

API



AdaptySDK Unity API

Adapty uses AdaptySDK namespace.

Methods

- [setLogLevel](#)
- [activate](#)
- [identify](#)
- [logout](#)
- [getPaywalls](#)
- [makePurchase](#)
- [restorePurchases](#)
- [syncPurchases](#)
- [validateAppleReceipt](#)
- [validateGooglePurchase](#)
- [getPurchaserInfo](#)
- [setOnPurchaserInfoUpdatedListener](#)
- [updateAttribution](#)
- [updateProfile](#)
- [getPromo](#)
- [setOnPromoReceivedListener](#)
- [executeCallback](#)

Callbacks

- [OnIdentify](#)
- [OnLogout](#)
- [OnGetPaywalls](#)
- [OnMakePurchase](#)
- [OnRestorePurchases](#)
- [OnSyncPurchases](#)
- [OnValidateAppleReceipt](#)
- [OnValidateGooglePurchase](#)
- [OnGetPurchaserInfo](#)
- [OnPurchaserInfoUpdated](#)
- [OnUpdateAttribution](#)
- [OnUpdateProfile](#)
- [OnGetPromo](#)

- [OnPromoReceived](#)
- [OnMakeDeferredPurchase](#)

Classes and Enums

- [LogLevel](#)
 - [DataState](#)
 - [PurchaseType](#)
 - [AttributionNetwork](#)
 - [PeriodUnit](#)
 - [PaymentMode](#)
 - [Gender](#)
 - [AdaptyError](#)
 - [ProductSubscriptionPeriodModel](#)
 - [ProductDiscountModel](#)
 - [ProductModel](#)
 - [PaywallModel](#)
 - [PromoModel](#)
 - [AccessLevelInfoModel](#)
 - [SubscriptionInfoModel](#)
 - [NonSubscriptionInfoModel](#)
 - [PurchaserInfoModel](#)
 - [ProfileParameterBuilder](#)
-

Methods Details

void setLogLevel(LogLevel logLevel)

- logLevel, LogLevel, logging level.

Adapty logs errors and other important information to help you understand what is going on. There are three levels available:

- `LogLevel.None`
- `LogLevel.Error`
- `LogLevel.Verbose`

Example:

```
Adapty.setLogLevel(LogLevel.Verbose);
```

void activate(string key, bool observeMode)

- key, string, dev key.
- observeMode, bool, enable observe mode.

Initialize the Adapty SDK with the devKey and appID.

Example:

```
Adapty.activate("key", false);
```

```
void identify(string customerId, MonoBehaviour gameObject)
```

- customerId, string, customer user id.
- gameObject, MonoBehaviour, game object with a script that implements [OnIdentify](#) callback.

Adapty creates an internal profile id for every user. But if you have your authentication system you should set your own Customer User Id.

Example:

```
Adapty.identify("my_customer_id", this);
```

```
void logout(MonoBehaviour gameObject)
```

- gameObject, MonoBehaviour, game object with a script that implements [OnLogout](#) callback.

Logout the user.

Example:

```
Adapty.logout(this);
```

```
void getPaywalls(MonoBehaviour gameObject)
```

- gameObject, MonoBehaviour, game object with a script that implements [OnGetPaywalls](#) callback.

Fetch products.

Example:

```
Adapty.getPaywalls(this);
```

```
void makePurchase(ProductModel product, string offerId, MonoBehaviour gameObject)
```

- product, ProductModel, object retrieved from the paywall.
- offerId, string (optional), an identifier of promotional offer from App Store Connect.
- gameObject, MonoBehaviour, game object with a script that implements [OnMakePurchase](#) callback.

Fetch products.

Example:

```
Adapty.makePurchase(product, null, this);
```

void restorePurchases(MonoBehaviour gameObject)

- gameObject, MonoBehaviour, game object with a script that implements [OnRestorePurchases](#) callback.

Restore purchases.

Example:

```
Adapty.restorePurchases(this);
```

void syncPurchases(MonoBehaviour gameObject)

- gameObject, MonoBehaviour, game object with a script that implements [OnSyncPurchases](#) callback.

Android only. Syncs already made purchases with Adapty.

Example:

```
Adapty.syncPurchases(this);
```

void validateAppleReceipt(string receipt, MonoBehaviour gameObject)

- receipt, string, Apple's receipt.
- gameObject, MonoBehaviour, game object with a script that implements [OnValidateAppleReceipt](#) callback.

iOS only. Validate Apple purchase.

Example:

```
Adapty.validateAppleReceipt(receipt, this);
```

void validateGooglePurchase(PurchaseType purchaseType, string productId, string purchaseToken, string purchaseOrderId, ProductModel product, MonoBehaviour gameObject)

- purchaseType, PurchaseType, purchase type.
- productId, string, product identifier.
- purchaseToken, string, Google's purchase token.
- purchaseOrderId, string (optional), purchase order id.
- product, ProductModel (optional), purchased product.
- gameObject, MonoBehaviour, game object with a script that implements [OnValidateGooglePurchase](#) callback.

Android only. Validate Google purchase.

