

Unity3D Integration

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1. Introduction

This document describes how to integrate the TopOn unity3d SDK from the account application to SDK integration. Following the workflow, you can integrate the TopOn SDK successfully. TopOn supports ad forms as follows in Unity 3D platform:

Ads Form	Introduction
Native	Native Ads only provides the Ads data without UI.
Video	Video Ads, with UI
Interstitial	Interstitial Ads, with UI
Banner	Banner Ads, with UI

You can choose the appropriate Ads forms of advertising according to your App's demands, the specific integration method see the following description.

2. Request account and app id

Refer to [Get Started](#) for Account Registration and Login Instructions

3. SDK Initialization

3.1 Add TopOnSDK to your project

You can get TopOnSDK for unity3d from TopOn business, and the file description of TopOnSDK is:

(SDK is developed on the basis of the 2018 version)

File Name	Description	Necessary
anythinkunity3d.untypackage	TopOn Unity3d Plugin package, you can import this package into the unity3d project for integration	Yes

3.1.1 Android import introduction (Introduction for Path: /Assets/Plugins/Android)

1.libs plugin introduction

Path	Description	Necessary
./libs/aars_anythink	Core SDK of TopOn	Yes
./libs/aars_china_network	Network SDK of China	No
./libs/aars/aar_international_network	Network SDK of Non-China	No
./libs/aars/aar_v4	Android Support v4+v7 (No adding packaging if it existed in project)	Yes

The SDK folder in China and the SDK folder in non-China zone can only be selected for packaging (Select access based on the traffic of the developer application)

(1) ./libs/aars_china_network:

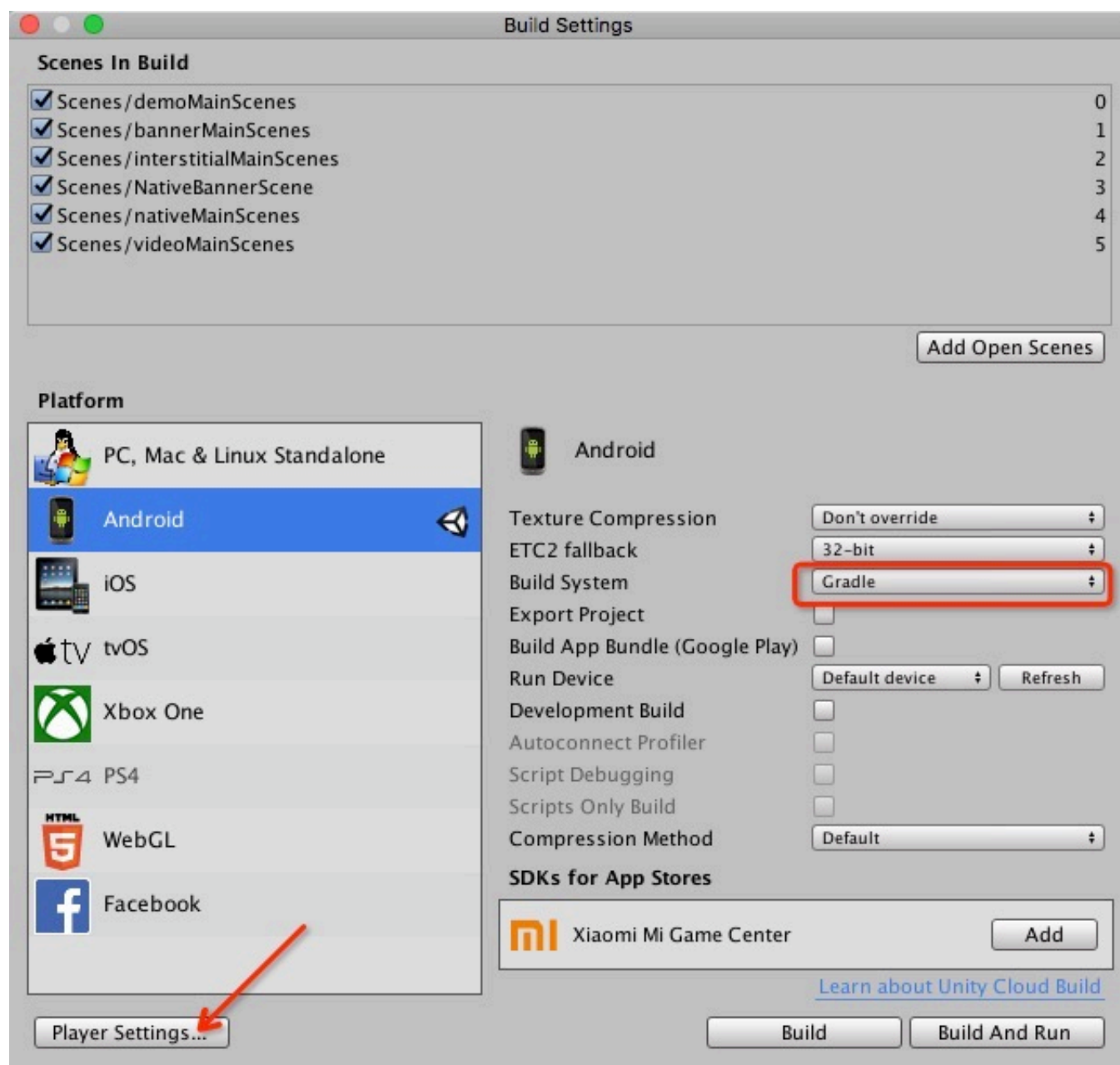
Path	Description	Necessary
./aars_china_network/aars_plugin	SDK Plugins of China (No adding packaging if it existed in project)	Yes
./aars_china_network/aar_toutiao	穿山甲SDK	No
./aars_china_network/aar_baidu	百度SDK	No
./aars_china_network/aar_gdt	广点通SDK	No
./aars_china_network/aar_ks	快手SDK	No
./aars_china_network/aar_ksyun	金山云SDK	No
./aars_china_network/aar_luomi	洛米SDK	No
./aars_china_network/aar_mintegral_china	Mintegral (China) SDK	否
./aars_china_network/aar_oneway	Oneway SDK	No
./aars_china_network/aar_sigmob	Sigmob SDK	No
./aars_china_network/aar_uniplay	玩转互联SDK	No

