

Get Started

This guide will show you how to integrate the Frameplay plugin into your Unity project.

Prerequisites

- Use Unity 2018.4 or higher
- [Create a Frameplay game developer account](#)
- [Create a new game](#).

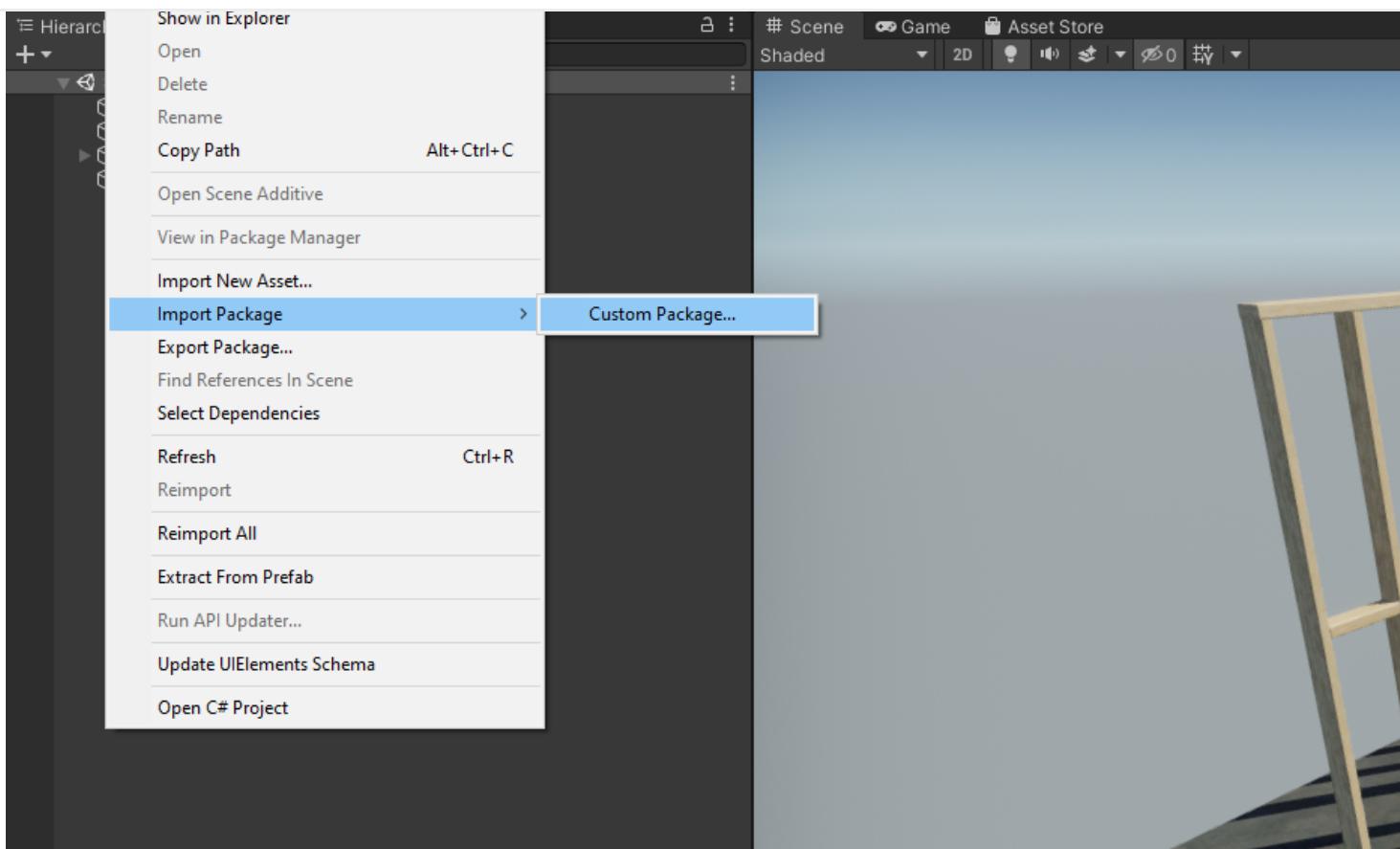
See the [Unity website](#) for more information on the Unity Engine.

