

Unity SDK Setup

The most up-to-date version of this documentation is available at:

<http://developers.playseeds.com/>

THE SEEDS UNITY SDK

Download Asset Packages:

- **Unity 5.x**
- **Unity 4.x**

The Seeds Unity Package is a wrapper for our Android and iOS SDKs which are built with production-tested open source components.

NOTES

- Our Unity SDK currently supports Android and iOS builds only.
- The demo only works when built for Android or iOS, and not in the Unity editor. The deep link must be configured (see **step 5**) as in-app-messaging-demo://seeds/testitem with App Key "test"
- If you're using Unity 4, please make sure you have the latest version, 4.6.8

INSTALLATION GUIDE

0. Fill out the form to get your app keys

You can try out basic Seeds functionality using the App Key "test". However, before your integration can be considered complete (ready for marketplace/app store) you must register your game with Seeds using our short form:

=> REGISTER Your GAME <=

For your *deep link URL*, we suggest using your game name for the scheme and the in-app purchase item name for the path prefix.

Example:

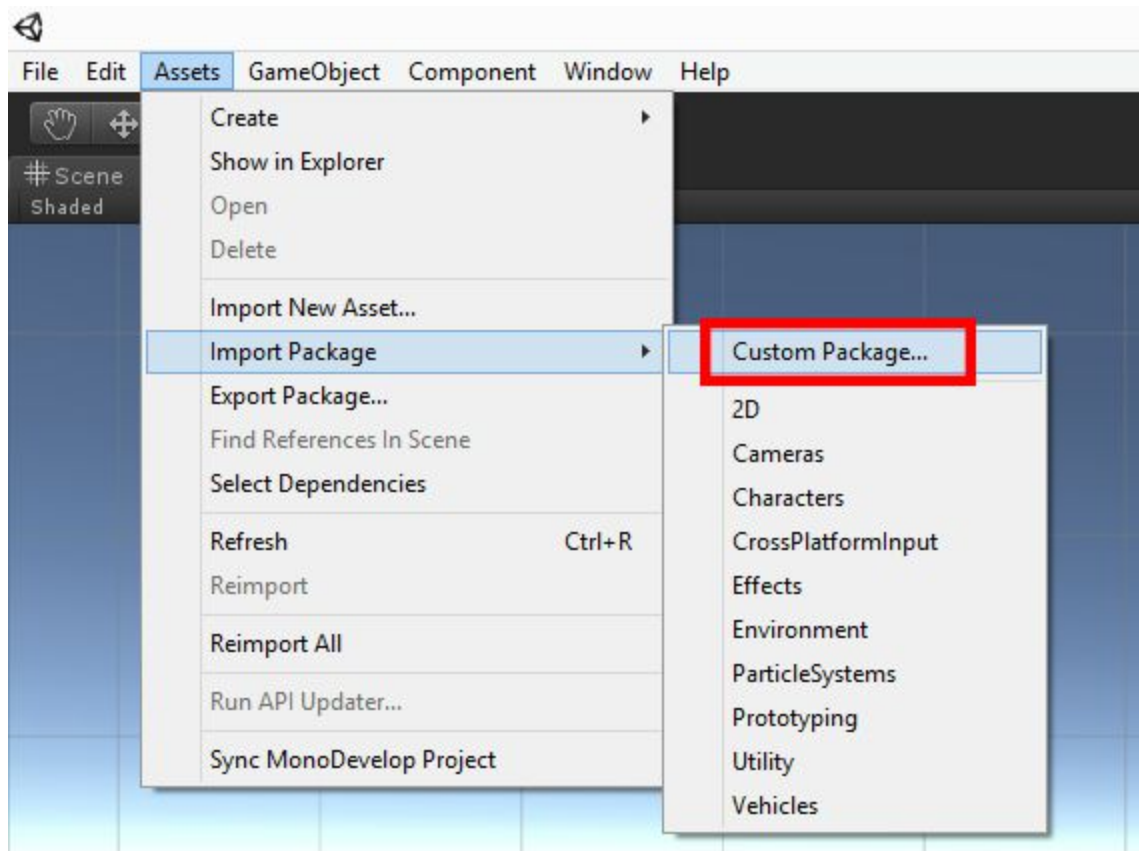
Game Name: Prof. Pac Man

Item Name: Power Up

Deep Link URL: prof-pac-man://seeds/power-up

After registering, you will receive your custom production and test app keys.