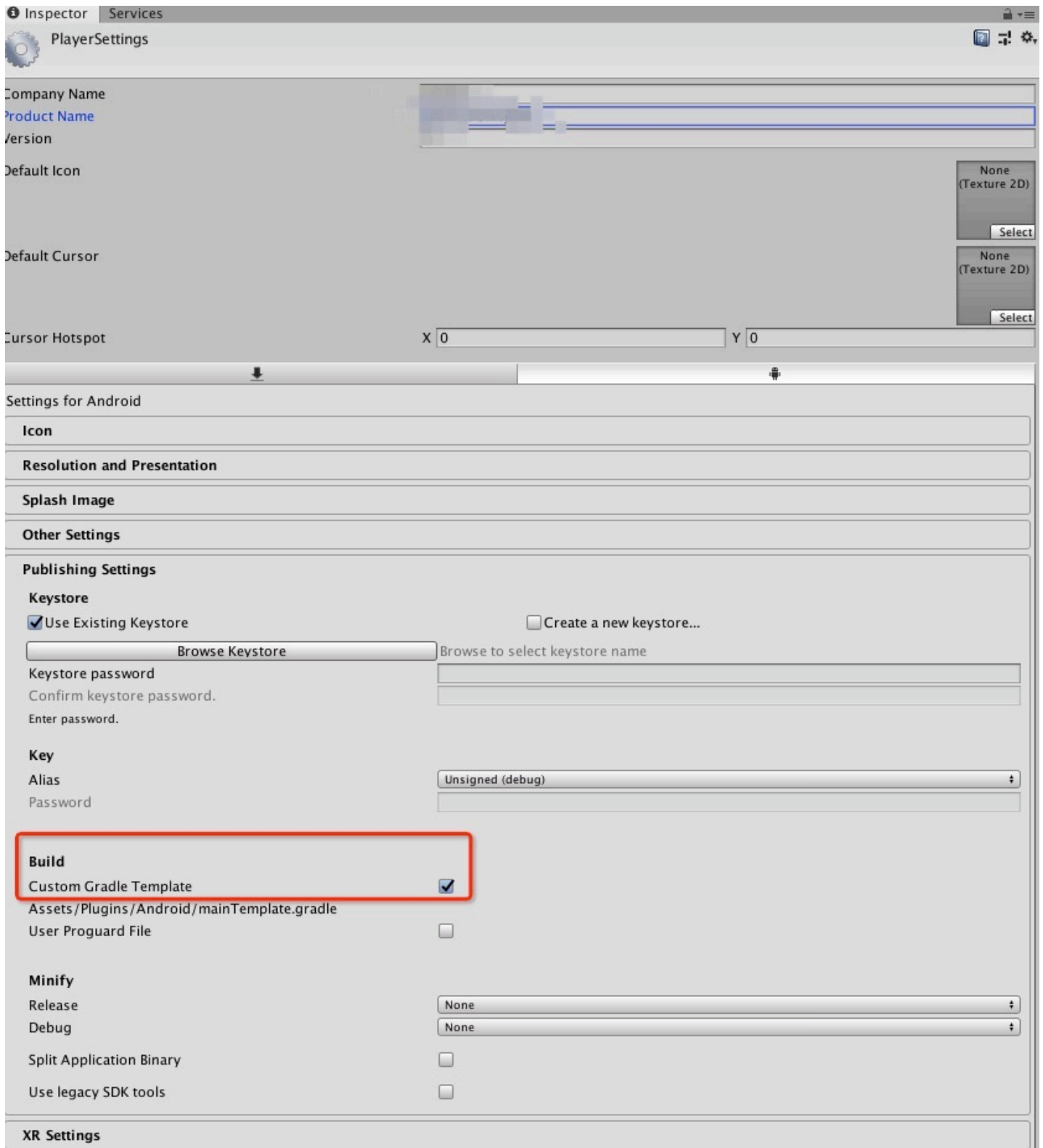
(2) **./libs/aars_international_network:**

Path	Description	Necessary
./aars_international_network/aars_plugin	SDK Plugins of Non-China (No adding packaging if it existed in project)	Yes
./aars_international_network/aars_gms_service	Google Service SDK (No adding packaging if it existed in project)	Yes
./aars_international_network/aar_admob	Admob SDK	No
./aars_international_network/aar_facebook	Facebook SDK	No
./aars_international_network/aar_adcolony	Adcolony SDK	No
./aars_international_network/aar_applovin	Applovin SDK	No
./aars_international_network/aar_appnext	Appnext SDK	No
./aars_international_network/aar_chartboost	Chartboost SDK	No
./aars_international_network/aar_flurry	Flurry SDK	No
./aars_international_network/aar_inmobi	Inmobi SDK	No
./aars_international_network/aar_ironsource	Ironsource SDK	No
./aars_international_network/aar_maio	Maio SDK	No
./aars_international_network/aar_mintegral_international	Mintegral (Non-china) SDK	No
./aars_international_network/aar_mopub	Mopub SDK	No
./aars_international_network/aar_nend	Nend SDK	No
./aars_international_network/aar_startapp	StartApp SDK	No
./aars_international_network/aar_superawesome	SuperAwesome SDK	No
./aars_international_network/aar_tapjoy	Tapjoy SDK	No
./aars_international_network/aar_unityads	UnityAds SDK	No
./aars_international_network/aar_vungle	Vungle SDK	No

2.mainTemplate.gradle introduction

You must first use Unity3d to generate the mainTemplate.gradle file. As shown below:





Description for mainTemplate.gradle: **(The generated sample files are provided in the SDK. Since the gradle files generated by different versions of the Unity3d tools will be different, the developer needs to delete and regenerate the gradle files under the Unity3d tool. The SDK is for reference only.)**

```

buildscript {
    repositories {
        google()
        jcenter()
    }

    dependencies {
        //Different Unity3d tools may generate different version numbers.
        classpath 'com.android.tools.build:gradle:3.2.0'
    }
}

...

android {
    compileSdkVersion **APIVERSION**
    buildToolsVersion '**BUILDTOOLS**'

    compileOptions {
        sourceCompatibility JavaVersion.VERSION_1_8
        targetCompatibility JavaVersion.VERSION_1_8
    }

    defaultConfig {
        minSdkVersion **MINSDKVERSION**
        targetSdkVersion **TARGETSDKVERSION**
        applicationId '**APPLICATIONID**'
        ndk {
            abiFilters **ABIFILTERS**
        }
        versionCode **VERSIONCODE**
        versionName '**VERSIONNAME**'
        multiDexEnabled true //Additional settings are required to set when the number of lines of code exceeds 64k.
    }
    .....
}

