

Spil Unity Plugin

Generated by Doxygen 1.8.1.2

Wed Aug 21 2013 13:53:18

Contents

1	Namespace Index	1
1.1	Namespace List	1
2	Class Index	3
2.1	Class List	3
3	Namespace Documentation	5
3.1	Package Spil	5
3.1.1	Detailed Description	5
3.1.2	Enumeration Type Documentation	5
3.1.2.1	enviroment	5
3.1.2.2	store	5
4	Class Documentation	7
4.1	Spil.SGHelpers Class Reference	7
4.1.1	Member Function Documentation	7
4.1.1.1	GetAppName	7
4.1.1.2	GetAppVersion	7
4.1.1.3	GetUDID	7
4.2	Spil.SpilABTestListener Interface Reference	8
4.2.1	Detailed Description	8
4.2.2	Member Function Documentation	8
4.2.2.1	ABTestSessionDidEnd	8
4.2.2.2	ABTestSessionDidStart	8
4.2.2.3	ABTestSessionDiffReceived	8
4.3	Spil.SpilAdsListener Interface Reference	9
4.3.1	Detailed Description	9
4.3.2	Member Function Documentation	9
4.3.2.1	AdDidAppear	9

4.3.2.2	AdDidFailToAppear	9
4.3.2.3	AdDidFailToStart	9
4.3.2.4	AdDidStart	9
4.3.2.5	AdMoreGamesDidAppear	10
4.3.2.6	AdMoreGamesDidDismiss	10
4.3.2.7	AdMoreGamesDidFailToAppear	10
4.3.2.8	AdMoreGamesWillAppear	10
4.3.2.9	AdPopupDidDismiss	10
4.3.2.10	AdWillAppear	10
4.4	Spil.SpilAppSettingsListener Interface Reference	10
4.4.1	Detailed Description	10
4.4.2	Member Function Documentation	11
4.4.2.1	AppSettingsDidFailWithError	11
4.4.2.2	AppSettingsDidLoad	11
4.4.2.3	AppSettingsDidStartDownload	11
4.5	Spil.SpilSettings Struct Reference	11
4.5.1	Detailed Description	11
4.5.2	Member Data Documentation	11
4.5.2.1	SG_APP_SETTINGS_POLL_TIME_KEY	12
4.5.2.2	SG_ENVIRONMENT_KEY	12
4.5.2.3	SG_ENVIRONMENT_SETTINGS_URL_GET	12
4.5.2.4	SG_TRACKING_ID_KEY	12
4.6	Spil.SpilTrackingExtendedListener Interface Reference	12
4.6.1	Detailed Description	12
4.6.2	Member Function Documentation	12
4.6.2.1	TrackExtendedDidStart	12
4.6.2.2	TrackExtendedDidStop	12
4.7	SpilUnity Class Reference	13
4.7.1	Member Function Documentation	13
4.7.1.1	ABTestGetTestDiff	13
4.7.1.2	ABTestGetTestDiffForUser	14
4.7.1.3	ABTestMarkSucceedTest	14
4.7.1.4	ABTestUpdateUserInfo	14
4.7.1.5	ABTestUpdateUserInfoWith	14
4.7.1.6	AdsCacheNextInterstitial	14
4.7.1.7	AdsEnabled	15
4.7.1.8	AdsNextInterstitial	15

4.7.1.9	AdsPlaceAdAtPosition	15
4.7.1.10	AdsRemovePlacedAds	15
4.7.1.11	AdsShowMoreGames	15
4.7.1.12	GetABTest	15
4.7.1.13	GetSettings	16
4.7.1.14	GetTrackExtended	16
4.7.1.15	Initialize	16
4.7.1.16	StartAds	16
4.7.1.17	TrackAge	16
4.7.1.18	TrackEndTimedEvent	16
4.7.1.19	TrackEndTimedEventWithParameters	17
4.7.1.20	TrackError	17
4.7.1.21	TrackEvent	17
4.7.1.22	TrackEventDetailed	18
4.7.1.23	TrackEventWithParameters	18
4.7.1.24	TrackGender	18
4.7.1.25	TrackLatitude	18
4.7.1.26	TrackPage	18
4.7.1.27	TrackStartGestureScreen	19
4.7.1.28	TrackStopGestureScreen	19
4.7.1.29	TrackTimedEvent	19
4.7.1.30	TrackUserID	19

