

Getting Started with Pokkt SDK v7.2.0(Unity3D)



1. Add "**PAP_WithDemo_v7.2.0.unitypackage**" 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.

```
PokktAds.SetPokktConfig(<appId>, <securityKey>,  
    Pokkt.Extensions.PokktExtensionProvider.GetExtension()  
    , true);
```

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.

```
PokktAds.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.

```
PokktAds.ConsentInfo consentInfo = new PokktAds.ConsentInfo();  
consentInfo.GDPRApplicable = true;  
//true if GDPR is applicable.  
consentInfo.GDPRConsentAvailable = false;  
//false if user has given consent to use personal details for ad targeting.  
PokktAds.SetDataAccessConsent(consentInfo);
```

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

```
PokktAds.VideoAd.IsAdCached("<ScreenName>", <true / false>);  
PokktAds.Interstitial.IsAdCached("<ScreenName>", <true / false>);
```

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

```
PokktAds.VideoAd.ShowRewarded("<ScreenName>");  
PokktAds.VideoAd.ShowNonRewarded("<ScreenName>");
```

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

```
PokktAds.Interstitial.ShowRewarded("<ScreenName>");  
PokktAds.Interstitial.ShowNonRewarded("<ScreenName>");
```

8. For **Banner Ad**

```
PokktAds.Banner.LoadBanner(<ScreenName>, <BannerPosition>);  
PokktAds.Banner.LoadBannerWithRect(<ScreenName>, <Height>, <Width>, <x>, <y>);  
PokktAds.Banner.RemoveBanner();
```

9. For **IGA**

```
PokktAds.InGameAd.Fetch("<ScreenName>");  
PokktIGAContainer.AddIGABanner(yourIGAGameObject);  
PokktIGAContainer.AddIGAHoarding(yourIGAGameObject);  
PokktIGAContainer.AddIGAFloatingButton(yourIGAGameObject);
```

Check *POKKT_SDK_Integration_Guide(_v7.0_Unity3D)* for detailed information.



```
PokktIGAContainer.AddIGACollectible(yourIGAGameObject);  
PokktIGAContainer.AddIGABoost(yourIGAGameObject);
```

10. Implement ***PokktAds.VideoAd.VideoAdDelegate*** to listen to video-ad related messages.
11. Implement ***PokktAds.Interstitial.InterstitialDelegate*** to listen to interstitial-ad related messages.
12. Implement ***PokktAds.Banner.BannerAdDelegate*** to listen to banner-ad related messages.
13. We recommend caching of video-ads for better user experience, you can cache an ad using the followings:

```
PokktAds.VideoAd.cacheRewarded("<ScreenName>");  
PokktAds.VideoAd.cacheNonRewarded("<ScreenName>");
```