Unity Flurry SDK (unity-flurry-sdk)

A Unity plugin for Flurry SDK

Flurry Push for messaging and **Flurry Config** for remote configuration are supported by our plugin!

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Installation

The Flurry SDK Unity plugin is available via the Unity Asset Store and Github.

- Install from the Unity Asset Store
  1. Open the Unity Asset Store in your browser.
  2. Click on the "Open in Unity" button, then open your Unity project.
  3. Download and import "Flurry SDK Plugin" in your Package Manager.
- Download and install from Github
  1. Download the Flurry Unity package from flurry-sdk-6.2.0.unitypackage.
     - If you are using Apple Xcode < 12, please use releases flurry-sdk-3.3.0.unitypackage, or flurry-sdk-3.3.0-push.unitypackage if you want to use

Flurry Push.

2. Open your project in Unity Editor, choose menu **Assets** > **Import Package** > **Custom Package…** to bring up the File chooser, and select the package downloaded.

- Add Flurry code

```
using FlurrySDK;
```

Android

Note: `FlurryUnityApplication.java` is now bundled in the `aar` format. Please manually remove `FlurryUnityApplication.java` imported by the previous release from the `Assets/Plugins/Android` folder.

- To improve analytics identities, please see Manual Flurry Android SDK Integration for adding Google Play Services library in your app by including `play-services-ads-identifier` libraries.
- **Flurry Push**
  In order to use Flurry Push for Android, please follow the additional steps below:

  1. Follow Set up a Firebase Cloud Messaging client app with Unity. Complete to the 5th step for importing Firebase SDK. There should be a file `google-services.json` in your project's `Android` folder now. You do not need to provide any setup codes here.

  2. Please rename the following Android manifest template file `Assets/Plugins/Android/AndroidManifest_Flurry-template.xml` that comes with the Flurry SDK plugin to `AndroidManifest.xml`, and merge the contents with yours if needed. You need to replace `AndroidManifest.xml` generated by Firebase with Flurry's.

```
<application
...
<!-- Flurry Messaging services; do not modify -->
<service android:name="com.flurry.android.marketing.messaging.FCM.Fl
 android:exported="false">
 <intent-filter>
   <action android:name="com.google.firebase.MESSAGING_EVENT" />
 </intent-filter>
</service>

<receiver
 android:name="com.flurry.android.marketing.messaging.notification.M
 android:enabled="true"
 android:exported="false">
</receiver>

<receiver
 android:name="com.flurry.android.marketing.messaging.notification.M
 android:enabled="true"
 android:exported="false">
</receiver>
```

3. If you want to customize Flurry Push notification, please configure an Android entry point Application and update the metadata section in your `AndroidManifest.xml`. Example can be found at FlurryUnityApplication.java.

```
<application
android:name="com.flurry.android.FlurryUnityApplication"
android:label="@string/app_name"
android:icon="@drawable/app_icon">

<!-- Flurry Agent settings; please update -->
<meta-data android:name="flurry_apikey" android:value="FLURRY_ANDROI
<meta-data android:name="flurry_with_crash_reporting" android:value=
<meta-data android:name="flurry_with_continue_session_millis" androi
<meta-data android:name="flurry_with_include_background_sessions_in_
<meta-data android:name="flurry_with_log_enabled" android:value="tru
<meta-data android:name="flurry_with_log_level" android:value="2" />
<meta-data android:name="flurry_with_messaging" android:value="true"
```

4. Add notification permission in the Android manifest file. (required on the Android 13 and above devices.)

```
<uses-permission android:name="android.permission.POST_NOTIFICATIONS
```

5. Set up "Android Authorization" in Flurry Push Authorization.

- Flurry plugin released `aar` libraries in the package. If your apps change the default searching path, please remember to include the `aar` type.

```
implementation fileTree(dir: 'libs', include: ['*.jar', '*.aar'])
```

iOS

For further details on configuring xcode for push notifications see here: Flurry Push for Unity iOS.

There are some minor differences between the Android and iOS plugin:

- iOS does not make use of the messaging listeners in C-sharp. Delegate methods didReceiveMessage/didReceiveActionWithIdentifier in FlurryUnityPlug.mm may be optionally modified to customize app behavior.
- iOS does not have an equivalent method for Android's GetReleaseVersion method.
- iOS does not yet have an equivalent method for Android's LogPayment method, however if SetIAPReportingEnabled is set to true Flurry will automatically track in app purchases.