1. Import the Seeds Unity SDK into Your Project

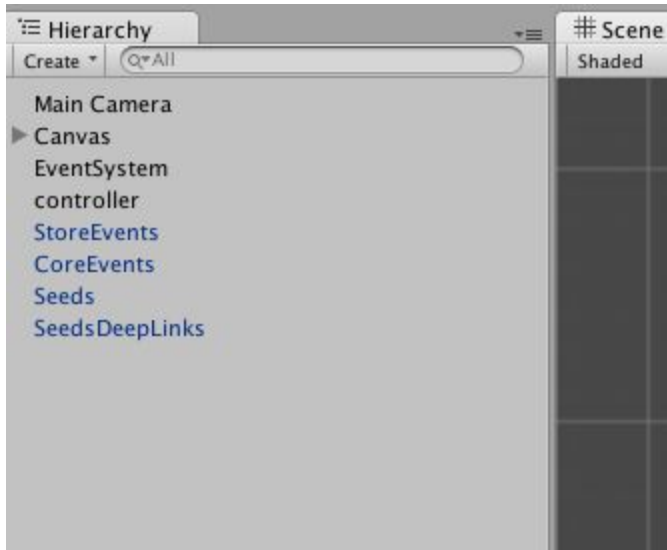


From the Unity editor "Assets" menu, select "Import Package" => "Custom Package..." and select the package you downloaded.

(Note: if you get an error saying assets/plugins or other folders are mapped to something else. Try the following workaround: 1) rename the folders with errors 2) import the Seeds package 3) rename the original folders back to their original names.)

2. Configure the Seeds prefab

Select the Seeds and Seeds Deep Links prefabs in the Project view in Assets/Seeds and drag them into the scene that loads first in your game. You should see them listed in the "Hierarchy" panel.



Click on the Seeds prefab to configure it. Use the special app key "test" for testing, for production put in your game's app key. Make sure that the "Auto Initialize" check box is checked.

3. Display the Seeds promo interstitial

Use the Seeds instance to load:

```
Seeds.Instance.RequestInAppMessage();
```

and show:

```
Seeds.Instance.ShowInAppMessage();
```

the interstitial promo in your code.

