

POKKT SDK Integration Guide (v 8.0.0)

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Overview

Thank you for choosing **Pokkt SDK** for **React**. This document contains all the information required to setup the SDK with your project. We also support mediation for various third party networks. To know the supported third party networks and their integration process go to mediation section on our Pokkt site.

Before implementing plugins it is mandatory to go through [project configuration](#) and [implementation steps](#), as these sections contain mandatory steps for basic SDK integration and are followed by every plugin.

minSdkVersion supported is 11.

ScreenId: This one parameter is accepted by almost all API's of Pokkt SDK. This controls the placement of ads and can be created on Pokkt Dashboard.

We will be referencing **PokktReactDemo** app provided with SDK during the course of explanation in this document. We suggest you go through the sample app for better understanding.

Project Configuration

Android

In the package downloaded above you will find:

1. Docs:
 - Contains step wise step integration for SDK.
2. PokktReactDemo app code.
3. SDK + Plugin:
 - a. JAR
 - PokktSDK_v8.0.0.jar
 - pokktsdk360ext.jar
 - PAPReact.jar
 - b. PokktAds.js
 - c. Dependencies
 - google-play-services.jar

minSdkVersion supported is 11.

Dependencies

- Extract the provided file “**react-plugin-pokkt.zip**” into a directory.
- Copy PokktAds.js to React app folder parallel to app.js.
- Add Pokkt dependencies like PokktSDK_v8.0.0.jar , pokktsdk360ext.jar and PAPReact.jar to your project.
- We expect **Google play services** integrated in project, although it is optional but we recommend you to integrate it, as it is required to fetch **AdvertisingID** for device, which is useful to deliver targeted advertising to Android users.

Manifest

Permissions Declarations

Add the following mandatory permissions to the android manifest of the generated studio project.

1. Mandatory permissions.

```
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
```

- android.permission.INTERNET = Required for SDK communication with server.
- android.permission.ACCESS_NETWORK_STATE = Required to detect changes in network, like if WIFI is available or not.

Activity Declaration

Add the following activity in your AndroidManifest for Pokkt SDK integration.

```
<activity
    android:name="com.pokkt.sdk.PokktAdActivity"
    android:configChanges="keyboard|keyboardHidden|navigation|
orientation|screenLayout|uiMode|screenSize|smallestScreenSize"
    android:hardwareAccelerated="true"
    android:label="Pokkt"
    android:screenOrientation="landscape"
    android:windowSoftInputMode="stateAlwaysHidden|adjustUnspecified" />
```

You can change the **android:screenOrientation="landscape"** to of your choice, the way you want to display the ads.

iOS

In the package downloaded above you will find:

1. Docs:
Contains documentations for step wise step integration for SDK.
2. PokktSDK_v8.0.0:
 - a. PokktSDK.framework
 - b. PokktAds.js
 - c. PokktNativeExtension.mm

Dependencies

- Extract the provided file “**react-plugin-pokkt.zip**” into a directory. Link the pokkt library in the xcode project.
- Copy PokktAds.js to React app folder parallel to app.js
- Copy PokktNativeExtension.mm to your Xcode project.

Framework

```
CoreData.framework  
ARKit.framework  
Foundation.framework  
MediaPlayer.framework  
SystemConfiguration.framework  
UIKit.framework  
CoreTelephony.framework  
EventKit.framework  
AdSupport.framework  
CoreGraphics.framework  
CoreMotion.framework  
MessageUI.framework  
EventKitUI.framework  
CoreLocation.framework  
AVFoundation.framework  
libc++.tbd
```

Info.plist

Add the below exceptions to your application info.plist.

```

<key>NSAppTransportSecurity</key>
<dict>
  <key>NSExceptionDomains</key>
  <dict>
    <key>pokkt.com</key>
    <dict>
      <key>NSIncludesSubdomains</key>
      <true/>
      <key>NSExceptionAllowsInsecureHTTPLoads</key>
      <true/>
      <key>NSExceptionRequiresForwardSecrecy</key>
      <false/>
      <key>NSExceptionMinimumTLSVersion</key>
      <string>TLSv1.2</string>
      <key>NSThirdPartyExceptionAllowsInsecureHTTPLoads</key>
      <false/>
      <key>NSThirdPartyExceptionRequiresForwardSecrecy</key>
      <true/>
      <key>NSThirdPartyExceptionMinimumTLSVersion</key>
      <string>TLSv1.2</string>
      <key>NSRequiresCertificateTransparency</key>
      <false/>
    </dict>
  </dict>
  <key>cloudfront.net</key>
  <dict>
    <key>NSIncludesSubdomains</key>
    <true/>
    <key>NSExceptionAllowsInsecureHTTPLoads</key>
    <true/>
    <key>NSExceptionRequiresForwardSecrecy</key>
    <false/>
    <key>NSExceptionMinimumTLSVersion</key>
    <string>TLSv1.2</string>
    <key>NSThirdPartyExceptionAllowsInsecureHTTPLoads</key>
    <false/>
    <key>NSThirdPartyExceptionRequiresForwardSecrecy</key>
    <true/>
    <key>NSThirdPartyExceptionMinimumTLSVersion</key>
    <string>TLSv1.2</string>
    <key>NSRequiresCertificateTransparency</key>
    <false/>
  </dict>
</dict> </dict>