```

3.AndroidManifest.xml introduction:

```

<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:tools="http://schemas.android.com/tools"
package="com.superapp.filemanager"
android:versionCode="2"
android:versionName="1.1" >

<uses-sdk
android:minSdkVersion="16"
android:targetSdkVersion="28"
android:usesCleartextTraffic="true" />

<!--The configuration of usesCleartextTraffic is required. The main role is to mak
e http requests available in the game (must be used)-->
<application
android:usesCleartextTraffic="true"
>

<activity android:name="com.unity3d.player.UnityPlayerActivity" android:label="@st
ring/app_name">
<intent-filter>
<action android:name="android.intent.action.MAIN" />
<category android:name="android.intent.category.LAUNCHER" />
</intent-filter>
<meta-data android:name="unityplayer.UnityActivity" android:value="true" />
</activity>

<!--This setting is mainly for adapting to machines above 9.0 (must be used)-->
<uses-library android:name="org.apache.http.legacy" android:required="false"/>
</application>

<!--Must have permission-->
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />

</manifest>

```

4. Instructions for merging with other third-party Android SDKs

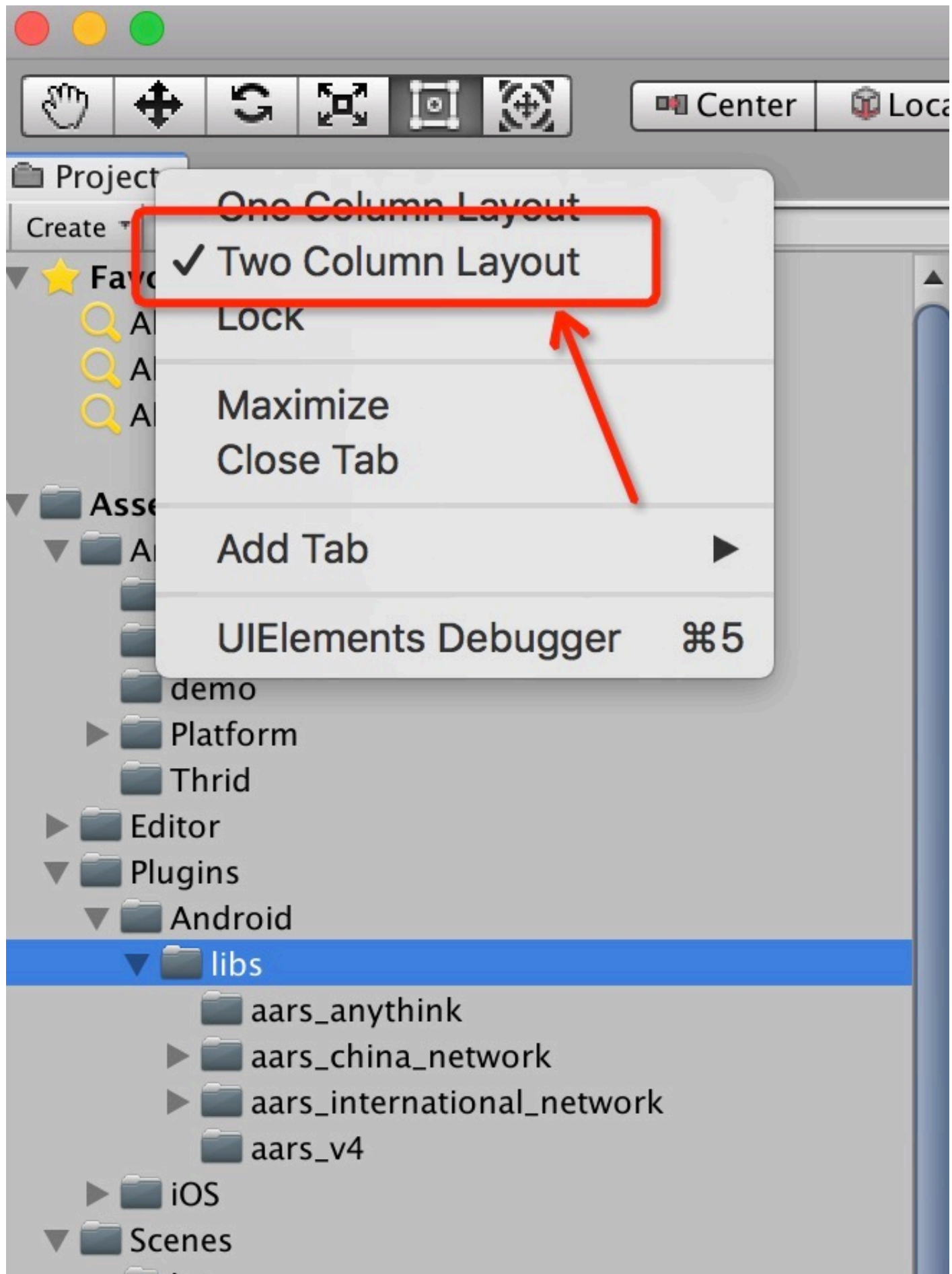
- (1) The third-party jar and aar package must be placed in the following directory: /Assets/Plugins/Android/libs/
- (2) If the third-party sdk has resources, put the resource folder in the directory: /Assets/Plugins/Android/
- (3) If the third party has an AndroidManifest file, you need to merge it with the /Assets/Plugins/Android/AndroidManifest.xml file, Topon needs to retain the necessary parts of the above

instructions.