Download the Frameplay Unity plugin

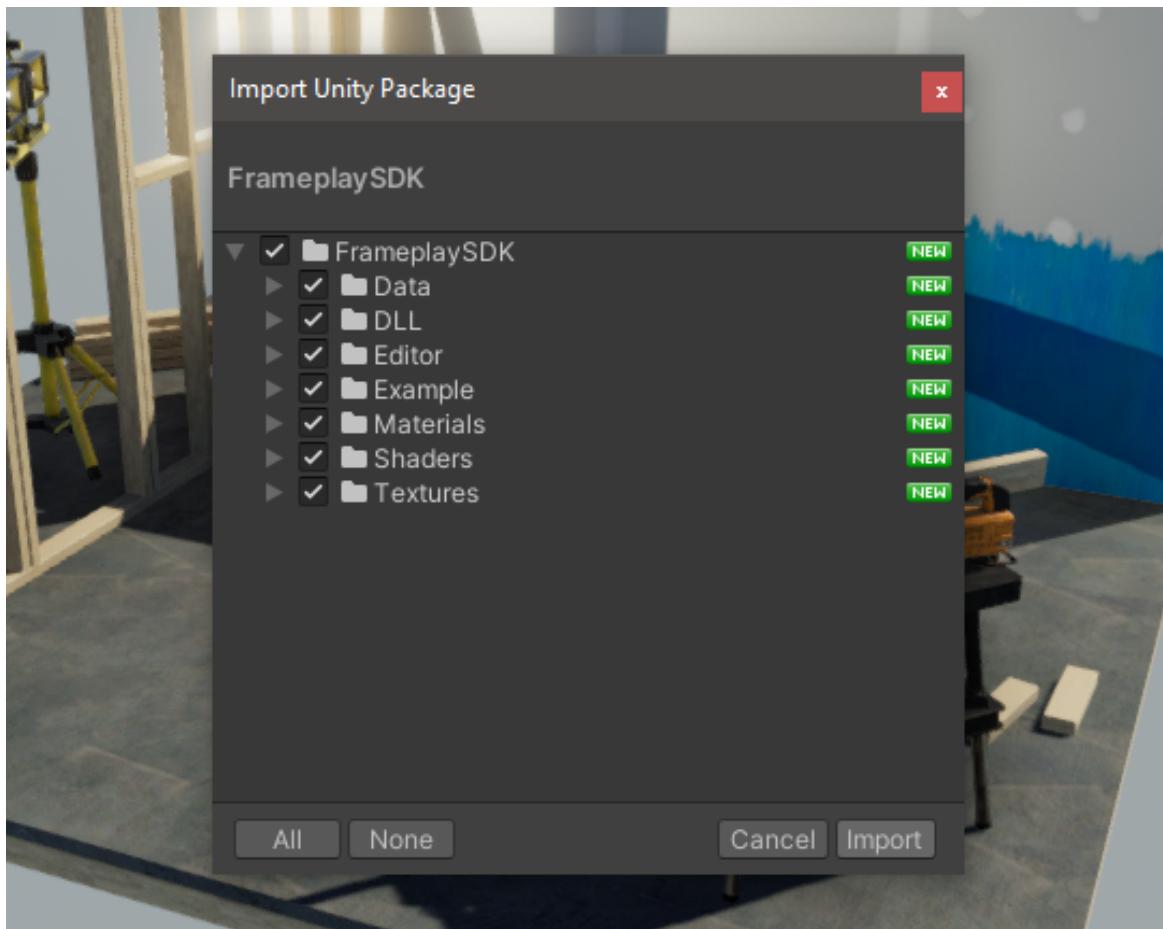
Download the latest version of the Frameplay Unity plugin from the [downloads page](#)

Import the Frameplay Unity plugin

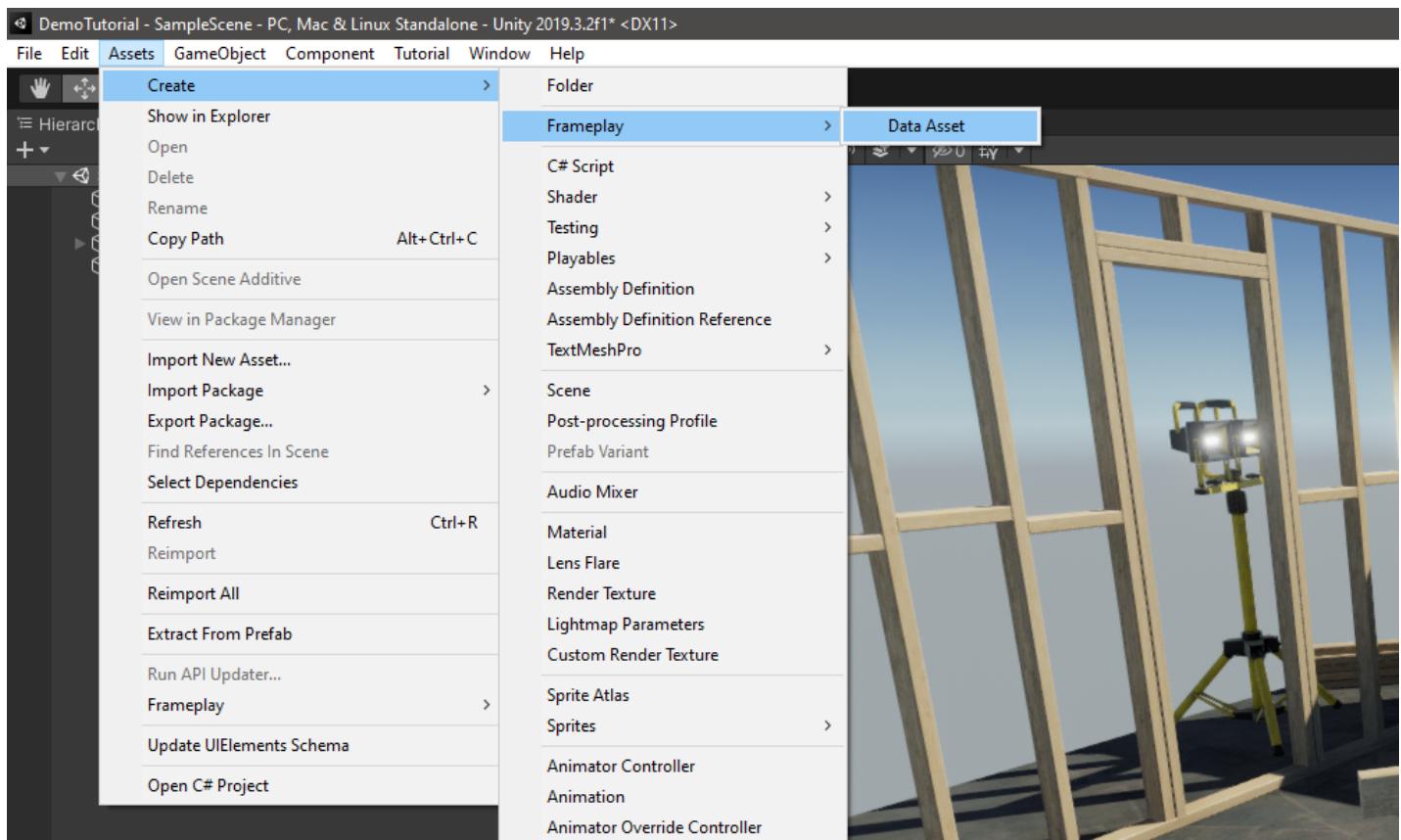
Open your project in the Unity editor. Select **Assets > Import Package > Custom Package** and find the FrameplayPlugin.unitypackage file you downloaded.



