

# Getting Started with Pokkt SDK v7.0(Cocos2D3x)



1. Add "*pokktsdk*" available inside the "Pokkt\_Cocos2dx\_Plugin\_v7.0.zip" to your project.
2. Set **Application Id** and **Security Key** in Pokkt SDK. You can get it from Pokkt dashboard from your account. These are unique per app registered.

```
PCPokktAds::setPokktConfig("<Pokkt Application ID>", "<Pokkt Security Key>");
```

3. Set the following to enable or disable omission of Pokkt logs and other informatory messages. Make sure to set it to false before release.

```
PCPokktAds::Debugging.shouldDebug(<true>);
```

4. You can check if Ad is cached or not using

```
PCPokktAds::isVideoAdCached("screen_name", isRewarded);  
PCPokktAds::isInterstitialCached("screen_name", isRewarded);
```

5. Show **Video Ad** with one of the followings:

```
PCPokktAds::showRewardedVideoAd("<ScreenName>");  
PCPokktAds::showNonRewardedVideoAd("<ScreenName>");
```

6. Show **Interstitial Ad** with one of the followings:

```
PCPokktAds::showRewardedInterstitialAd("<ScreenName>");  
PCPokktAds::showNonRewardedInterstitialAd("<ScreenName>");
```

7. For **Banner Ad**

```
PCPokktAds::loadBanner(<ScreenName>, <BannerPosition>);  
PCPokktAds::initWithBannerAdSize(<ScreenName>, <Height>, Width>, <x>, <y>);  
PCPokktAds::destroyBanner();
```

8. Ad delegates are optional, but we suggest to implement them as it will help you to keep track of the status of your ad request.
9. We recommend caching of video-ads for better user experience, you can cache an ad using the followings:

```
PCPokktAds::cacheRewardedVideoAd("<ScreenName>");  
PCPokktAds::cacheNonRewardedVideoAd("<ScreenName>");
```