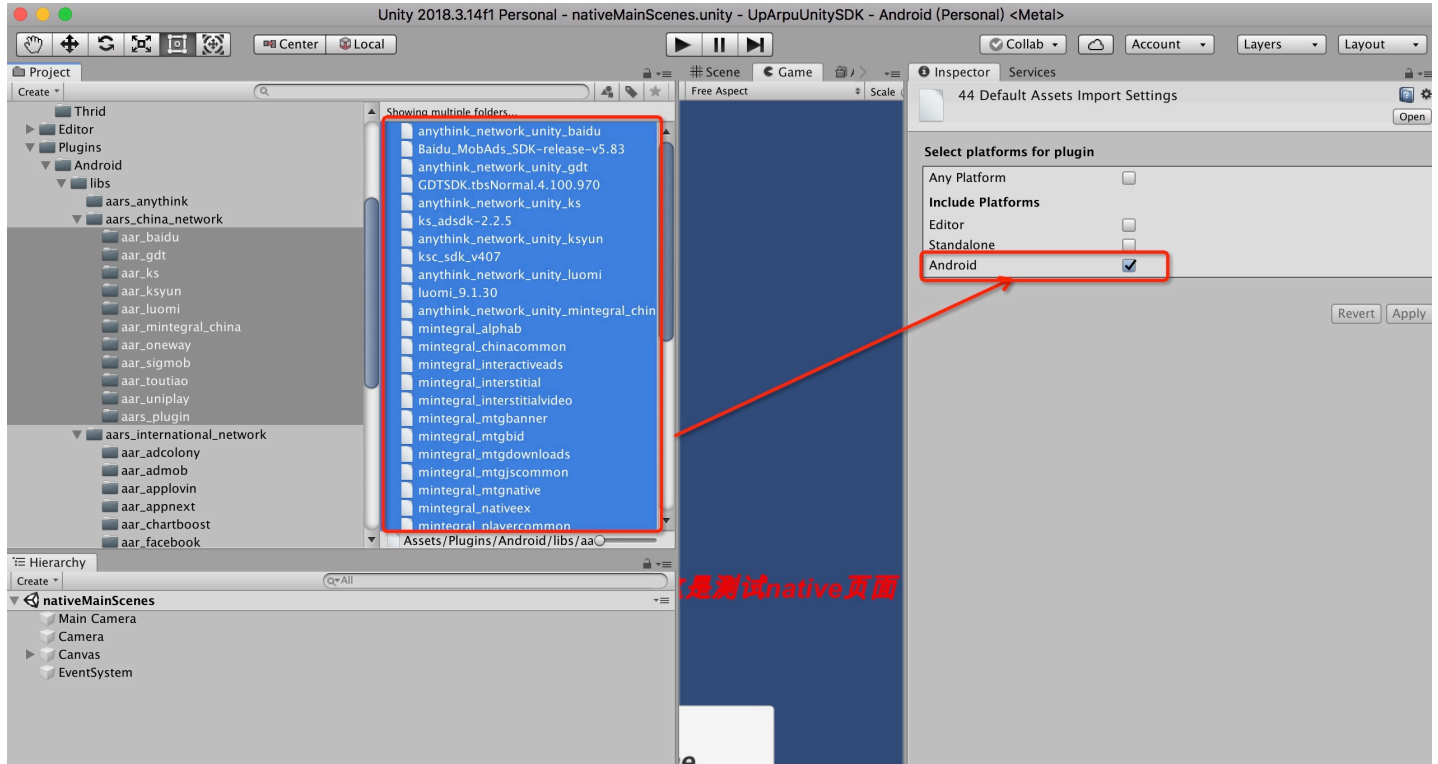
5.How to choose part of Android AAR or Jar is not packaged

Example for No packaging the Network of China :

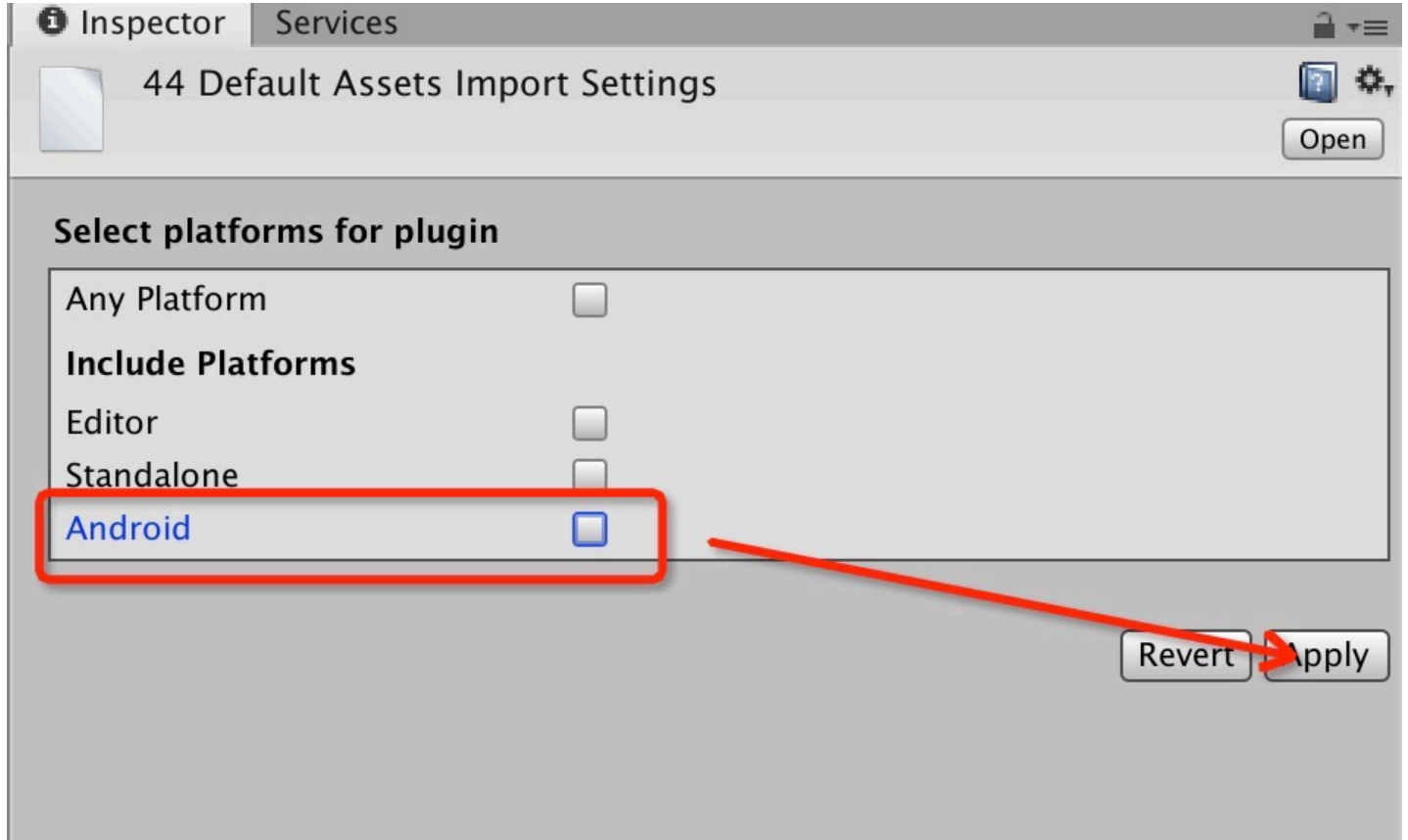
Step 1: Select a directory that shows the presentation files in Unity3d



Step 2: Select all the SDK folders in China, select all the aar packages and jar packages in the next row, and then select the platform on the far right.



Step 3: Remove the packaging options of the Android platform, and then select Apply to complete the culling package operation.