Make sure all of the files are selected and click **Import**.



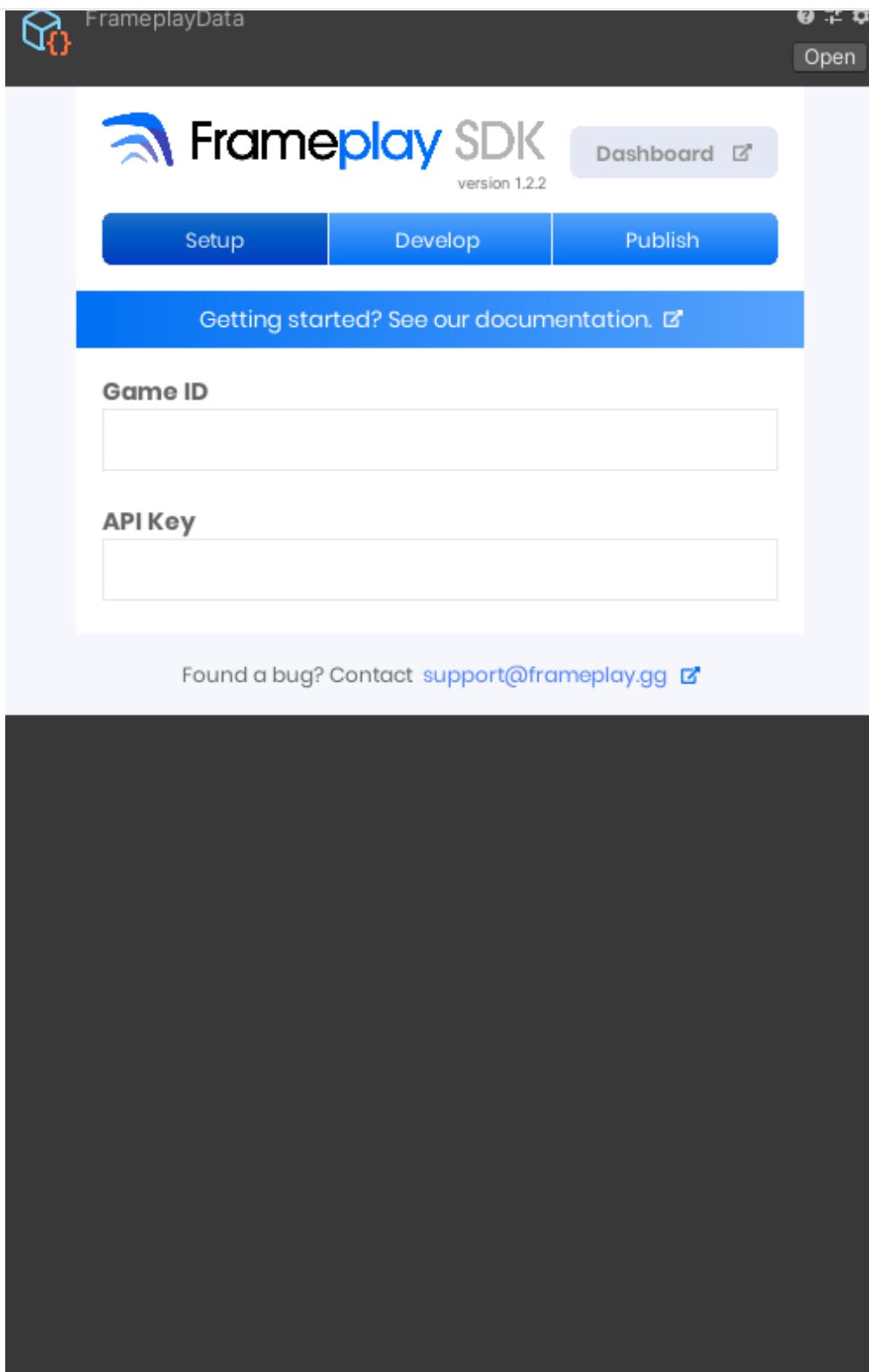
Setup the Frameplay Data Asset

1. Create a new data asset **Assets > Create > Framaplay > Data Asset**

2. Locate the Frameplay Data Asset in the **Project** window under the path

Assets/FrameplaySDK/Data/FrameplayData.uasset

3. Select the Frameplay Data Asset and in the **Inspector** window set the **Developer API Key** and **Game ID** with the corresponding values found on your [Game Page](#).