Example:

`Adapty.validateGooglePurchase(PurchaseType.Inapp, productId, purchaseToken, nu`

`void getPurchaserInfo(MonoBehaviour gameObject)`

- `gameObject`, `MonoBehaviour`, game object with a script that implements [OnGetPurchaserInfo](#) callback.

Fetch purchaser info.

Example:

```
Adapty.getPurchaserInfo(this);
```

`void setOnPurchaserInfoUpdatedListener(MonoBehaviour gameObject)`

- `gameObject`, `MonoBehaviour`, game object with a script that implements [OnPurchaserInfoUpdated](#) callback.

Set a listener that will receive updates when purchaser info changes.

Example:

```
Adapty.setOnPurchaserInfoUpdatedListener(this);
```

`void updateAttribution(Dictionary<string, string> attribution, AttributionNetwork source, string networkUserId, MonoBehaviour gameObject)`

- `attribution`, `Dictionary`, attribution (conversion) data.
- `source`, `AttributionNetwork`, the source of attribution.
- `networkUserId`, `string` (optional), profile's identifier from the attribution service.
- `gameObject`, `MonoBehaviour`, game object with a script that implements [OnUpdateAttribution](#) callback.

Set attribution data for the profile

Example:

```
var attribution = new Dictionary<string, string>();  
attribution.Add("attribution_param", "attribution_value");  
Adapty.updateAttribution(attribution, AttributionNetwork.Appsflyer, null, this
```

`void updateProfile(ProfileParameterBuilder profileParams, MonoBehaviour gameObject)`

- `profileParams`, `ProfileParameterBuilder`, user profile data.
- `gameObject`, `MonoBehaviour`, game object with a script that implements [OnUpdateProfile](#) callback.

You can set optional attributes such as email, phone number, etc, to the user of your app.

Example:

```
ProfileParameterBuilder profile = new ProfileParameterBuilder()  
    .withBirthday("1970-01-01")  
    .withEmail("some_email@gmail.com")  
    .withFirstName("John")  
    .withLastName("Smith")  
    .withGender(Gender.Male)  
    .withPhoneNumber("+11234567890");  
Adapty.updateProfile(profile, this);
```

void getPromo(MonoBehaviour gameObject)

- gameObject, MonoBehaviour, game object with a script that implements [OnGetPromo](#) callback.

Fetch a promo.

Example:

```
Adapty.getPromo(this);
```

void setOnPromoReceivedListener(MonoBehaviour gameObject)

- gameObject, MonoBehaviour, game object with a script that implements [OnPromoReceived](#) callback.

Set a listener that will receive new promos.

Example:

```
Adapty.setOnPromoReceivedListener(this);
```

void executeCallback()

This method should be called inside an Update() method of the AdaptyObject prefab. It's used for communication between iOS SDK, Android SDK and Unity SDK.

Example:

```
Adapty.executeCallback();
```

Callbacks Details

void OnIdentify(AdaptyError error)

- error, AdaptyError.
-

void OnLogout(AdaptyError error)

- error, AdaptyError.
-

void OnGetPaywalls(PaywallModel[] paywalls, ProductModel[] products, DataState state, AdaptyError error)

- paywalls, PaywallModel[].
 - products, ProductModel[].
 - state, DataState.
 - error, AdaptyError.
-

void OnMakePurchase(PurchaserInfoModel purchaserInfo, string receipt, Dictionary<string, object> validationResult, ProductModel product, AdaptyError error)

- purchaserInfo, PurchaserInfoModel.
 - receipt, string.
 - validationResult, Dictionary.
 - product, ProductModel.
 - error, AdaptyError.
-

void OnRestorePurchases(PurchaserInfoModel purchaserInfo, string receipt, Dictionary<string, object>[] validationResults, AdaptyError error)

- purchaserInfo, PurchaserInfoModel.
 - receipt, string.
 - validationResults, Dictionary[].
 - error, AdaptyError.
-

void OnSyncPurchases(AdaptyError error)

- error, AdaptyError.
-

void OnValidateAppleReceipt(PurchaserInfoModel purchaserInfo, Dictionary<string, object> validationResult, AdaptyError error)

- purchaserInfo, PurchaserInfoModel.
 - validationResult, Dictionary.
 - error, AdaptyError.
-

void OnValidateGooglePurchase(PurchaserInfoModel purchaserInfo, Dictionary<string, object> validationResult, AdaptyError error)

- purchaserInfo, PurchaserInfoModel.