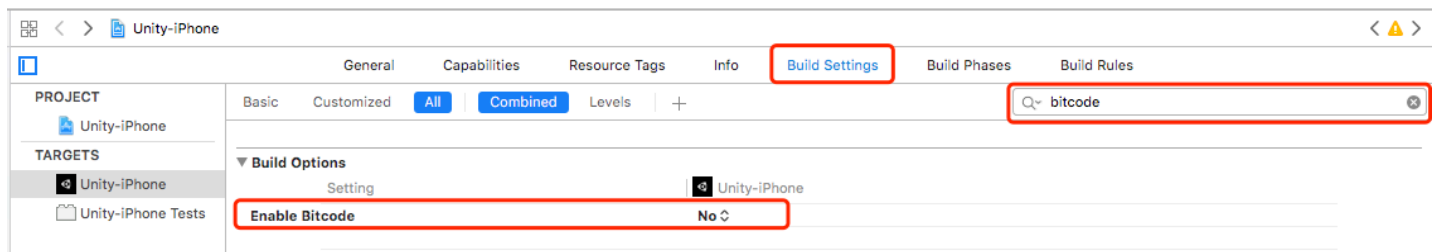
3.1.2 iOS import introduction

After compiling the Xcode project with Unity, open the Xcode project, import the required SDK according to the guidelines of each third-party platform and link the system framework and lib that it depends on. You can also see the help of each platform of Topon [Networks SDK Access Help for Topon](#)

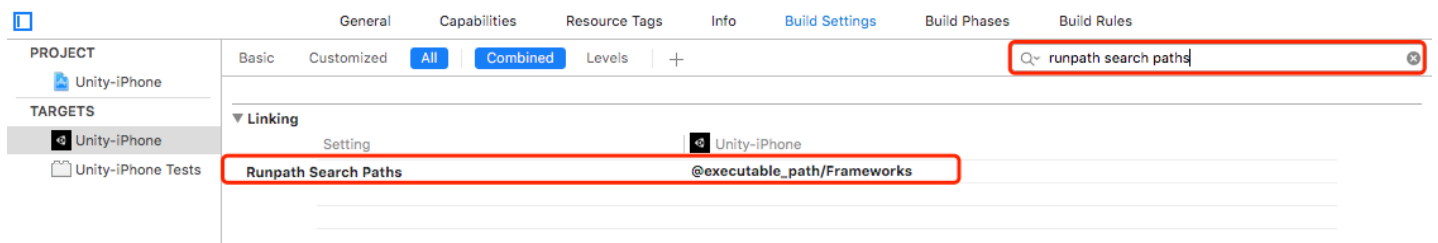
All third-party Framework packages are included in Unity's sdk package. Unneeded sdk packages can be deleted as needed. For details on which platforms need to be introduced, please see the help documentation above.

According to the information listed above, the SDK required for each third-party network is introduced and the system framework and lib are introduced according to the requirements of each SDK. The following configuration needs to be performed in the Build Settings:

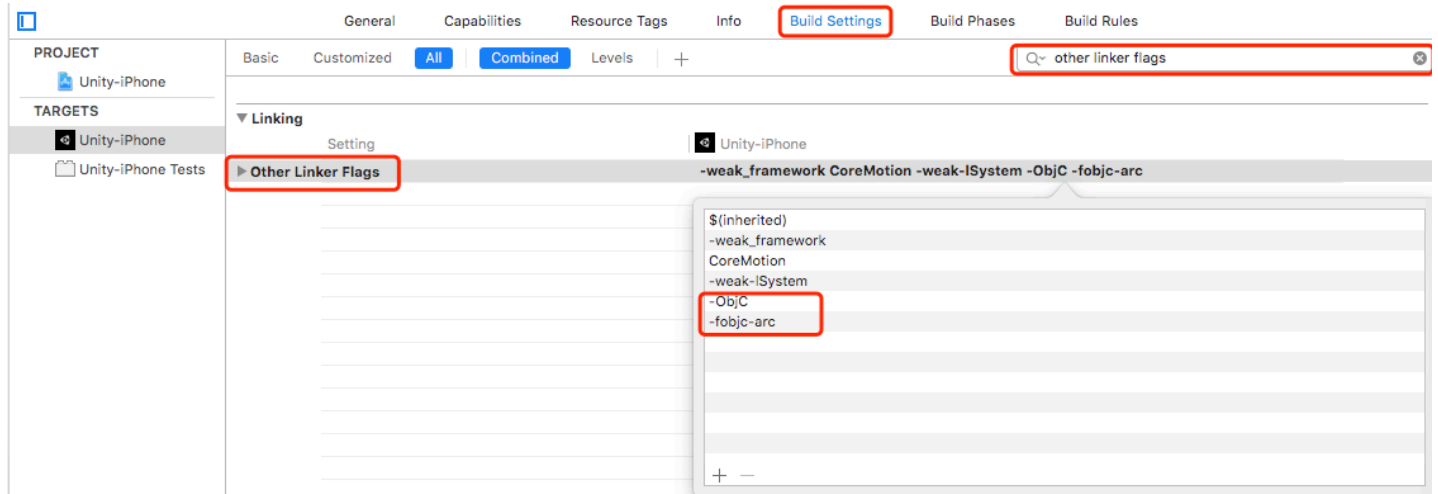
1.In the **Build Settings** of the Xcode project, search for the **bitcode** and change its value to **NO** (the current version of Unity (2018.02) compiled Xcode project, this setting defaults to Yes), as shown in Figure:



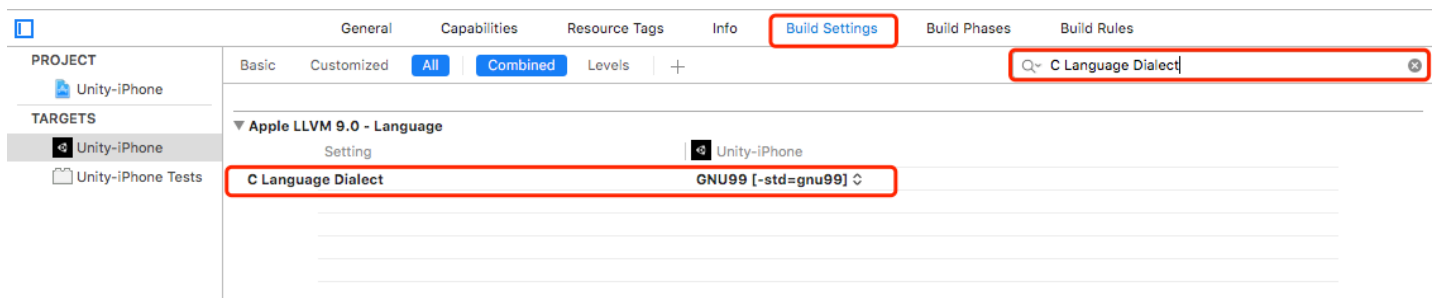
2.In the **Build Settings** of the Xcode project, search for **runpath search paths** and change its value to **@**executable_path/Frameworks**, as shown in Figure:



