

## App Tracking Transparency or ATT (IDFA)

This asset literally helps you show the ATT popup with one line of code.

### Step 1 (Call IDFA Popup):

To request popup on iOS 14+ devices call

```
IDFA.RequestPopup();
```

To get status in callback in the same function call

```
IDFA.RequestPopup(status => {  
    if(status == IDFA.Status.AUTHORIZED){  
  
    }else if(status == IDFA.Status.DENIED){  
  
    }else if(status == IDFA.Status.NOT_DETERMINED){  
  
    }else if(status == IDFA.Status.RESTRICTED){  
  
    }  
});
```

## Step 2 (Add IDFA popup description):

You'll have to show a description in the requesting popup. There are two ways to do that in this asset. Both are very easy to implement.

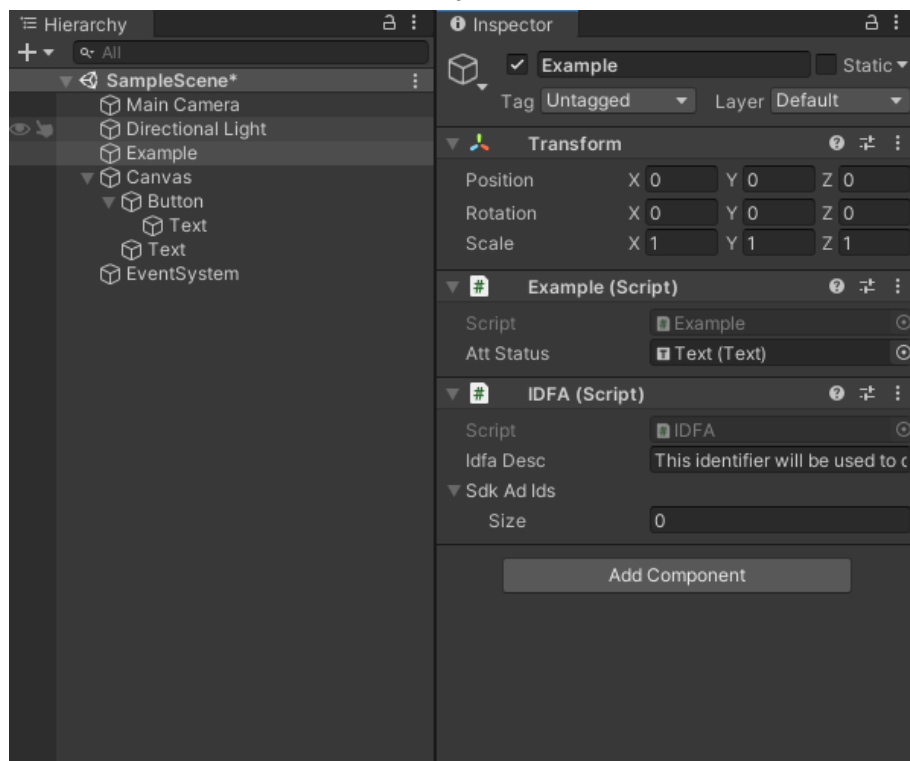
1. Go to any MonoBehaviour script (ex: GameManager.cs) and add this in the Awake() function.

```
IDFA.idfaDesc = "This identifier will be used to deliver  
personalized ads to you.";
```

A default description is already added in the package.