Example

- `Example.cs`

```
using System.Collections.Generic;
using UnityEngine;

using FlurrySDK;

public class FlurryStart : MonoBehaviour
{

#if UNITY_ANDROID
   private readonly string FLURRY_API_KEY = FLURRY_ANDROID_API_KEY;
#elif UNITY_IPHONE
   private readonly string FLURRY_API_KEY = FLURRY_IOS_API_KEY;
#else
   private readonly string FLURRY_API_KEY = null;
```

```
#endif

   void Start()
   {
       // Note: When enabling Messaging, Flurry Android should be initi
       // Initialize Flurry once.
       new Flurry.Builder()
                 .WithCrashReporting(true)
                 .WithLogEnabled(true)
                 .WithLogLevel(Flurry.LogLevel.DEBUG)
                 .WithReportLocation(true)
                 .WithMessaging(true, new MyMessagingListener())
                 .Build(FLURRY_API_KEY);

       // Example to get Flurry versions.
       Debug.Log("AgentVersion: " + Flurry.GetAgentVersion());
       Debug.Log("ReleaseVersion: " + Flurry.GetReleaseVersion());

       // Set Flurry preferences.
       Flurry.SetLogEnabled(true);
       Flurry.SetLogLevel(Flurry.LogLevel.VERBOSE);

       // Set user preferences.
       Flurry.SetAge(36);
       Flurry.SetGender(Flurry.Gender.Female);
       Flurry.SetReportLocation(true);

       // Set user properties.
       Flurry.UserProperties.Set(Flurry.UserProperties.PROPERTY_REGISTE

       // Log Flurry events.
       Flurry.EventRecordStatus status = Flurry.LogEvent("Unity Event")
       Debug.Log("Log Unity Event status: " + status);

       // Log Flurry timed events with parameters.
       IDictionary<string, string> parameters = new Dictionary<string, s
       parameters.Add("Author", "Flurry");
       parameters.Add("Status", "Registered");
       status = Flurry.LogEvent("Unity Event Params Timed", parameters,
       Debug.Log("Log Unity Event with parameters timed status: " + sta
       ...
       Flurry.EndTimedEvent("Unity Event Params Timed");

       // Log Flurry standard events.
       status = Flurry.LogEvent(Flurry.Event.APP_ACTIVATED);
```

```
        Debug.Log("Log Unity Standard Event status: " + status);

        Flurry.EventParams stdParams = new Flurry.EventParams()
            .PutDouble (Flurry.EventParam.TOTAL_AMOUNT, 34.99)
            .PutBoolean(Flurry.EventParam.SUCCESS, true)
            .PutString (Flurry.EventParam.ITEM_NAME, "book 1")
            .PutString ("note", "This is an awesome book to purchase !!!
        status = Flurry.LogEvent(Flurry.Event.PURCHASED, stdParams);
        Debug.Log("Log Unity Standard Event with parameters status: " + s
    }
}
```

- `Config.cs`

```
// Register Config listener
Flurry.Config.RegisterListener(new MyConfigListener());
Flurry.Config.Fetch();

public class MyConfigListener : Flurry.IConfigListener
{
   public void OnFetchSuccess()
   {
       Debug.Log("Config Fetch Completed with state: Success");
       Flurry.Config.Activate();
   }

   public void OnFetchNoChange()
   {
       Debug.Log("Config Fetch Completed with state: No Change");
       complete();
   }

   public void OnFetchError(bool isRetrying)
   {
       Debug.Log("Config Fetch Completed with state: Fail - " + (isRetry
       complete();
   }

   public void OnActivateComplete(bool isCache)
   {
       Debug.Log("Config Fetch Completed with state: Activate Completed
       complete();
   }

   private void complete()
   {
       string welcome_message =  Flurry.Config.GetString("welcome_messa
       Debug.Log("Get Config Welcome message: " + welcome_message);
   }
}
```