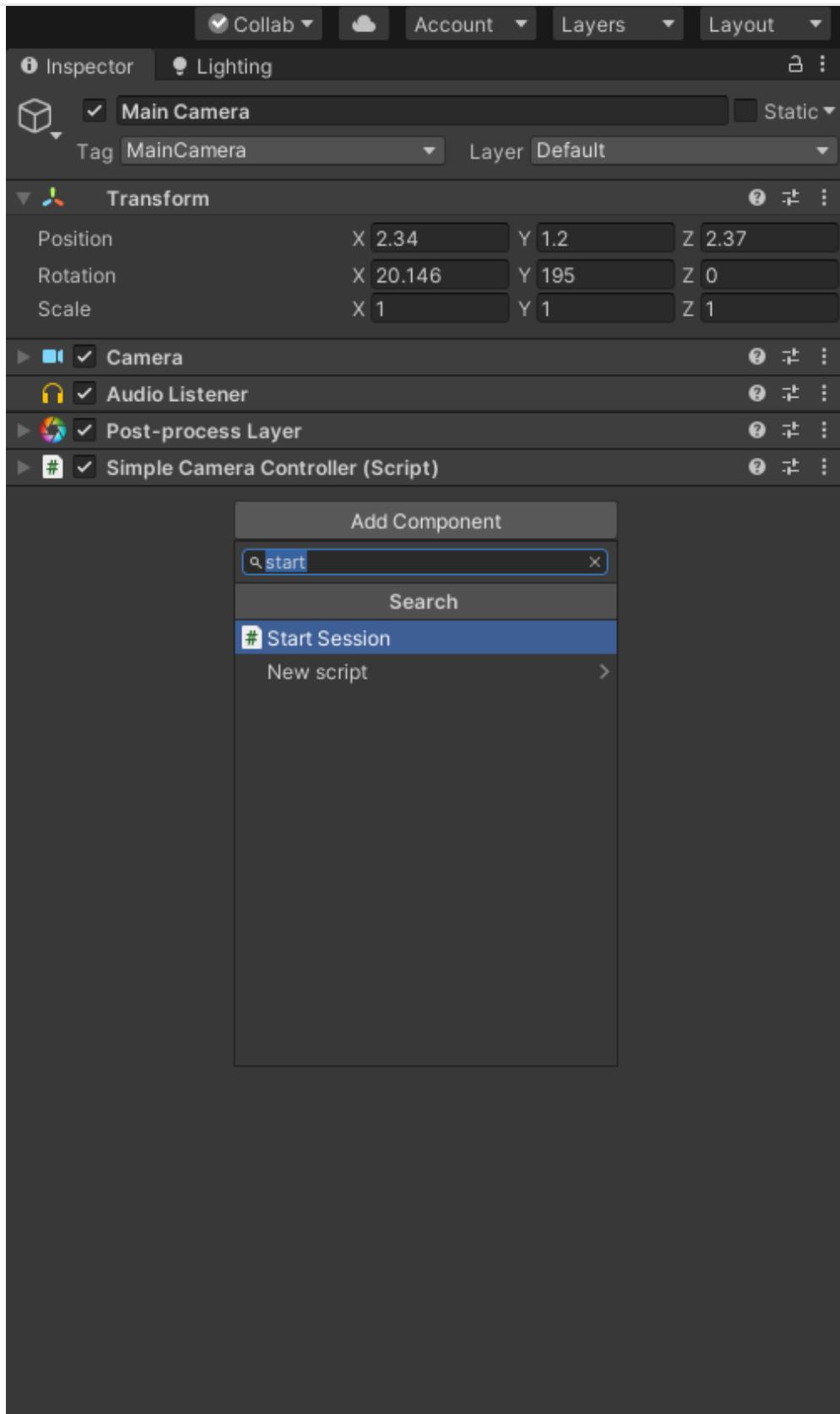


4. Save the changes to the asset **File > Save Project**.

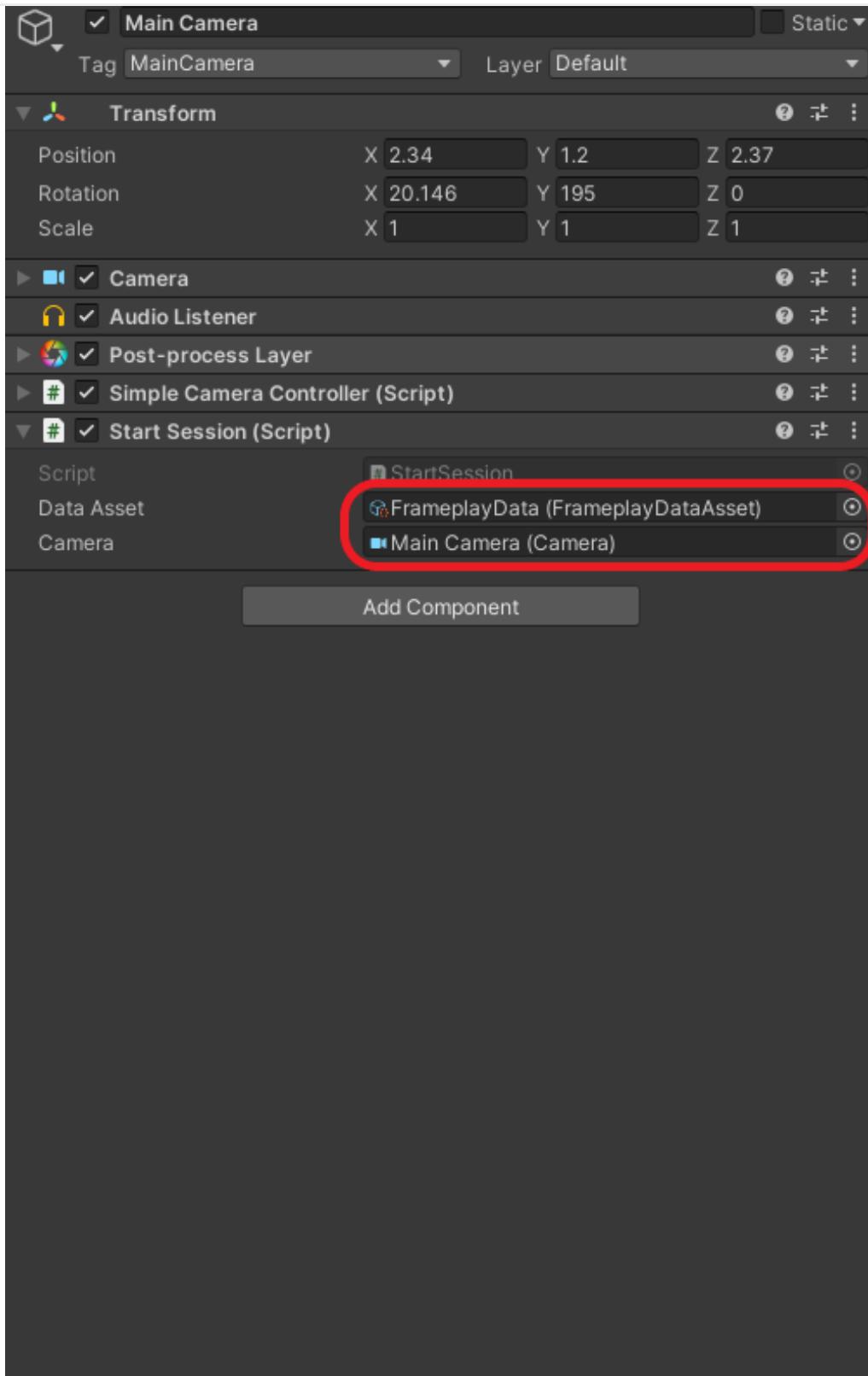
Initialize Frameplay SDK

Before loading Ads, have your project initialize the Frameplay SDK by calling `Frameplay.StartSession()` and register a Unity Camera object by calling `Frameplay.RegisterCamera()`. This only needs to be done once, ideally at launch.

We've included a "Start Session" example script to make set up quick and easy.



- Once added, create a reference to the **Main Camera** and **Frameplay Data Asset** to the respective **Data Asset** and **Camera** public properties. Do this by either **dragging** the objects into their respective slots or by **searching** for them.



The Frameplay SDK is now included in your Unity project and will be initialised at run-time. You're now ready to implement an [Ad Space](#).

More information on the [Frameplay API](#).

More information on the [Frameplay Session & Cameras](#).

Last Updated: 3/2/2020, 1:00:02 AM

[← Session Data](#)

[Ad Spaces →](#)