3.In the **Build Settings** of the Xcode project, search for **other linker flags** and add **-ObjC, -fobjc-arc** based on the default values, as shown in Figure:



4.In the **Build Settings** of the Xcode project, search for **C Language Dialect** and change its value to** GNU99[-std=gnu99]** , as shown in Figure:



3.2 Initialize API description

API	Parameter	Description
setChannel	string channel	Configure the channel information of the SDK.
initCustomMap	Dictionary customMap	Configure custom parameters to match **customs target rules **configured in the developer portal
setLogDebug	bool isDebug	Open debug mode for SDK to view more logs
setGDPRLevel	int level	Set the GDPR privacy level for the EU. Value description: 0 (completely personalized), 1 (no device information collected, no personalization), 2 (forbidden use)
showGDPRAuth	None	Show the GDPR Authorization page
isEUTraffic	None	Determine whether the EU countries
initSDK	string appld, string appKey	Initialize SDK

3.2.1 SDK GDPR Description

Beginning on May 25th, 2018, the European Union’s General Data Protection Regulation (GDPR) will go into effect. To protect our developers and your users benefit and privacy, we have updated our [《Topon Privacy Policy》](#). At the same time, we have added privacy permission settings in the SDK version V2.0.0 or later. Please check the following documents and complete the SDK integration.

1,For more information about TopOn SDK's detailed of GDPR, please refer to [GDPR Introduction](#)

2,Api Introduction:

```
/**
 * @param level gdrp Set privacy permissions
 * 0:Normal data reading
 * 1:Protect some private data
 * 2:Fully confidential, can't read any data, sdk function can't run normally
 */
public static void setGDPRLevel(int level)

/**
 * Display gdpr authorization page
 */
public static void showGDPRAuth()

/**
 * Set gdpr settings for individual platforms
 * @param networkType Platform type
 * @param dictionary Data configuration
 */
public static void addNetworkGDPRInfo(int networkType, Dictionary<string,string> dictionary)
```

Call example:

android:

```
//gdpr
Dictionary<string, object> dictionary ;

//admob
dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.ADMOB_KEY_ALLOW_GDPR, "true");//agree gdpr
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_ADMOB,dictionary);

//inmobi
dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.INMOBI_KEY_ALLOW_GDPR, "true");// agree gdpr
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.INMOBI_KEY_ISGDPRSCOPE, "1");//Whether gdpr area 1:yes
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_INMOBI,dictionary);
```

```
dictionary = new Dictionary<string, object> ();
//iba string
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.FLURRY_KEY_GDPR_IABSTR, ""); //Iba string
conforms to the iba protocol
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.FLURRY_KEY_ISGDPRSCOPE, "true"); //Whether
gdpr area
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_FLURRY,dictionary);

dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.APPLOVIN_KEY_ALLOW_GDPR, "true"); //agree
gdpr
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_APPLOVIN,dictionary);

dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.MINTEGRAL_KEY_ALLOW_GDPR, "1"); //agree g
dpr lyes
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_MINTEGRAL,dictionary);

dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.MOPUB_KEY_ALLOW_GDPR, "true");
//agree gdpr
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_MOPUB,dictionary);

dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.CHARTBOOST_KEY_ALLOW_GDPR, "true"); //agre
e gdpr
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_CHARTBOOST,dictionary);

dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.TAPJOY_KEY_ALLOW_GDPR, "1");
//agree gdpr
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.TAPJOY_KEY_ISGDPRSCOPE, "true");
//Whether gdpr area
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_TAPJOY,dictionary);

dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWWORK_GDPR_KEY.IRONSOURCE_KEY_ALLOW_GDPR, "true");
//agree gdpr
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_IRONSOURCE,dictionary);
```

```

dictionary = new Dictionary<string, object> ();
dictionary.Add (ATConst.NEWORK_GDPR_KEY.UNITYADS_KEY_ALLOW_GDPR, "true");//agree
gdpr
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_UNITYADS,dictionary);

dictionary = new Dictionary<string,object> ();
dictionary.Add (ATConst.NEWORK_GDPR_KEY.VUNGLE_KEY_ALLOW_GDPR, "true");//argee gd
pr
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_VUNGLE,dictionary);

dictionary = new Dictionary<string,object> ();
dictionary.Add (ATConst.NEWORK_GDPR_KEY.ADCOLONY_KEY_ALLOW_GDPR, "1");//argee gdp
r lyes
dictionary.Add (ATConst.NEWORK_GDPR_KEY.ADCOLONY_KEY_ISGDPRSCOPE, "true");//Wheth
er gdpr area
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_ADCOLONY,dictionary);

```

The following is a sample code of the GDPR (IOS) configuration of each platform. Please refer to the official website for the specific settings of each platform.


```
//Admob
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_ADMOB, new Dictionary<string, object>{"consent_status":"2", "under_age":"0"});

//Inmobi
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_INMOBI, new Dictionary<string, object>{"gdpr":"0", "consent_string":"true"});

//Flurry
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_FLURRY, new Dictionary<string, object>{"scope_flag":"0", "consent_string":""});

//Applovin
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_APPLOVIN, new Dictionary<string, object>{"under_age":"0", "consent_status":"0"});

//Mintegral
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_MINTEGRAL, new Dictionary<string, object>{"0":"1"});

//Mopub
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_MOPUB, new Dictionary<string, object>{"value":"1"});

//Chartboost
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_CHARTBOOST, new Dictionary<string, object>{"value":true});

//Tapjoy
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_TAPJOY, new Dictionary<string, object>{"consent_value":"1", "gdpr_subjection":false});

//Ironsource
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_IRONSOURCE, new Dictionary<string, object>{"value":true});

//UnityAds
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_UNITYADS, new Dictionary<string, object>{"value":true});

//Vungle
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_VUNGLE, new Dictionary<string, object>{"value":1});

//AdColony
ATSDKAPI.addNetworkGDPRInfo (ATConst.NETWORK_TYPE.NETWORK_ADCOLONY, new Dictionary<string, object>{"gdpr_consideration_flag":1, "consent_string":""});
```

4. Native ads integration

4.1 Integration prerequisites

(1)Make sure you have got AppID and Native Ad Placement ID via our official website. (2)Make sure you have added the necessary files to your project (3)Configure the AndroidManifest.xml for the user-permission、 service、 receiver, and obfuscate code. (4)Complete the SDK initialization use **ATSDKAPI.initSDK** method

