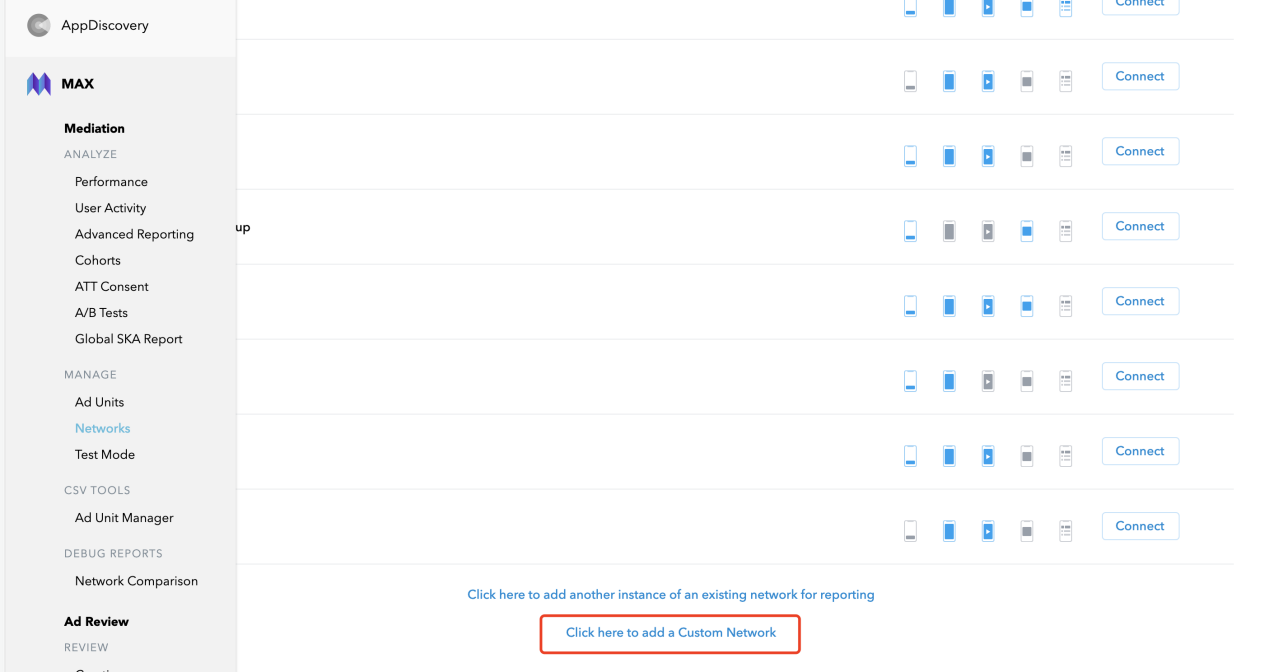
1. Login your MAX account and create app/ad unit for testing use according to MAX integration doc. [Applovin｜Everything you need to grow your mobile apps](https://www.applovin.com/) [(applovin.com](https://www.applovin.com/))



Graphical user interface, application, Teams

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1. Go to [MAX](https://dash.applovin.com/o/mediation/networks/) > [Mediation](https://dash.applovin.com/o/mediation/networks/) > [Manage](https://dash.applovin.com/o/mediation/networks/) > [Networks](https://dash.applovin.com/o/mediation/networks/) and click “Click here to add a Custom Network”



1. Choose Network Type as SDK, input the Custom Network Name and input the Android Adapter Class Name as **com.applovin.mediation.adapters.IionMediationAdapter**

Click ✓ Save

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| Please double confirm to make sure the class name is correct |

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Step 2: iion SDK Custom Adapter Integration

1. Unzip the iion SDK package and find the custom adapter file under the “MAX Custom Adapter” folder.

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1. Copy the adapter java file under this path: com.applovin.mediation.adapters. Please make sure the adapter files are placed under the correct path in your app.

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1. AAR/JAR library file integration

Copy the iion…\*.aar from the SDK compression package to Application Module/libs folder (If not exist, create manually), then add the following codes to build.gradle in your Moudle app:

//In Unity, the application folder is exported as unityLibrary

repositories {

flatDir {

dirs 'libs'

}

}

dependencies {

compile(name: 'iion.\*.\*.\*', ext: 'aar') //replace with the specific sdk version number

}

1. ProGuad Configuration (Recommended)

Add to the following codes to the .pro file under the APP folder (For Android, the file is usually exported as proguard-rules.pro. For Unity, the file is exported as proguard-unity.txt):

-keep class com.iion.\*\* {\*;}

-keep class com.admob.custom.adapter.\*\* {\*;}

-keep class com.ironsource.adapters.\*\* {\*;}

-keep class com.applovin.mediation.adapters.\*\* {\*;}

Step 3: Get Network Setup Parameters

Before adding the iion as a custom network to your MAX mediation, please reach out to your iion Account Manager to get the parameters you need for setting up in MAX dashboard.

Below are the parameters you'll need:

|  |  |  |
| --- | --- | --- |
|  | Parameters Required by MAX | Parameters Defined by iion |
| Account Level Parameter | sid | ID |
| Account Level Parameter | token | Token |
| App Level Parameter | appid | APP ID |
| Ad Instance Parameter | unitid | Placement ID |

Step 4: Enable the Custom Network

1. Go to [MAX](https://dash.applovin.com/o/mediation/ad_units/) > [Mediation](https://dash.applovin.com/o/mediation/ad_units/) > [Manage](https://dash.applovin.com/o/mediation/ad_units/) > [Ad Units](https://dash.applovin.com/o/mediation/ad_units/) and select an ad unit where you want to add the iion network.

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1. Enable iion Custom Network

Graphical user interface, application, Teams

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1. Fill in the related parameters that you get from your iion Account Manager.

Graphical user interface, application

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**Custom Parameters Format Sample**

{

"appid": "1025530",

"unitid": "2013811",

"token": "413201c2e33cff689d8cfa61dasd194a4b",

"isdebug": "false",

"sid": "360943"

}

1. Click Save and done

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| Suggestion:  It's suggested to set up relatively high CPM when testing to make sure iion SDK adapter has the chance to receive requests. |