Ad Spaces

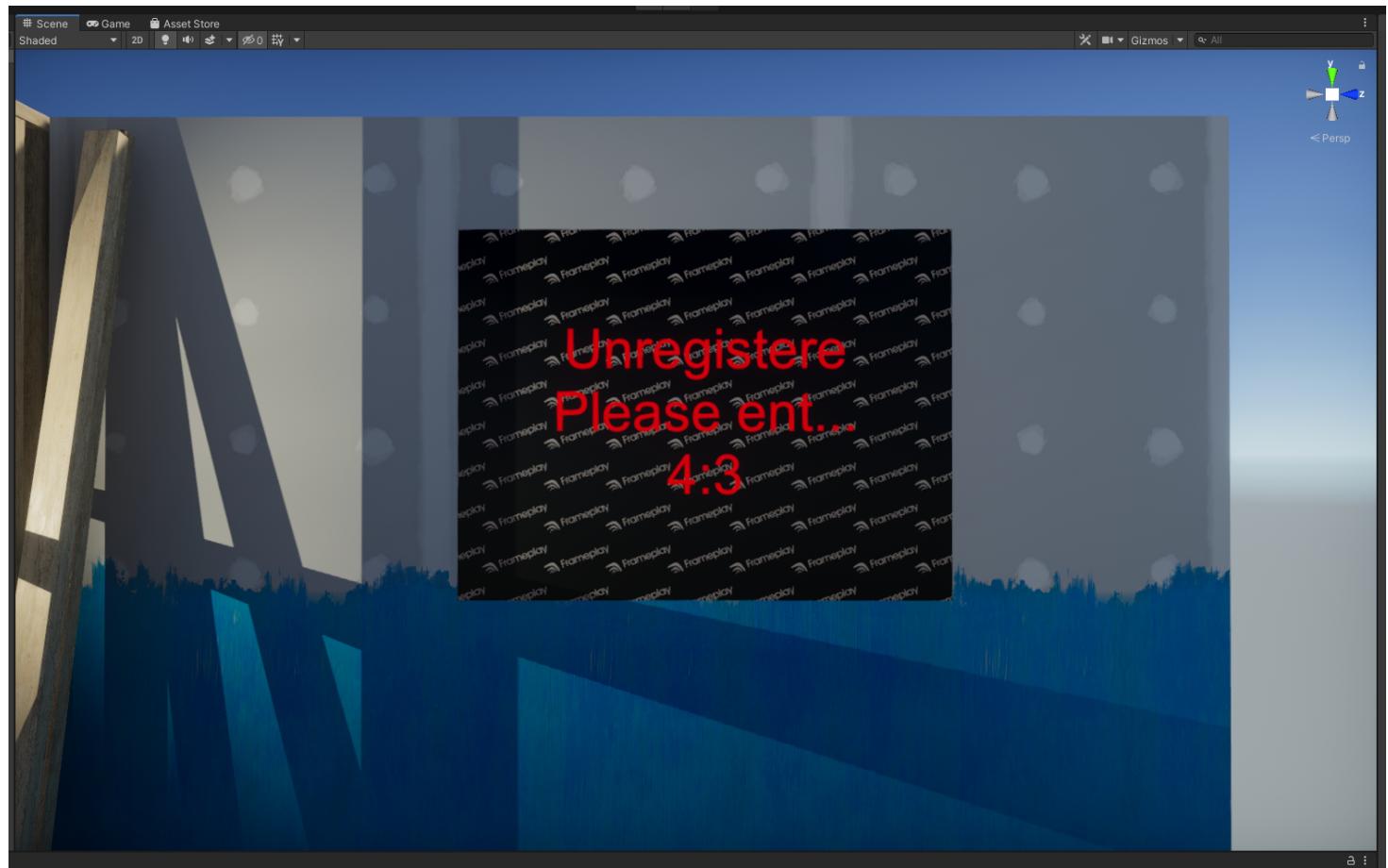
This guide explains how to create an Ad Space, register with the Frameplay servers and load a mock advertisement.

Create an Ad Space

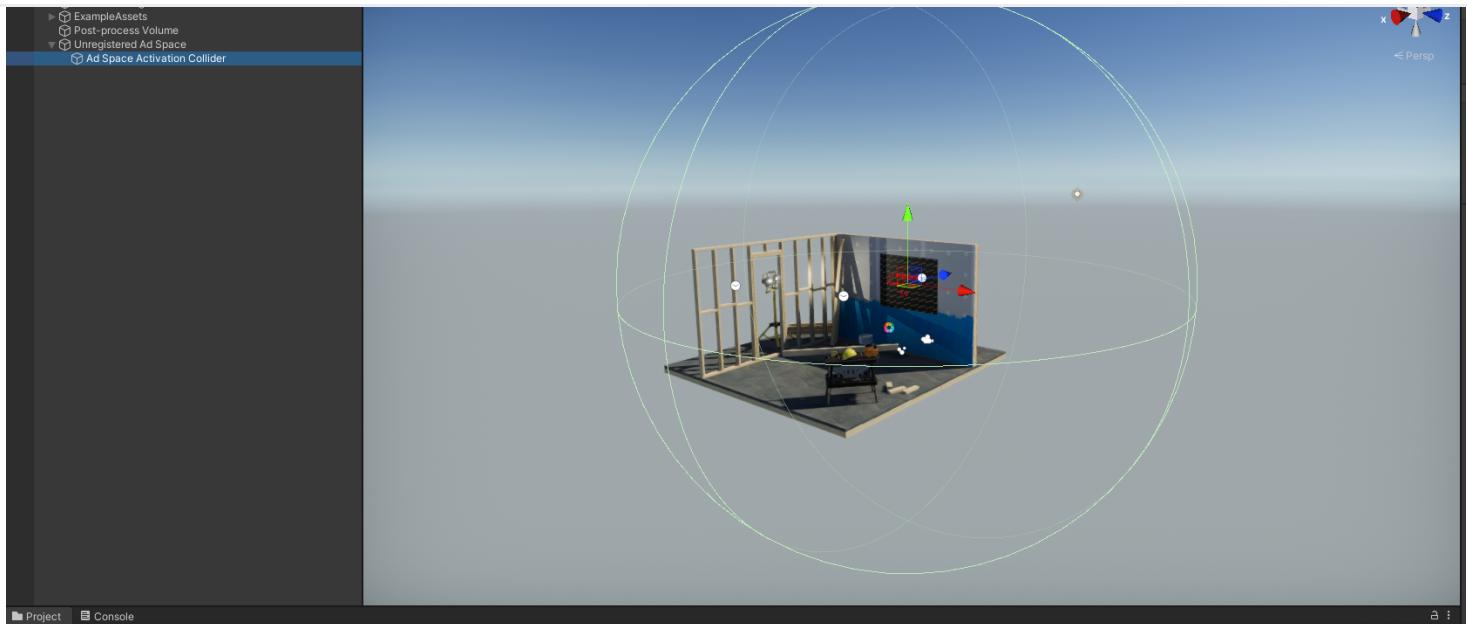
A Frameplay Ad Space is a GameObject that displays targeted intrinsic advertisements to the player. There is a limit of 20 concurrent active Ad Spaces at runtime.