```

Implementation Steps

Android SDK Configuration

1. Add PokktPluginPackage in your Application which implements ReactApplication.

```
@Override
protected List<ReactPackage> getPackages() {
    return Arrays.<ReactPackage>asList(new PokktPluginPackage());
}
```

Common Configuration

1. For all invocation of Pokkt SDK, developer will make use of methods available in PokktAds.js

```
//Add this to js file where you are using pokkt plugin.
import { PokktExtension } from './PokktAds';//Step 1 <Path to PokktAds.js/PokktAds>

import { DeviceEventEmitter,NativeEventEmitter } from 'react-native'; //Step 2 For delegates.

var pe = window.plugins.pokktExtension; //Step 3 declare the pokkt extension

var emitter;//Step 4 declare the delegate
```

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.

```
pe.setPokktConfig(<Pokkt Application ID>,<Pokkt Security Key>);
```

3. 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.

```
pe.setDataAccessConsent(<GDPRApplicable>,<GDPRConsentAvailable> );
//GDPRApplicable true if GDPR is applicable.
//GDPRConsentAvailable true if user has given consent to use personal details for ad targeting.
```

4. If you are using server to server integration with Pokkt, you can also set **Third Party UserId** in PokktAds.

```
pe.setThirdPartyUserId( "<unique user id>");
```

5. When your application is under development and if you want to see Pokkt logs and other informatory messages, you can enable it by setting **setDebug** to **true**. Make sure to disable debugging before release.

```
pe.setDebug("<true/false>");
```

Ad Types

FullScreen Ads

- FullScreen Ads are of two types : Video and Interstitial.
- FullScreen ads can be rewarded or non-rewarded.
- FullScreen properties can be configured from the Pokkt dashboard.
- You can either cache the ad in advance or directly call show for it.
- We suggest you cache the ad in advance so as to give seamless play behaviour, In other case it will stream the video which may lead to unnecessary buffering delays depending on the network connection.

1. To cache fullscreen ad call:

```
pe.cacheAd("<ScreenId>");
```

2. To show fullscreen ad call:

```
pe.showAd("<ScreenId>");
```

3. To check if video ad is cached:

```
pe.isAdCached(<ScreenId>, (result) => {pe.showToast("Ad is Cached : " + result)});
```

Banner

- Load banner

```
pe.showAd(<screenId>,<BannerPosition>);
```

- Banner position values can be
 - TOP_LEFT = "1"
 - TOP_CENTER = "2"
 - TOP_RIGHT = "3"
 - MIDDLE_LEFT = "4"
 - MIDDLE_CENTER = "5"
 - MIDDLE_RIGHT = "6"
 - BOTTOM_LEFT = "7"
 - BOTTOM_CENTER = "8"
 - BOTTOM_RIGHT = "9"

- You can remove Banner using:

```
pe.destroyBanner("<screenId>");
```

Ad Delegates

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. Register the listener in `componentWillMount` and remove the listener in `componentWillUnmount`.

```
const { PokktPluginEvent } = NativeModules;
emitter = Platform.select({ios: new NativeEventEmitter(PokktPluginEvent),
                        android: DeviceEventEmitter});

//FullScreen Ads delegates
emitter.addListener('AdCachingResult', <adCachingCompletedCallback>);
emitter.addListener('AdDisplayedResult', <adDisplayedResultCallback>);
emitter.addListener('AdClicked', <adClickedCallback>);
emitter.addListener('AdClosed', <adClosedCallback>);
emitter.addListener('AdGratified', <adGratifiedCallback>);

//Banner delegates
emitter.addListener('AdDisplayedResult', <bannerLoadedCallback>);
emitter.addListener('AdClicked', <bannerClickedCallback>);
```

Pokkt ad player configuration

Pokkt Ad player works the way App is configured at Pokkt dashboard, but we provide a way to override those settings using **PokktAdPlayerViewConfig**.

