

Getting Started with Mikros Unity SDK

Introduction

This document is provided to demonstrate MIKROS SDK capabilities and explain the MIKROS service.

What is MIKROS?

MIKROS is a service that aims to provide a wide functional set. Users can view and track real-time statistics. MIKROS also offers the ability to monitor traffic sources, track where users come from, and even predict the likelihood any particular user would have an interest in your product based on gaming history. There are a lot of other features offered by MIKROS as a service, including direct advertising campaigns and quicker mobile game development due to the out-of-box chat, achievements, leaderboard, registration/authentication, in-app-purchases and many more features.

Prerequisites

1. In order to use Mikros, clients (game developers/publishers) must go to <https://developer.tatumgames.com/>
2. Select a subscription plan. The options are FREE, STARTUP, ENTERPRISE
3. Register an account, and verify this account via email
4. Once inside the Mikros dashboard, the client can "create app". The process of creating an app is filling out a form that includes details such as company name, game title, description, package name (bundle id), product assets, videos, category {RPG, Puzzle, Platformer, CCG, Strategy, Other}

Once steps 1–4 are completed, the following will be generated:

1. App Game ID (auto-generated)
2. Production API Key (auto-generated)
3. QA API Key (Manual)
4. Development API Key (Manual)

Add Mikros SDK to Project

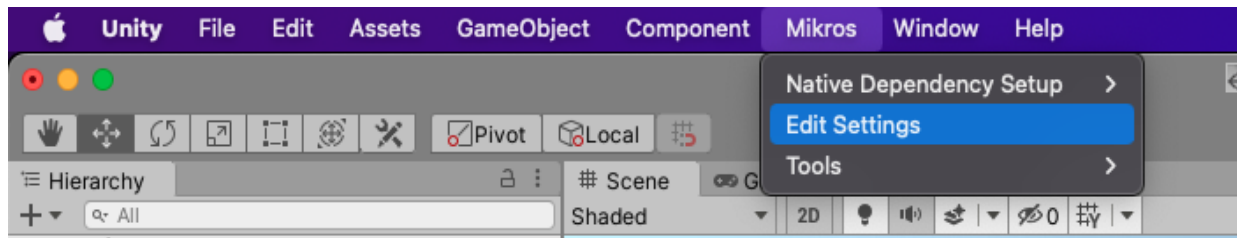
N.B: *You need to have **minimum Android API Level of 24 (Android 7.0 ‘Nougat’)** in your Unity project to work with Mikros. After successful importing of Mikros SDK, if its detected that the project has minimum Android API level below 24, then it is automatically upgraded.*

Now, after successful download and import of Mikros SDK from Unity Asset Store into a gaming product, the preliminary setup can be done by the following method:

- 1) Wait for Unity Editor to install essential files of Mikros as [UPM \(Unity Package Manager\)](#) package, after which Mikros Unity SDK can be viewed from the Package Manager window.



2) In the Unity Editor, select **Mikros > Edit Settings**



3) In the Inspector tab of **Mikros Settings**, paste in your App Game ID and API keys that have been generated. You also have option to edit other relevant settings from here.



MIKROS SETUP

App Game ID

API Key - Production

API Key - QA (Optional)

API Key - Development (Optional)

API Key To Use

PRODUCTION

MIKROS CONFIGURATION

Auto Initialize Mikros SDK (Recommended)



Auto Track User Session (Recommended)



Auto Track User Metadata (Recommended)



Enable Event Logging (Recommended)



Enable Device Memory Tracking (Recommended)



MIKROS CRASH REPORTING

Enable Crash Reporting (Recommended)



MIKROS SSO

Enables Username Special Characters

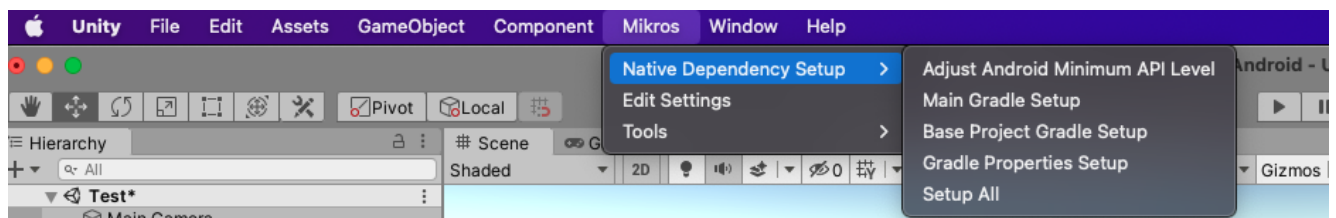


To [learn more](#) visit our official documentation.

- a) (Optional) If you want manual initialization of the SDK, disable the **Auto Initialize Mikros SDK** option from the Mikros Settings. By default, it is kept enabled.
- b) (Optional) You also have the option to select which API key to use at any development stage. By default, Production API Key is used.
- c) (Optional) Mikros tracks user session for better user insights and is also crucial for Analytics purpose. This can be enabled or disabled by the **Auto Track User Session** option from the Mikros Settings. By default, it is kept enabled and is recommended to keep it that way.
- d) (Optional) Mikros collects and sends metadata for better user insights and is also crucial for Analytics purpose. This can be enabled or disabled by the **Auto Track User Metadata** option from the Mikros Settings. By default, it is kept enabled and is recommended to keep it that way.

- e) *(Optional)* Mikros collects and sends events for better user insights and is also crucial for Analytics purpose. This can be enabled or disabled by the **Enable Events Logging** option from the Mikros Settings. By default, it is kept enabled and is recommended to keep it that way.
 - f) *(Optional)* Mikros collects and sends device memory for better user insights and is also crucial for Analytics purpose. This can be enabled or disabled by the **Enable Device Memory Tracking** option from the Mikros Settings. By default, it is kept enabled and is recommended to keep it that way.
 - g) *(Optional)* Mikros collects and reports crashes for better user insights and is also crucial for Analytics purpose. This can be enabled or disabled by the **Enable Crash Reporting** option from the Mikros Settings. By default, it is kept enabled and is recommended to keep it that way.
 - h) *(Optional)* Mikros provides the option to toggle the inclusion of special characters in username while signing up with Mikros Authentication service. By default, it is kept enabled and is recommended to keep it that way.
- 4) Mikros Unity SDK depends on some gradle files for native Android support. These are automatically generated or modified at **Assets\Plugins\Android** after successful importing of Mikros SDK in your project.

In case, you need to generate any/all of those manually, that can be done from here:



- 5) Click [here](#) for the official documentation of Mikros Unity SDK.