FAQ: JioGames Ad SDK Integration for SP (H5) Games

What is the JioGames Common Wrapper SDK?

It is a toolset provided by JioGames to simplify the integration of Jio Ad services into HTML5-based SP games.

Which ad formats are supported?

JioGames Ad SDK supports Interstitial Ads, Rewarded Ads, and Banner Ads for SP.

How do I include the SDK in my game?

Add the provided <script> tag inside the <head> section of your index.html file, with appropriate attributes.

What is 'data-jg-test-environment' in the script tag?

This attribute enables test ads. Set it to 'on' for testing purposes. Remove it for live deployment.

How can I cache and show Interstitial Ads?

Use window.JioGames?.cacheAd(AdType.Interstitial, {...}) to prepare and window.JioGames?.showAd(AdType.Interstitial, {...}) to display.

How are Rewarded Ads handled?

Rewarded Ads should be cached first and shown only if available, after user confirmation. Use showAd with appropriate callback.

How to integrate and position Banner Ads?

Use window.JGBanner?.loadBanner() to load, and showBanner(BannerPosition.TOP or BOTTOM) to display it at a specific position.

When should ads be displayed during gameplay?

Interstitial: at game over or level complete.

Rewarded: on user opt-in for extra benefits.

Banner: during idle or consistent gameplay.

What if the ad fails to load?

Make sure to implement proper error handling callbacks like onAdFailedToLoad in cacheAd() and showAd() methods.

How do I post the score to the JioGames platform?

Call window.JioGames?.postScore(score) with the player's current score, or (0) if your game doesn't use scoring.

How can I enable Test Mode for an AdSpot?

In the AdSpot details section, scroll to Test Mode and toggle the button from "No" to "Yes".

Do I need to enable Test Mode for all AdSpots?

Yes, enable Test Mode for all configured AdSpots: Interstitial, Rewarded, and Banner (if applicable).