Application should prefer configuration provided through code by developer or what's configured for the app in dashboard, can be controlled any time through the dashboard itself. If you want to make changes to this configuration after your app distribution, you can contact **Pokkt Team** to do the same for your app through admin console.

```
var adPlayerViewConfig = pe.createAdPlayerViewConfig();
// set properties values to adPlayerViewConfig
pe.setAdPlayerViewConfig(JSON.stringify(adPlayerViewConfig));
```

Various setters for the properties that can be managed through this are:

1. Back button

Defines if user is allowed to close the Advertisement by clicking on back button or not.

Setter Name : `setBackButtonDisabled(boolean backButtonDisabled)`

Values:

True = Back button is disabled and user cannot close the Ad.

False = Back button is not disabled and user can close the Ad.

2. **Default skip time**
Defines the time after which user can skip the Ad.
Setter name: `setDefaultSkipTime(int defaultSkipTime)`
Values:
Any Integer value.
Default value is 10 seconds.
3. **Should allow skip**
Defines if user is allowed to skip the Ad or not.
Setter name: `setShouldAllowSkip(boolean shouldAllowSkip)`
Values:
True = User can skip Ad.
False = User can't skip Ad.
4. **Should allow mute**
Defines if user is allowed to mute the Video Ad or not.
Setter name: `setShouldAllowMute(boolean shouldAllowMute)`
Values:
True = User can mute video Ad.
False = User can't mute video Ad.
5. **Should confirm skip**
Defines if confirmation dialog is to be shown before skipping the Ad.
Setter name: `ShouldConfirmSkip`
Values:
True = Confirmation dialog will be shown before skipping the video.
False = Confirmation dialog will not be shown before skipping the video.
6. **Skip confirmation message**
Defines what confirmation message to be shown in skip dialog.
Setter name: `setShouldSkipConfirm(boolean shouldSkipConfirm)`
Values:
Any String message.
Default value is "Skipping this video will earn you NO rewards. Are you sure?".
7. **Affirmative label for skip dialog**
Defines what should be the label for affirmative button in skip dialog.
Setter name: `setSkipConfirmYesLabel(String skipConfirmYesLabel)`
Values:
Any String message.
Default value is "Yes".
8. **Negative label for skip dialog**
Defines what should be the label for affirmative button in skip dialog.
Setter name: `setSkipConfirmNoLabel(String skipConfirmNoLabel)`
Values:
Any String message.
Default value is "No".
9. **Skip timer message**
Defines message to be shown before enabling skip button. Don't forget to add placeholder "##" in your custom message.
This placeholder is replaced by property "Default skip time" assigned above.
Setter name: `setSkipTimerMessage(String skipTimerMessage)`
Values:
Any String message.
Default value is "You can skip video in ## seconds"
10. **Incentive message**

Defines message to be shown during video progress, that after what time user will be incentivised.

Setter name: setIncentiveMessage(String incentiveMessage)

Values:

Any String message

Default value is “more seconds only for your reward !”

11. Should collect feedback

Defines message to be shown during video progress, that after what time user will be incentivised.

Property name: setShouldCollectFeedback

Values:

True = If you want to collect feedback from the user for the Ad.

False = If you don't want to collect feedback from the user for the Ad.

12. Audio Enabled

Provides a medium to disable audio for video ad without user interaction.

Property name: setAudioEnabled

Values:

True = If you want to play audio for video ad.

False = If you don't want to play audio for video ad.

User Details

For better targeting of ads you can also provide user details to our SDK using.

```
var pokktUserDetails = pe.createPokktUserDetails();
pokktUserDetails.Name = "";
pokktUserDetails.Age = "";
pokktUserDetails.Sex = "";
pokktUserDetails.MobileNo = "";
pokktUserDetails.EmailAddress = "";
pokktUserDetails.Location = "";
pokktUserDetails.Birthday = "";
pokktUserDetails.MaritalStatus = "";
pokktUserDetails.FacebookId = "";
pokktUserDetails.TwitterHandle = "";
pokktUserDetails.Education = "";
pokktUserDetails.Nationality = "";
pokktUserDetails.Employment = "";
pokktUserDetails.MaturityRating = "";

pe.setUserDetails(pokktUserDetails);
```

Pokkt Server Callback Params

Developer can set some values in POKKT SDK that they need to be sent to their server via POKKT Server callbacks.

```
var extraParams = {};
//set your values here. eg: network name can be given as pokkt
extraParams.Network = "POKKT";
pe.setCallbackExtraParams(JSON.stringify(extraParams));
```

Debugging

Other than enabling debugging for Pokkt SDK, it can also be used to:

1. Export log
Export your log to your desired location, we generally have it in root directory of SD card, if permission for external storage is provided and in cache folder otherwise.

```
pe.exportLog();
```

2. Export log to cloud
You can also export log to cloud.

```
pe.exportLogToCloud();
```