**OR**

2. Add IDFA component to any gameobject. And edit the IDFA Desc string there. Both will work equally fine.



### Step 3 (Add SDKAdNetwork Ids):

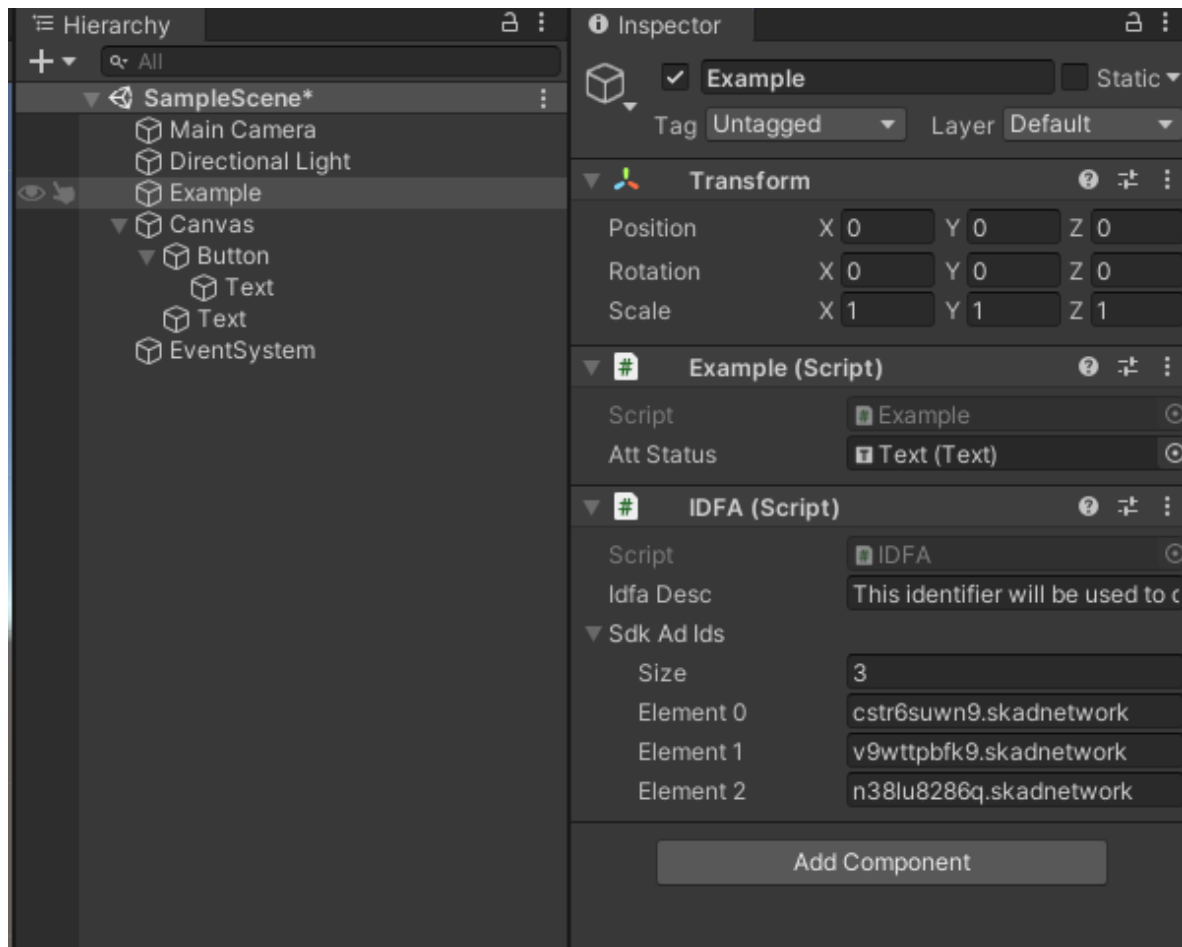
Now, you'll require to add SDKAdNetworkIds. Fortunately, this asset also supports that. And there are two easy ways to this also.

1. Add networks in a static list same as you added IDFA description. Go to GameManager.cs and put this in Awake() method.

```
IDFA.sdkAdIds.Add("cstr6suwn9.skadnetwork");  
IDFA.sdkAdIds.Add("v9wttbfbk9.skadnetwork");  
IDFA.sdkAdIds.Add("n38lu8286q.skadnetwork");
```

OR

2. Add IDFA component to any gameobject and edit SDK Ad Ids. Put as many ids as you want there.



That's it. Now go build your project.

For any query, feedback and suggestion contact us at [support@fatmachines.com](mailto:support@fatmachines.com)