- `Messaging.cs`

```
// Set Messaging listener
new Flurry.Builder()
         .WithMessaging(true, new MyMessagingListener())
         ...

public class MyMessagingListener : Flurry.IMessagingListener
{
   // If you would like to handle the notification yourself, return tru
   // you've handled it, and Flurry will not show the notification.
   public bool OnNotificationReceived(Flurry.FlurryMessage message)
   {
       Debug.Log("Flurry Messaging Notification Received: " + message.T
       return false;
   }

   // If you would like to handle the notification yourself, return tru
   // you've handled it, and Flurry will not launch the app or "click_a
   public bool OnNotificationClicked(Flurry.FlurryMessage message)
   {
       Debug.Log("Flurry Messaging Notification Clicked: " + message.Ti
       return false;
   }

   public void OnNotificationCancelled(Flurry.FlurryMessage message)
   {
       Debug.Log("Flurry Messaging Notification Cancelled: " + message.
   }

   public void OnTokenRefresh(string token)
   {
       Debug.Log("Flurry Messaging Token Refresh: " + token);
   }

   public void OnNonFlurryNotificationReceived(IDisposable nonFlurryMes
   {
       Debug.Log("Flurry Messaging Non-Flurry Notification.");
   }
}
```

- `Publisher.cs`

```
// Register Publisher Segmentation listener
Flurry.PublisherSegmentation.RegisterListener(new MyPublisherSegmentati
Flurry.PublisherSegmentation.Fetch();

public class MyPublisherSegmentationListener : Flurry.IPublisherSegment
{
   public void OnFetched(IDictionary<string, string> data)
   {
       string segments;
       data.TryGetValue("segments", out segments);
       Debug.Log("Flurry Publisher Segmentation Fetched: " + segments);
   }
}
```

API Reference

See Android-(FlurryAgent) / iOS-(Flurry) for the Flurry references.

- **Methods in Flurry.Builder to initialize Flurry Agent**

```
Builder WithAppVersion(string appVersion); // iOS only. For Android, pl
Builder WithContinueSessionMillis(long sessionMillis);
Builder WithCrashReporting(bool crashReporting);
Builder WithGppConsent(string gppString, ISet<int> gppSectionIds); // A
Builder WithDataSaleOptOut(bool isOptOut);
Builder WithIncludeBackgroundSessionsInMetrics(bool includeBackgroundSe
Builder WithLogEnabled(bool enableLog);
Builder WithLogLevel(Flurry.LogLevel logLevel); // LogLevel = { VERBOSE
Builder WithReportLocation(bool reportLocation); // Android only
Builder WithMessaging(bool enableMessaging, IMessagingListener messagin
Builder WithPerformanceMetrics(Flurry.Performance performanceMetrics);
Builder WithSslPinningEnabled(bool sslPinningEnabled); // Android only

void Build(string apiKey);
```

- **Methods to set Flurry preferences**

```
void SetContinueSessionMillis(long sessionMillis);
void SetCrashReporting(bool crashReporting);
void SetIncludeBackgroundSessionsInMetrics(bool includeBackgroundSessio
void SetLogEnabled(bool enableLog);
void SetLogLevel(Flurry.LogLevel logLevel); // LogLevel = { VERBOSE, DE
void SetSslPinningEnabled(bool sslPinningEnabled); // Android only
```

- **Methods to set user preferences**

```
void SetAge(int age);
void SetGender(Flurry.Gender gender); // Gender = { Male, Female }
void SetReportLocation(bool reportLocation);
void SetSessionOrigin(string originName, string deepLink);
void SetUserId(string userId);
void SetVersionName(string versionName); // Android only. For iOS, plea

void AddOrigin(string originName, string originVersion);
void AddOrigin(string originName, string originVersion, IDictionary<str
void AddSessionProperty(string name, string value);
```

- **Methods to set privacy preferences**

```
bool SetGppConsent(string gppString, ISet<int> gppSectionIds); // Andro
void SetDataSaleOptOut(bool isOptOut);
void DeleteData();
void OpenPrivacyDashboard();
```

- **Methods in Flurry.UserProperties to set user properties**

```
// Standard User Properties: Flurry.UserProperties = {
//     PROPERTY_CURRENCY_PREFERENCE, PROPERTY_PURCHASER, PROPERTY_REGIS
void Set(string propertyName, string propertyValue);
void Set(string propertyName, List<string> propertyValues);
void Add(string propertyName, string propertyValue);
void Add(string propertyName, List<string> propertyValues);
void Remove(string propertyName);
void Remove(string propertyName, string propertyValue);
void Remove(string propertyName, List<string> propertyValues);
void Flag(string propertyName);
```

