Beachfront .iO

Unity Android SDK Integration Guide

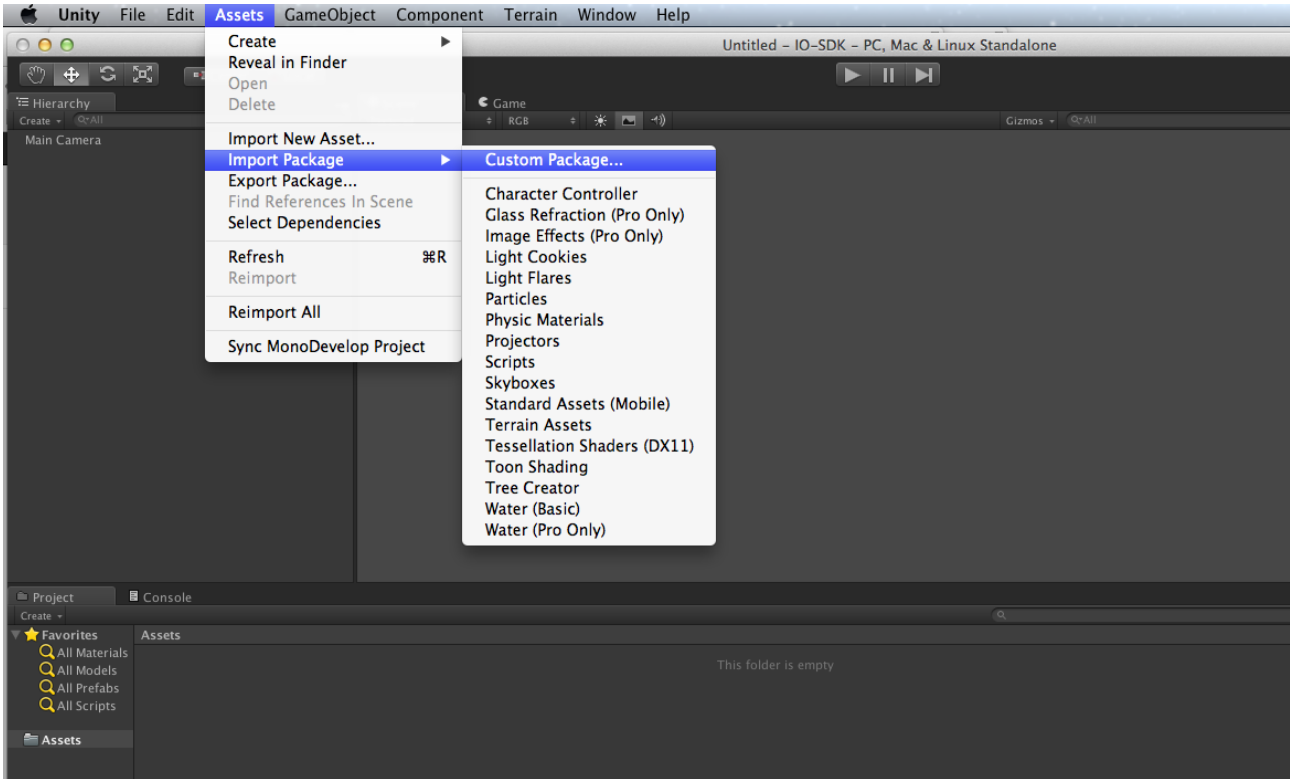
This document details the process of integrating the Beachfront .iO Ad SDK with your Unity Android Application.

Requirements

1. Beachfront .iO app ID & Ad Unit ID - Get it from here.
2. Beachfront Unity SDK - Get it from here.
3. Android 1.5 and above

Installation

1. Access the Beachfront .iO console and register your application to get your App ID & Ad unit Id. Download the Beachfront Unity SDK & import the Beachfront Unity SDK to your Unity project as a custom package. (See image.)



2. Add BF activity in the application node of AndroidManifest.xml:

```
<activity android:name="com.bfio.ad.BFIOActivity"
android:configChanges="keyboardHidden|orientation|screenSize" />
```

Make sure to have android:targetSdkVersion should be equal or greater then 13 in the manifest.

```
<uses-sdk android:targetSdkVersion="13" />
```

Add following required permissions in your AndroidManifest.xml

```
<uses-permission android:name="android.permission.READ_PHONE_STATE"/>
<uses-permission android:name="android.permission.INTERNET"/>
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
```

Once you've completed the above steps, you can start displaying ads in your application by following the simple instructions for Interstitial Ad below: In your Game Object C# script (the one from which you want to show the ad), implement the AdListener interface. This will register the Ad events with your game object.

```
public class Demo : MonoBehaviour, AdListener
```

Declare an instance variable of UnityBFIO type.

```
UnityBFIO unityBFIO;
```

Instantiate the Unity BFIO variable in the start method with the APP ID & Add Unity ID

```
unityBFIO = UnityBFIO.getInstance (appID,adUnitID, this);
```

Request Ad:

```
unityBFIO.requestAD(appID,adUnitID);
```

Show Ad:

```
unityBFIO.showAD();
```

The sample Unity Game Object class integrated with Beachfront .iO:

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

```
public class Demo : MonoBehaviour, AdListener {

private GUIStyle labelStyle = new GUIStyle();

private float centerX = Screen.width / 2;
UnityBFIO unityBFIO;
String appID = "e04fd6b0-4eb2-4dc8-b8d3-accfb7cf8043";
String adUnitID = "622834c9-3b52-4114-a531-a4bf494230ba";

// Use this for initialization
void Start ()
  {
    labelStyle.fontSize = 24;
    labelStyle.normal.textColor = Color.black;
    labelStyle.alignment = TextAnchor.MiddleCenter;
    unityBFIO = UnityBFIO.getInstance (appID,adUnitID, this);
  }

void OnGUI ()
  {
    GUI.Label(new Rect(centerX -200, 20, 400, 35), "BFIOSDK Demo",
    labelStyle);
    if (GUI.Button(new Rect(centerX - 75, 80, 150, 35), "Request Ad"))
  {
    unityBFIO.requestAD(appID,adUnitID);
  }
    if  (GUI.Button(new Rect(centerX - 75, 180, 150, 35), "Show Ad"))
  {
    unityBFIO.showAD();
  }
}


public void onInterstitialFailed(string args){
  }

public void onInterstitialStarted(string args){
  }
public void onInterstitialClicked(string args){
  }
public void onInterstitialDismissed(string args){
  }
public void onInterstitialCompleted(string args){
  }
public void onReceiveInterstitial(string args){
  unityBFIO.showAD();
  }
}
```