

Game client

To load the game client, include the following code to the <head> segment of the page:

```
<script type="text/javascript" src="//cloudgames.com/js/game.js"></script>
```

Configuration of the client

Each game will have a unique identifier, in this example we will use **99** as the identifier. It's important to configure the correct identifier, otherwise we won't be able to measure the generated revenue and impressions. To configure the client, add the following to the <body> segment of the page:

```
<script type="text/javascript">  
  CloudAPI.init({  
    'id': 99  
  });  
  
  CloudAPI.showAd();  
</script>
```

Displaying advertisements

By default, we will display the first advertisement on starting the game. We also display advertisements when the player is 'game over'. The game should call the following function on each 'game over':

```
CloudAPI.gameOver();
```

And the following function when the actual game play starts:

```
CloudAPI.play();
```

For some games, you will need to wrap this function inside another function to make it available in the correct scope. You can add this function to the JavaScript block added in the <body> segment.

```
function gameOver() {  
  CloudAPI.gameOver();  
}
```

Sound controls (non Construct 2 games)

Our API must be able to mute and unmute all sounds, please implement the following functions. For games using Construct 2, this is unnecessary.

```
<script type="text/javascript">
```

```
    CloudAPI.init({  
        'id': 99  
    });
```

```
    CloudAPI.mute = function () {  
        //Call function which will mute ALL sounds of the game, return true if succeed.  
    };
```

```
    CloudAPI.unmute = function () {  
        //Call function which will unmute sounds of the game, return true if succeed.  
    };
```

```
    CloudAPI.showAd();  
</script>
```