- validationResult, Dictionary.
 - error, AdaptyError.
-

void OnGetPurchaserInfo(PurchaserInfoModel purchaserInfo, DataState state, AdaptyError error)

- purchaserInfo, PurchaserInfoModel.
 - state, DataState.
 - error, AdaptyError.
-

void OnPurchaserInfoUpdated(PurchaserInfoModel purchaserInfo)

- purchaserInfo, PurchaserInfoModel.
-

void OnUpdateAttribution(AdaptyError error)

- error, AdaptyError.
-

void OnUpdateProfile(AdaptyError error)

- error, AdaptyError.
-

void OnGetPromo(PromoModel promo, AdaptyError error)

- promo, PromoModel.
 - error, AdaptyError.
-

void OnPromoReceived(PromoModel promo)

- promo, PromoModel.
-

void OnMakeDeferredPurchase(PurchaserInfoModel purchaserInfo, string receipt, Dictionary<string, object> validationResult, ProductModel product, AdaptyError error)

- purchaserInfo, PurchaserInfoModel.
 - receipt, string.
 - validationResult, Dictionary.
 - product, ProductModel.
 - error, AdaptyError.
-

Classes and Enums Details

enum LogLevel

- None
 - Error
 - Verbose
-

enum DataState

- Cached
 - Synced
-

enum PurchaseType

- Inapp
 - Subscription
-

enum AttributionNetwork

- Appsflyer
 - Adjust
 - Branch
 - Custom
-

enum PeriodUnit

- Day
 - Week
 - Month
 - Year
-

enum PaymentMode

- FreeTrial
 - PayAsYouGo
 - PayUpFront
-

enum Gender

- Female
 - Male
 - Other
-

class AdaptyError

- message, string.
 - code, long.
-

class ProductSubscriptionPeriodModel

- unit, PeriodUnit.
 - numberOfUnits, long.
-

class ProductDiscountModel

- price, decimal.
 - identifier, string.
 - subscriptionPeriod, ProductSubscriptionPeriodModel.
 - numberOfPeriods, long.
 - paymentMode, PaymentMode.
 - localizedPrice, string.
 - localizedSubscriptionPeriod, string.
 - localizedNumberOfPeriods, string.
-

class ProductModel

- vendorProductId, string.
 - introductoryOfferEligibility, bool.
 - promotionalOfferEligibility, bool.
 - promotionalOfferId, string.
 - localizedDescription, string.
 - localizedTitle, string.
 - price, decimal.
 - currencyCode, string.
 - currencySymbol, string.
 - regionCode, string.
 - subscriptionPeriod, ProductSubscriptionPeriodModel.
 - introductoryDiscount, ProductDiscountModel.
 - subscriptionGroupId, string.
 - discounts, ProductDiscountModel[].
 - localizedPrice, string.
 - localizedSubscriptionPeriod, string.
 - skuId, string.
-

class PaywallModel

- developerId, string.
 - variationId, string.
 - revision, long.
 - isPromo, bool.
 - products, ProductModel[].
 - visualPaywall, string.
 - customPayload, Dictionary.
-

class PromoModel

- promoType, string.
 - variationId, string.
 - expiresAt, DateTime.
 - paywall, PaywallModel.
-

class AccessLevelInfoModel

- id, string.
 - isActive, bool.
 - vendorProductId, string.
 - store, string.
 - activatedAt, DateTime.
 - renewedAt, DateTime.
 - expiresAt, DateTime.
 - isLifetime, bool.
 - activeIntroductoryOfferType, string.
 - activePromotionalOfferType, string.
 - willRenew, bool.
 - isInGracePeriod, bool.
 - unsubscribedAt, DateTime.
 - billingIssueDetectedAt, DateTime.
 - vendorTransactionId, string.
 - vendorOriginalTransactionId, string.
 - startsAt, DateTime.
 - cancellationReason, string.
 - isRefund, bool.
-

class SubscriptionInfoModel

- isActive, bool.
- vendorProductId, string.
- store, string.
- activatedAt, DateTime.
- renewedAt, DateTime.
- expiresAt, DateTime.
- startsAt, DateTime.
- isLifetime, bool.
- activeIntroductoryOfferType, string.
- activePromotionalOfferType, string.
- willRenew, bool.
- isInGracePeriod, bool.
- unsubscribedAt, DateTime.
- billingIssueDetectedAt, DateTime.
- isSandbox, bool.
- vendorTransactionId, string.
- vendorOriginalTransactionId, string.
- cancellationReason, string.
- isRefund, bool.

class NonSubscriptionInfoModel

- purchaseId, string.
 - vendorProductId, string.
 - store, string.
 - purchasedAt, DateTime.
 - isOneTime, bool.
 - isSandbox, bool.
 - vendorTransactionId, string.
 - vendorOriginalTransactionId, string.
 - isRefund, bool.
-

class PurchaserInfoModel

- customerUserId, string.
 - accessLevels, Dictionary.
 - subscriptions, Dictionary.
 - nonSubscriptions, Dictionary.
-

class ProfileParameterBuilder

- withEmail(string email)
 - withPhoneNumber(string phoneNumber)
 - withFacebookUserId(string facebookUserId)
 - withAmplitudeUserId(string amplitudeUserId)
 - withAmplitudeDeviceId(string amplitudeDeviceId)
 - withMixpanelUserId(string mixpanelUserId)
 - withAppmetricaProfileId(string appmetricaProfileId)
 - withAppmetricaDeviceId(string appmetricaDeviceId)
 - withFirstName(string firstName)
 - withLastName(string lastName)
 - withGender(Gender gender)
 - withBirthday(string birthday)
 - withAppTrackingTransparencyStatus(uint appTrackingTransparencyStatus)
 - withCustomAttributes(Dictionary<string, object> customAttributes)
-