Select **GameObject > Frameplay > AdSpace** to create a new Ad Space game object in the active scene.

The new unregistered Ad Space will display red debug text.



Creating a new Ad Space automatically generates a new **Activation Collider**. This is used at runtime, if your registered camera overlaps this collider the Ad Space will activate and request an advertisement.



See the [Unity manual](#) for more information on Game Objects.

More information on [Frameplay Activation Colliders](#).

Register an Ad Space

For an Ad Space to request and display advertisements, it needs to first be registered.

1. Select the newly created Unregistered Ad Space game object from the Hierarchy or Scene window.
2. In the Inspector window scroll through the components listed in the Inspector window to find the **Frameplay Ad Space (Script)**.
3. Enter a **description** so the Ad Space is easily identifiable.
4. Pick your preferred **ratio** then position and scale the Ad Space in your scene to your liking.
5. Click the **Register Ad Space** button.



The debug text will change from red to white as the Ad Space is now registered and linked to the Frameplay servers. When activated it will download mock advertisements.

Once an Ad Space has been registered, it cannot be unregistered. It can however be modified by using the **Replace Ad Space** button inside the Inspector window. Previous versions of a modified Ad Space will remain on the Frameplay dashboard. This ensures Ad Spaces from previous build versions will receive metrics and generate revenue.

Ad Spaces cannot be registered at runtime.

Load a Mock Advertisement

Enter Play Mode in the editor and upon activation the Ad Space will request, download and display a mock advertisement.

Ad Spaces will activate either on **spawn** or if an **Activation Collider** is used, on collision with the **registered camera**. More information on [Ad Space Activation](#)



More information on [Ad Spaces](#).

Last Updated: 2/21/2020, 4:20:25 AM

[← Get Started](#)

[Publishing Builds →](#)

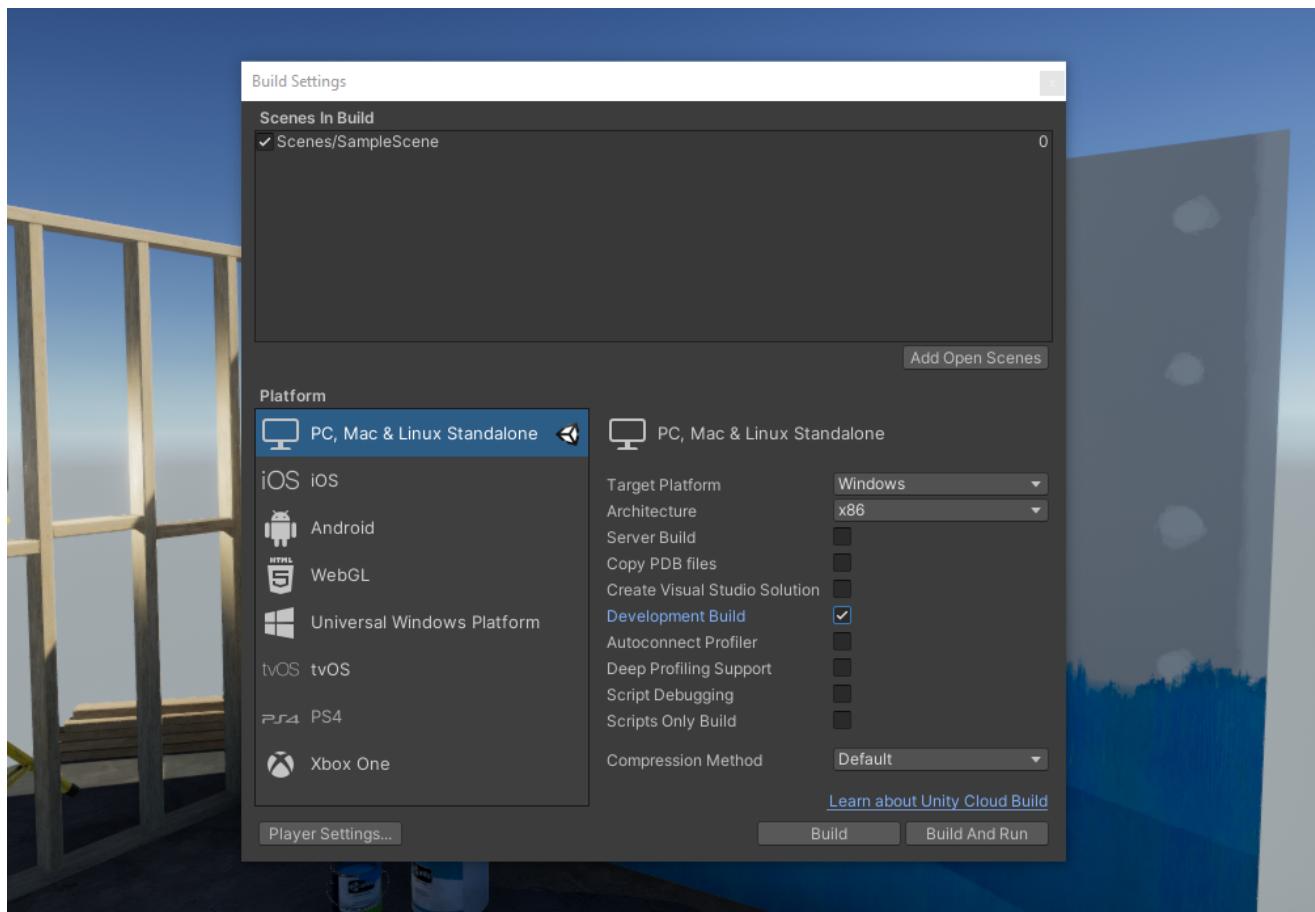
Publishing Builds

This guide explains how to display advertisements in development and production builds of your game.