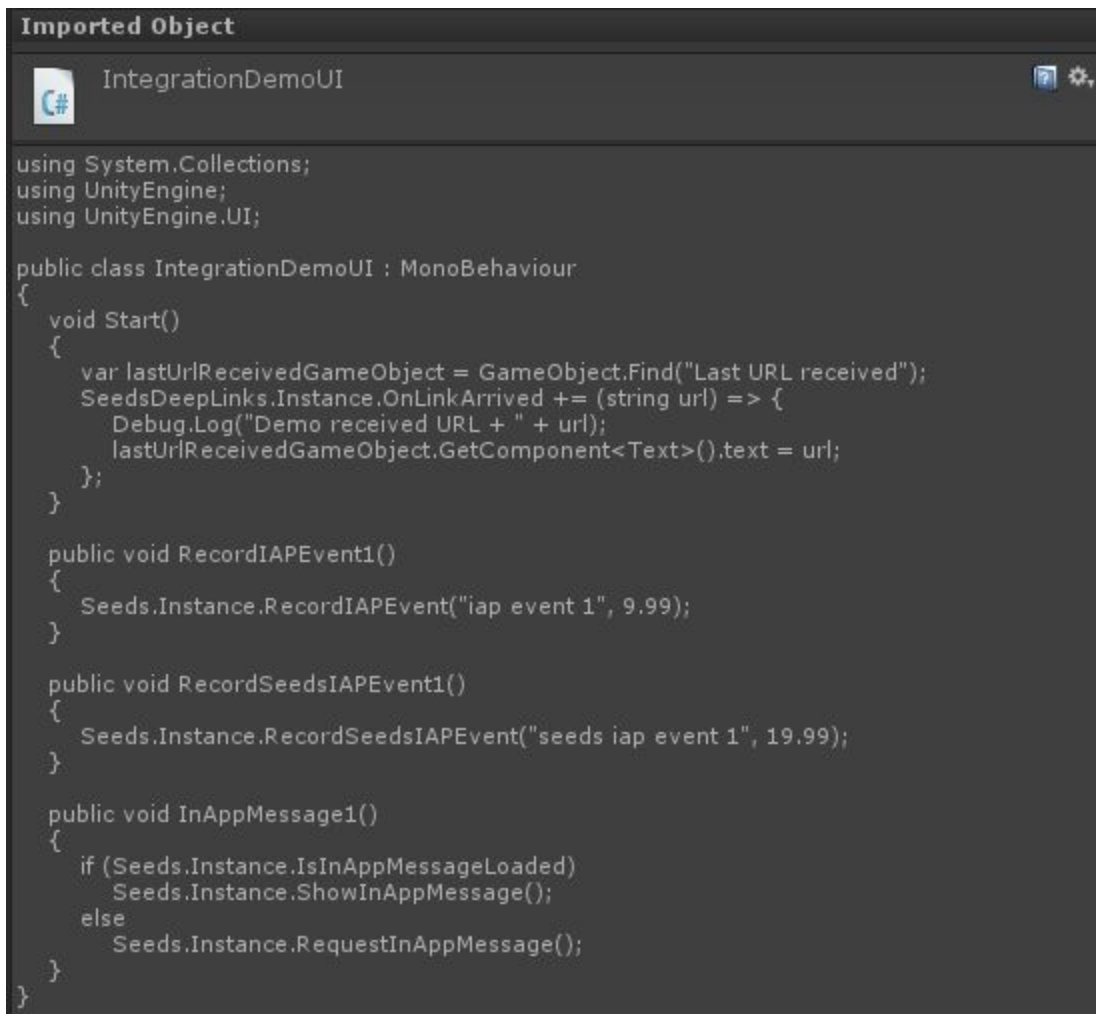
You may wish to add a helper method to your activity to accomplish these functions, e.g.:

```

public void ShowOrLoadSeedsPromo()
{
    if (Seeds.Instance.IsInAppMessageLoaded)
        Seeds.Instance.ShowInAppMessage();
    else
        Seeds.Instance.RequestInAppMessage();
}

```

****note: feel free to reference the demo script included in the asset package, shown below**



4. Track the item purchase

Easy Way

In your item purchase code, please include the following tracking code after a purchase of any item:

```
Seeds.Instance.TrackPurchase("ITEM", PRICE);
```

where ITEM is a string that is the item id and PRICE is a double representing the price of the item.

Advanced Way

This method requires being able to write code to distinguish between a Seeds purchase (one made after clicking a Seeds ad) and a non-Seeds purchase, and is only recommended for advanced coders who require more control over purchase tracking.

In your item purchase code, please include the following tracking code after a purchase of the Seeds-promoted item:

```
Seeds.Instance.RecordSeedsIAPEvent("ITEM", PRICE);
```

and for regular non-Seeds-promoted items:

```
Seeds.Instance.RecordIAPEvent("ITEM", PRICE);
```