4.2 Native Ads API describe

API	Parameter	Describe
loadNativeAd	string unitId, Dictionary pairs	Used to load native ads, unitId is the placement id; pairs are empty
setLocalExtra	Dictionary pairs	Can be used to set up local configuration of third-party platforms
renderAdToScene	string unitId, ATNativeAdView ATNativeAdView	Show ads for a given placementid. ATNativeAdView is the location information for the specified native ad.
cleanAdView	string unitId, ATNativeAdView ATNativeAdView	Remove native ads
hasAdReady	string unitId	Determine if the specified placementid is loaded
setListener	ATNativeAdListener listener	Set callback object

ATNativeAdListener Description

API	Parameter	Description
onAdLoaded	string unitId	ad load success
onAdLoadFail	string unitId, string code, string message	ad load failed
onAdClicked	string unitId	ad click
onAdImpressed	string unitId	ad show
onAdVideoStart	string unitId	Video play start, Different networks may support different
onAdVideoEnd	string unitId	Video play end, Different networks may support different
onAdVideoProgress	string unitId	video playing progress, Different networks may support different

Example code:

```
//sdk initialization
ATNativeAd.Instance.setListener(new ATNativeCallbackListener());

//Some platform personalization settings, if needed. This is an example of integrating Tencent GDT
Dictionary<string,string> gdtlocal = new Dictionary<string,string>();
gdtlocal.Add ("gdtad_width","-1");
gdtlocal.Add ("gdtad_height","-1");
ATNativeAd.Instance.setLocalExtra (currunitid,gdtlocal);

//Request Ads
ATNativeAd.Instance.loadNativeAd(currunitid, null);

//show as(setup)
int rootbasex = 100, rootbasey = 100;

//Parent frame
int x = rootbasex,y = rootbasey,width = 300*3,height = 200*3,textsize = 17;
conifg.parentProperty = new ATNativeItemProperty(x,y,width,height,bgcolor,textcolor,textsize);

//adlogo
x = 0*3;y = 0*3;width = 30*3;height = 20*3;textsize = 17;
conifg.adLogoProperty = new ATNativeItemProperty(x,y,width,height,bgcolor,textcolor,textsize);
```

```

//ad icon
x = 0*3;y = 50*3-50;width = 60*3;height = 50*3;textsize = 17;
conifg.appIconProperty = new ATNativeItemProperty(x,y,width,height,bgcolor,textcolor,textsize);

//ad cta
x = 0*3;y = 150*3;width = 300*3;height = 50*3;textsize = 17;
conifg.ctaButtonProperty = new ATNativeItemProperty(x,y,width,height,"#ff21bcab","#ffffff",textsize);

//ad desc
x = 60*3;y = 100*3;width = 240*3-20;height = 50*3-10;textsize = 10;
conifg.descProperty = new ATNativeItemProperty(x,y,width,height,bgcolor,"#777777",textsize);

//ad image
x = 60*3;y = 0*3+20;width = 240*3-20;height = 100*3-10;textsize = 17;
conifg.mainImageProperty = new ATNativeItemProperty(x,y,width,height,bgcolor,textcolor,textsize);

//ad title
x = 0*3;y = 100*3;width = 60*3;height = 50*3;textsize = 12;
conifg.titleProperty = new ATNativeItemProperty(x,y,width,height,bgcolor,textcolor,textsize);

//show ads
ATNativeAdView ATNativeAdView = new ATNativeAdView(conifg);
ATManager.ATNativeAdView = ATNativeAdView;

Debug.Log("Developer renderAdToScene--->");
ATNativeAd.Instance.renderAdToScene(currunitid, ATNativeAdView);

//Clear display area
ATNativeAd.Instance.cleanAdView(currunitid,ATManager.ATNativeAdView);

bool isPaused;
void OnApplicationFocus(bool hasFocus)
{

isPaused = !hasFocus;
Debug.Log ("Developer Screen pause?" + isPaused);

```

```

ATNativeAd.Instance.onApplicationForces (currunitid,ATManager.ATNativeAdView);
}

void OnApplicationPause(bool pauseStatus)
{
isPaused = pauseStatus;
Debug.Log ("Developer Screen pause?" + isPaused);
ATNativeAd.Instance.onApplicationPasue (currunitid,ATManager.ATNativeAdView);
}

```

5. Rewarded Video ads integration

5.2 Rewarded Video API describe

API	Parameter	Description
loadVideoAd	string unitId, Dictionary pairs	Used to load Rewarded Video ads, unitId is the placement id; pairs are empty
showAd	string unitId	Show Rewarded Video ads for a given placementid
hasAdReady	string unitId	determine if the specified placementid is loaded
setListener	ATRewardedVideoListener listener	Set callback object
setUserData	string unitId, string userId, string customData	Set the user id of the Rewarded Video
addsetting	string unitId, Dictionary pairs	Can be used to set up local configuration of third-party platforms

ATRewardedVideoListener Description

API	Parameter	Description
onRewardedVideoAdLoaded	string unitId	ad load success
onRewardedVideoAdLoadFail	string unitId,string code, string message	ad load failed
onRewardedVideoAdPlayClicked	string unitId	Rewarded video Ads clicked
onRewardedVideoAdPlayStart	string unitId	Rewarded video Ads play start
onRewardedVideoAdPlayEnd	string unitId	Rewarded video Ads play end
onRewardedVideoAdPlayFail	string unitId,string code, string message	Rewarded video Ads play failed
onRewardedVideoAdPlayClosed	string unitId, bool isReward	Rewarded video Ads Closed, isReward Whether the video is finished playing

