

Getting Started with Pokkt SDK v7.4.0(Cocos2D3x)



1. Add "pokktsdk" available inside the "Pokkt_Cocos2dx_Plugin_v7.4.0.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. Set **GDPR consent** in Pokkt SDK. **This must be called before calling any ad related API.** **Developers/Publishers must get the consent from user.** For more information on GDPR please refer <https://www.eugdpr.org/> and <https://www.eugdpr.org/gdpr-faqs.html>. This API can again be used by publishers to revoke the consent. If this API is not called or invalid data provided then SDK will access the users personal data for ad targeting.

```
pokkt::PCPokktConsentInfo info;  
info.GDPRApplicable = value;  
info.GDPRConsentAvailable = value;  
PCPokktAds::setPokktConsentInfo(info);
```

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

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

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

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

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

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

8. For **Banner Ad**

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

9. 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.

10. We recommend caching of video-ads for better user experience, you can cache an ad using the followings:

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

Check [POKKT_SDK_Integration_Guide\(_v7.4.0_Cocos2D3x\)](#) for detailed information.