Development Build

Only mock advertisements will load in your development builds.

Select **File > Build Settings** and confirm **Development Build** is ticked.



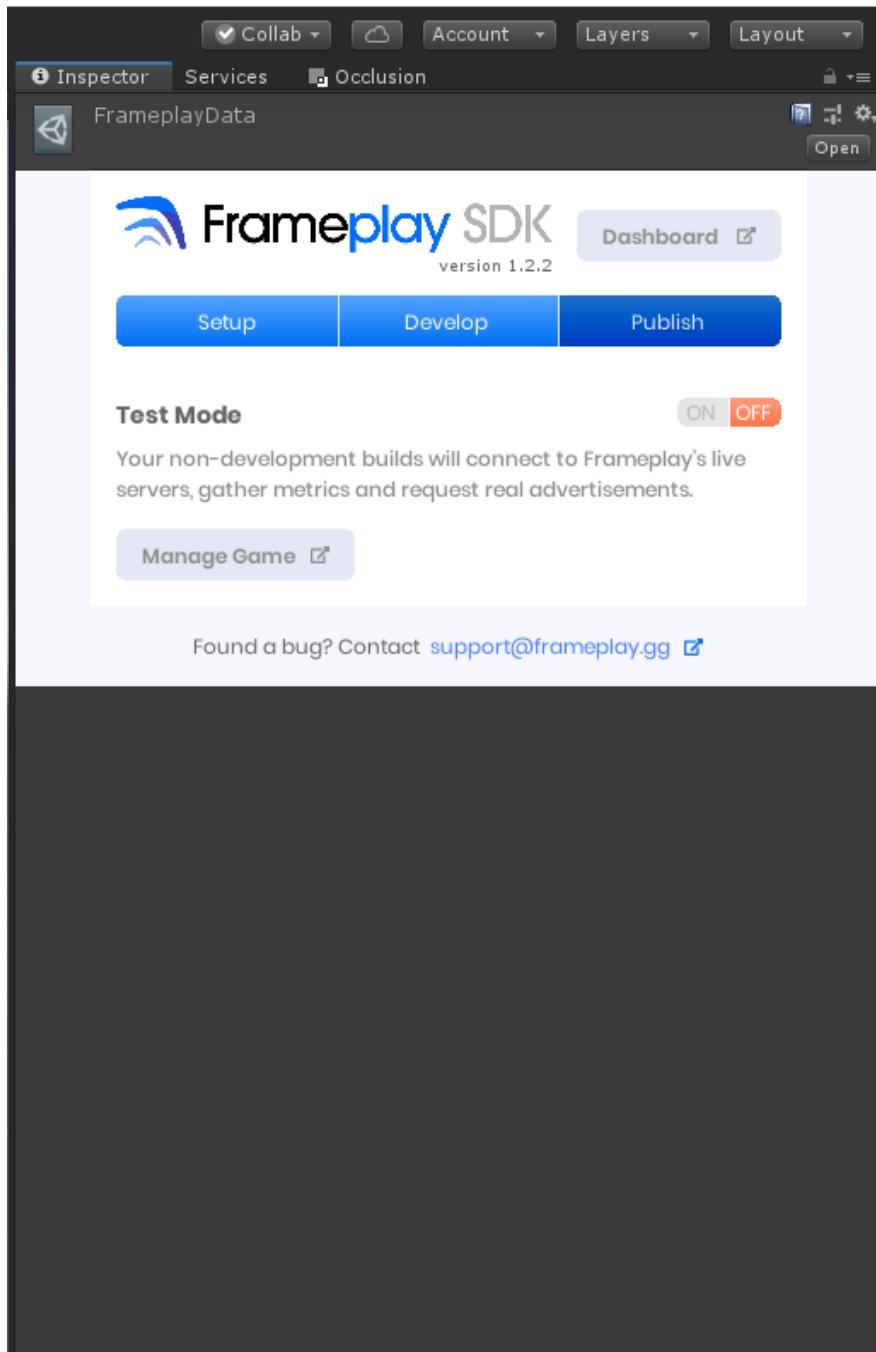
Release Build

Prerequisites

- [Complete developer account approval process](#)
- [Complete game approval process](#)

DEVELOPMENT BUILDS UNTIL BOTH YOUR ACCOUNT AND GAME IS APPROVED.

When you are ready to build a production version of your project, set **Test Mode** in the Frameplay Data Asset to **OFF**. Ad Spaces will now request and load real revenue raising advertisements.



See the [Unity manual](#) for more information on Publishing Builds.

Last Updated: 2/21/2020, 4:20:25 AM