- **Methods to get Flurry versions**

```
int GetAgentVersion();
string GetReleaseVersion();
string GetSessionId();
```

- **Methods to log Flurry events**

```
enum EventRecordStatus {
  FlurryEventFailed,
  FlurryEventRecorded,
  FlurryEventUniqueCountExceeded,
  FlurryEventParamsCountExceeded,
  FlurryEventLogCountExceeded,
  FlurryEventLoggingDelayed,
  FlurryEventAnalyticsDisabled,
  FlurryEventParametersMismatched
}

EventRecordStatus LogEvent(string eventId);
EventRecordStatus LogEvent(string eventId, IDictionary<string, string> p
EventRecordStatus LogEvent(string eventId, bool timed);
EventRecordStatus LogEvent(string eventId, IDictionary<string, string> p

void EndTimedEvent(string eventId);
void EndTimedEvent(string eventId, IDictionary<string, string> paramete

EventRecordStatus LogEvent(Flurry.Event eventId, Flurry.EventParams para

void OnPageView(); // Deprecated, API removed, no longer supported by Fl

void OnError(string errorId, string message, string errorClass);
void OnError(string errorId, string message, string errorClass, IDictio

void LogBreadcrumb(string crashBreadcrumb);

EventRecordStatus LogPayment(string productName, string productId, int q
                             string currency, string transactionId, IDict
```

- **Methods to set Flurry.EventParams**

```
EventParams EventParams();
EventParams EventParams(EventParams paramsSource);
IDictionary<object, string> GetParams();
EventParams Clear();
EventParams Remove(EventParamBase param);
EventParams Remove(string key);
EventParams PutAll(EventParams paramsSource);
EventParams PutString(StringEventParam param, string value);
EventParams PutString(string key, string value);
EventParams PutInteger(IntegerEventParam param, int value);
EventParams PutInteger(string key, int value);
EventParams PutLong(IntegerEventParam param, long value);
EventParams PutLong(string key, long value);
EventParams PutDouble(DoubleEventParam param, double value);
EventParams PutDouble(string key, double value);
EventParams PutBoolean(BooleanEventParam param, bool value);
EventParams PutBoolean(string key, bool value);
```

- **Methods to enable IAP reporting (iOS)**

```
void SetIAPReportingEnabled(bool enableIAP);
```

- **Methods to set the iOS conversion value sent to Apple through SKAdNetwork (iOS)**

```
void UpdateConversionValue(int conversionValue)
void UpdateConversionValueWithEvent(Flurry.SKAdNetworkEvent flurryEvent
```

- **Methods in Flurry.Performance for Flurry Performance Metrics**

```
void StartResourceLogger();
void LogResourceLogger(string id);
void ReportFullyDrawn();
```

- **Methods in Flurry.Config for Flurry Config**

```
void Fetch();
void Activate();
void RegisterListener  (IConfigListener configListener);
void UnregisterListener(IConfigListener configListener);
string GetString(string key, string defaultValue);

interface IConfigListener
{
  void OnFetchSuccess();
  void OnFetchNoChange();
  void OnFetchError(bool isRetrying);
  void OnActivateComplete(bool isCache);
}
```

- **Methods for Messaging (Flurry Push)**

```
interface IMessagingListener
{
  bool OnNotificationReceived(FlurryMessage message);
  bool OnNotificationClicked(FlurryMessage message);
  void OnNotificationCancelled(FlurryMessage message);
  void OnTokenRefresh(string token);
  void OnNonFlurryNotificationReceived(IDisposable nonFlurryMessage);
}

class FlurryMessage
{
  string Title;
  string Body;
  string ClickAction;
  IDictionary<string, string> Data;
}
```

- **Methods in Flurry.PublisherSegmentation for Flurry Publisher Segmentation**

```
void Fetch();
void RegisterListener  (IPublisherSegmentationListener publisherSegmenta
void UnregisterListener(IPublisherSegmentationListener publisherSegmenta
IDictionary<string, string> GetData();

interface IPublisherSegmentationListener
{
  void OnFetched(IDictionary<string, string> data);
}
```

Support

- Flurry Developer Support Site

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