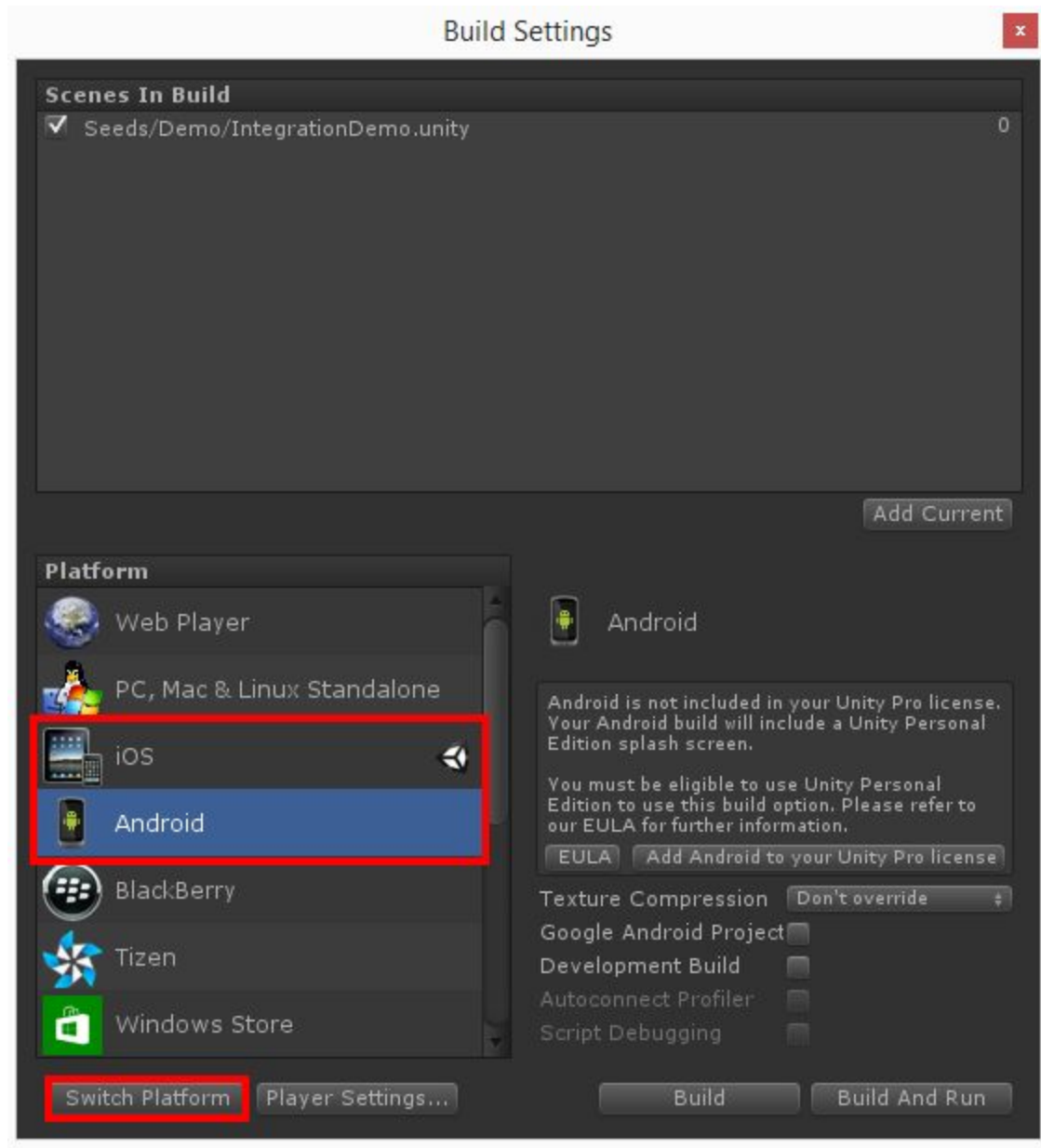
where **ITEM** is a string that is item id and **PRICE** is a double representing the price of the item.

5 Setting up Deep Links

For this step, you need to use the custom test app key that you received in step 0.

1) Ensure that you are working with the correct build settings

In order to configure Deep Links, your designated platform must be set to either **Android** or **iOS**. You can change your target platform from the **Build Settings** menu. Select **iOS** or **Android**, and then click the **Switch Platform** button.



2) Prepare prefab

Drag the SeedsDeepLinks prefab into your first-loading scene if you haven't already.

3) Configure

From the top menubar select 'Edit' => 'Seeds SDK' => 'Configure Deep Link' and input the deep link URI that will link from the ad to the in-app purchase item.

Scheme, Host, and Path Prefix correspond to these parts of the URI:

scheme://host/path-prefix

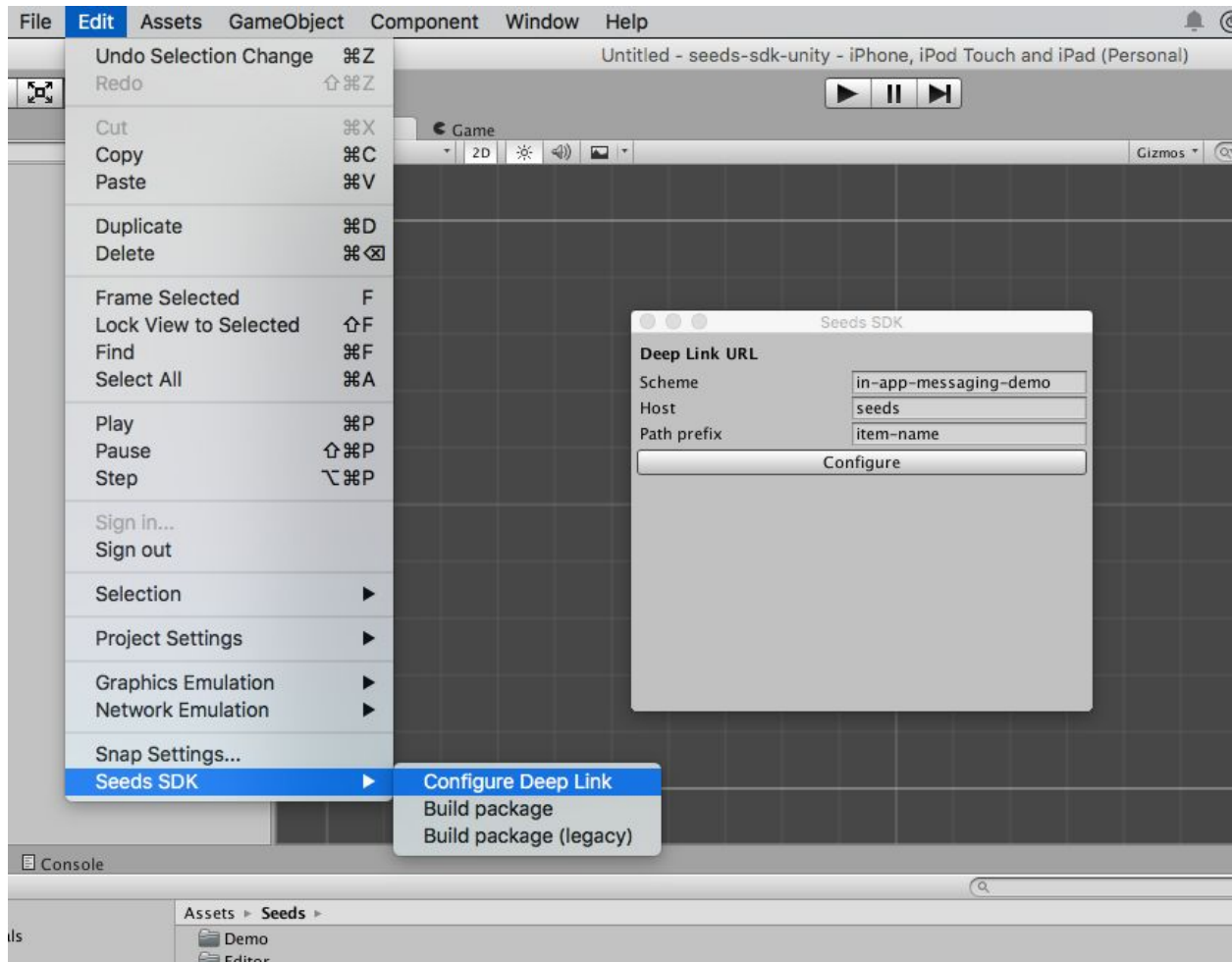
For scheme, use your game name and for path-prefix please use the in-app purchase item name.

Example:

Game Name: Prof. Pac Man

Item Name: Power Up

Deep Link URL: prof-pac-man://seeds/power-up



4) Insert code snippet

You can respond to the deep link using the code below in the `start()` method of a `MonoBehavior` in your scene, before any other Seeds code. Write code in the function that will start the in-app item purchase process:

```
SeedsDeepLinks.Instance.OnLinkArrived += (string url) => {
    // write code here to display item purchase flow
};
```

(see the demo app for [example code](#))

6 Update Your App Key

Don't forget to configure the Seeds prefab with your production app key before going live!

Also, please use your custom test app key when doing any testing in the future.

SUPPORT

- Please use the [support forum](#) or Intercom messaging (the bottom right chat icon)

We're open source! Check out the

[source code](#)