Example:

```
//addsetting
//Special configuration of each platform
private Dictionary<string,object> addsetting(){
Dictionary<string,object> appsettinglist = new Dictionary<string,object> ();

//AdmobATRewardedVideoSetting
Dictionary<string,object> admobATRewardedVideoSetting = new Dictionary<string,object> ();
appsettinglist.Add(ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_ADMOB+"", Json.Serialize(admobATRewardedVideoSetting));

//mintegralATMediationSetting
Dictionary<string,object> mintegralATMediationSetting = new Dictionary<string,object> ();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_MINTEGRAL+"", Json.Serialize(mintegralATMediationSetting));

//_applovinATMediationSetting
Dictionary<string,object> _applovinATMediationSetting = new Dictionary<string,object> ();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_APPLOVIN+"", Json.Serialize(_applovinATMediationSetting));
```

```
//_flurryATMediationSetting
Dictionary<string,object> flurryATMediationSetting = new Dictionary<string,object>
();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_FLURRY+"", Json.Seriali
ze(flurryATMediationSetting));

//_inmobiATMediationSetting
Dictionary<string,object> _inmobiATMediationSetting = new Dictionary<string,object
> ();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_INMOBI+"", Json.Seriali
ze(_inmobiATMediationSetting));

//_mopubATMediationSetting
Dictionary<string,object> _mopubATMediationSetting = new Dictionary<string,object>
();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_MOPUB+"", Json.Serializ
e(_mopubATMediationSetting));

//_chartboostATMediationSetting
Dictionary<string,object> _chartboostATMediationSetting = new Dictionary<string,ob
ject> ();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_CHARTBOOST+"", Json.Ser
ialize(_chartboostATMediationSetting));

//_tapjoyATMediationSetting
Dictionary<string,object> _tapjoyATMediationSetting = new Dictionary<string,object
> ();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_TAPJOY+"", Json.Seriali
ze(_tapjoyATMediationSetting));

//_ironsourceATMediationSetting
Dictionary<string,object> _ironsourceATMediationSetting = new Dictionary<string,ob
ject> ();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_IRONSOURCE+"", Json.Ser
ialize(_ironsourceATMediationSetting));

//_unityAdATMediationSetting
Dictionary<string,object> _unityAdATMediationSetting = new Dictionary<string,objec
t> ();
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_UNITYADS+"", Json.Seria
lize(_unityAdATMediationSetting));

//vungleRewardVideoSetting
```

```

Dictionary<string,object> vungleRewardVideoSetting = new Dictionary<string,object>
();

vungleRewardVideoSetting.Add("orientation",1);//1:2 1: means automatic rotation acc
ording to device orientation 2: video ads play in the best direction
vungleRewardVideoSetting.Add("isSoundEnable",true);//true:false
vungleRewardVideoSetting.Add("isBackButtonImmediatelyEnable",false);//true:false I
f true, the user can immediately exit the ad using the back button. If false, the
user cannot use the back button to quit the ad until the close button on the scree
n is displayed.
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_VUNGLE+", Json.Seriali
ze(vungleRewardVideoSetting));

//adColonyATRewardVideoSetting
Dictionary<string,object> adColonyATRewardVideoSetting = new Dictionary<string,obj
ect> ();

adColonyATRewardVideoSetting.Add("enableConfirmationDialog",false);//true:false
adColonyATRewardVideoSetting.Add("enableResultsDialog",false);//true:false
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_ADCOLONY+", Json.Seria
lize(adColonyATRewardVideoSetting));
return appsettinglist;
}

//ttATRewardedVideoSetting
Dictionary<string,object> ttATRewardedVideoSetting = new Dictionary<string,object>
();
ttATRewardedVideoSetting.Add("requirePermission",true);//Whether to apply for perm
ission
ttATRewardedVideoSetting.Add("orientation",1);//Optional parameters Set the direct
ion in which you want the video to play.
ttATRewardedVideoSetting.Add("supportDeepLink",true);//Optional parameters Set whe
ther to support deeplink
ttATRewardedVideoSetting.Add("rewardName","CION");//Optional parameters Name of th
e reward video reward for the excitation video parameters
ttATRewardedVideoSetting.Add("rewardCount",1);//Optional parameters Number of ince
ntive video rewards
appsettinglist.Add (ATAds.Api.ATConst.NETWORK_TYPE.NETWORK_TOUTIAO+", Json.Serial
ize(ttATRewardedVideoSetting));

//initialization
ATRewardedVideo.Instance.setListener(new ATCallbackListener());
ATRewardedVideo.Instance.addsetting (currunitid,addsetting());

```



```
//ad load
ATRewardedVideo.Instance.loadVideoAd(currunitid,null);

//ad show
ATRewardedVideo.Instance.showAd(currunitid);
```

6. Interstitial integration

Interstitial API describe

API	Parameter	Description
loadInterstitialAd	string unitId, Dictionary pairs	Used to load Interstitial ads, unitId is the placement id; pairs are empty
showInterstitialAd	string unitId	show Interstitial ads for a given placementid
hasInterstitialAdReady	string unitId	determine if the specified placementid is loaded
setListener	ATInterstitialAdListener listener	Set callback object

ATInterstitialAdListener Description

API	Parameter	Description
onInterstitialAdLoad	string unitId	ads load success
onInterstitialAdLoadFail	string unitId, string code, string message	ads load success
onInterstitialAdClick	string unitId	Interstitial Ads clicked
onInterstitialAdShow	string unitId	Interstitial Ads showed
onInterstitialAdClose	string unitId	Interstitial Ads closed
onInterstitialAdStartPlayingVideo	string unitId	video play start, Different networks may support different
onInterstitialAdEndPlayingVideo	string unitId	video play ended, Different networks may support different
onInterstitialAdFailedToPlayVideo	string unitId, string code, string message	video play failed

Example:

```
//sdk initialization
ATInterstitialAd.Instance.setListener(new ATInterstitialAdListener());

//Request Ads
ATInterstitialAd.Instance.loadInterstitialAd(mPlacementId_interstitial_all, null);

//show as
ATInterstitialAd.Instance.showInterstitialAd(mPlacementId_interstitial_all);
```

7. Banner integration

Banner API describe

API	Parameter	Description
loadBannerAd	string unitId, Dictionary pairs	Used to load Banner ads, unitId is the placement id; pairs are empty
showBannerAd	string unitId, CGRect rect	A banner ad showing the specified placementid. The parameters are the x coordinate, y coordinate, w width, and h height of the specified banner
showBannerAd	string unitId	show the hided Banner
cleanBannerAd	string unitId	clean ads
hideBannerAd	string unitId	hide Banner
setListener	ATBannerAdListener listener	Set callback object

ATBannerAdListener Description

API	Parameter	Description
onAdLoad	string unitId	ad load success
onAdLoadFail	string unitId, string code, string message	ad load failed
onAdClick	string unitId	ad click
onAdImpress	string unitId	ad show
onAdClose	string unitId	ad close
onAdAutoRefresh	string unitId	Banner auto refresh
onAdAutoRefreshFail	string unitId, string code, string message	Banner auto refresh failed

Example code:

```
//initialization
ATBannerAd.Instance.setListener(new ATBannerAdListener());

//Request Ads
ATBannerAd.Instance.loadBannerAd(mPlacementId_native_all, null);

//show as
ATBannerAd.Instance.showBannerAd(mPlacementId_native_all, arpuRect);
```