

Installation of Crittercism

for Unity iOS

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Package Contents

Plugins/iOS

Plugins/Crittercism_iOS_Scripts

Unity_iOS_Integration

TestiOS

Steps for Basic Integration

In the documentation below, **{Unity Project}** refers to your project path, or the test application included in this package. **Note: Unity iOS integration requires XCode 4.0 and above.**

Step 1 : Decompress

Decompress the *Crittercism_Unity* package. This will contain a copy of documentation, the plugins for Android and iOS, and simple integration test apps for both iOS and Android.

Step 2 : Drag & Drop

Drag and drop the following items into your project:

iOS_Unity/Plugins/iOS

--->

Assets/Plugins/iOS

iOS_Unity/Plugins/Crittercism_iOS_Scripts

--->

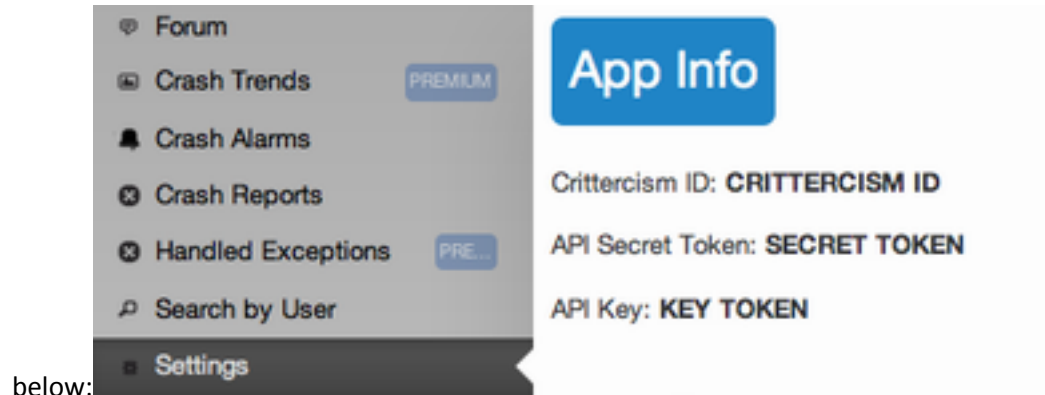
Assets/Plugins/Crittercism_iOS_Scripts

If you already have other iOS Plugins, the contents of these folders should be copied over.

Step 3 : Connecting with your Crittercism ID

(Optional if Crash detection is not wanted prior to Unity3d's launch). Crashes that occur before Crittercism is started in Unity are not handled. If you would like these to be handled by Crittercism, then look in the **Optional Integrations** section under “Crittercism at App Launch”. Otherwise, edit the **CrittercismInit.cs** file. Replace **CrittercismAppID**, **CrittercismKey**, and **CrittercismSecret** with the ID's found in the Crittercism web portal.

You can get the ID, Key, and Secret from the [Crittercism Web Portal](#), as seen

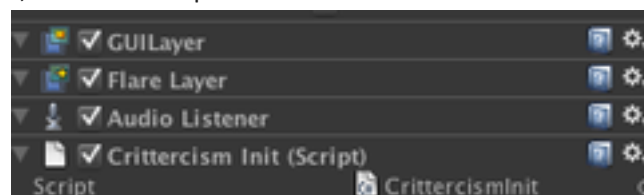


below:

Step 4 : Initializing Crittercism

In Unity, in the application launching scene Drag the **Crittercism_iOS_Scripts/CrittercismInit.cs** script onto the Camera or a GameObject. The **CrittercismInit.cs** will start Crittercism debugging in Unity3d. (See for Starting Crittercism on app start.) This script will destroy itself in newer versions of Unity3d at runtime. In Versions before Unity 3.4.2 it will stay active in the scene with an Update call.

You can look in the Inspector of the game object you've added the script to confirm the script is now associated with the object, like the example below:



Step 5 : Build and Run!

You've finished the basic integration! Now you can to Build and Run with an appropriate testing physical or virtual device.

Optional Integrations

Crittercism at App Launch

There are 2 available AppControllers.mm files included in:

Crittercism_Unity_iOS/AppControllers/

AppController_3_4.mm: This is to be used with Unity3D 3.4.x

AppController_3_5.mm: This is to be used with Unity3D 3.5.x

The correct AppController file should be selected and copied to the (**Unity Project**)/Assets/Plugins/iOS/ folder , and rename it AppController.mm. Use of the wrong file will result in the application failing to compile.

If a custom **AppController.mm** is already being used. The following lines will need to be added to the top of the file, and the AppID, Key and Secret constants set to the values designated for your App in Crittercisms web portal.

```
{
// If CrittercismIDs.plist exists in the main bundle, ID's will be pulled
from the CrittercismIDs.plist.
// If no CrittercismIDs.plist exists, or ID's are not found in the file, the
values
// Below will be used.
const char* kCrittercism_App_ID = "";      // Your App ID Here
const char* kCrittercism_Key  = "";      // Your App Key Here
const char* kCrittercism_Secret = "";     // Your App Secret Here

// Crittercism Call into library for init
extern "C" void Crittercism_Init(const char* appID, const char* key, const
char* secret);
}
```

Add the Following Line to the top of **applicationDidFinishLaunching**:

```
{
// Initialize Crittercism so we can see unity startup crashes
Crittercism_Init(kCrittercism_App_ID, kCrittercism_Key, kCrittercism_Secret);
}
```

Making Crittercism Init Highest Priority

Select Edit->Project Settings->Script Execution Order, and add the **CrittercismsInit.cs** script to the list with the highest priority . This will prevent any other files from executing before Crittercism for Unity is enabled. If crashes occur before Crittercism is started in Unity3d, they will not be captured and sent to the web portal.

Test GUI within Your App

In Unity, drag **Plugins/Crittercism_iOS_Scripts/CrittercismTestGUI.cs** file to the camera. This provides a test interface for Unity3d that will throw exceptions.