Chapter 1

Namespace Index

1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

Spil	5
--------------------------------	---

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Spil.SGHelpers	7
Spil.SpilABTestListener	8
Spil.SpilAdsListener	9
Spil.SpilAppSettingsListener	10
Spil.SpilSettings	11
Spil.SpilTrackingExtendedListener	12
SpilUnity	13

Chapter 3

Namespace Documentation

3.1 Package Spil

Classes

- class [SGHelpers](#)
- struct [SpilSettings](#)
- interface [SpilAppSettingsListener](#)
- interface [SpilAdsListener](#)
- interface [SpilABTestListener](#)
- interface [SpilTrackingExtendedListener](#)

Enumerations

- enum [enviroment](#) { [SG_ENVIRONMENT_DEV_VALUE](#) = 0, [SG_ENVIRONMENT_LIVE_VALUE](#) }
- enum [store](#) { [SG_STORE_IOS](#), [SG_STORE_AMAZON](#), [SG_STORE_GOOGLE_PLAY](#) }

3.1.1 Detailed Description

Namespace to group the [Spil](#) definitions for the unity plugin.

3.1.2 Enumeration Type Documentation

3.1.2.1 enum [Spil.enviroment](#)

Type of environment supported in the configurations

3.1.2.2 enum [Spil.store](#)

Number of stores supported in the configurations

Chapter 4

Class Documentation

4.1 Spil.SGHelpers Class Reference

Static Public Member Functions

- static string [GetUDID](#) ()
- static string [GetAppVersion](#) ()
- static string [GetAppName](#) ()

4.1.1 Member Function Documentation

4.1.1.1 static string Spil.SGHelpers.GetAppName () [inline],[static]

Get the current name of the app from the Info.plist

Returns

The CFBundleName entry in the Info.plist

4.1.1.2 static string Spil.SGHelpers.GetAppVersion () [inline],[static]

Get the current version of the app from the Info.plist

Returns

The CFBundleVersion entry in the Info.plist

4.1.1.3 static string Spil.SGHelpers.GetUDID () [inline],[static]

Get the UDID generated for this device.

Returns

The UDID generated for this device.

The documentation for this class was generated from the following file:

- /Users/ignacio/Documents/native-unity-plugin/src/Assets/Plugins/Spil/SGHelpers.cs

4.2 Spil.SpilABTestListener Interface Reference

Public Member Functions

- void [ABTestSessionDidStart](#) ()
- void [ABTestSessionDidEnd](#) ()
- void [ABTestSessionDiffReceived](#) (JsonData diffs)

4.2.1 Detailed Description

Interface to listen the events triggerred by the A/B Testing subsystem

4.2.2 Member Function Documentation

4.2.2.1 void Spil.SpilABTestListener.ABTestSessionDidEnd ()

Method to call back after the a/b test subsystem is successfully ended.

4.2.2.2 void Spil.SpilABTestListener.ABTestSessionDidStart ()

Method to call back after the a/b test subsystem is successfully started.

4.2.2.3 void Spil.SpilABTestListener.ABTestSessionDiffReceived (JsonData *diffs*)

Method to call back after the a/b test subsystem receive the differences to apply over the original version. The differences come expressed as an array of objects. These objects are represented as dictionaries, where, always are defined the following keys:

- **uid**: an ID for this resource to test. A resource can contain many elements to test. Details in the next entry.
- **diff**: a dictionary with all the changes to apply to this resource. In this resource, many elements could be changed, for each element, an entry will appear in this dictionary. Each of this entry will contain a dictionary with exactly 2 keys: "new" and "old", refering to the original and value to replace with.
- **item_class**: unused for the moment.

The documentation for this interface was generated from the following file:

- /Users/ignacio/Documents/native-unity-plugin/src/Assets/Plugins/Spil/SpilUnity.cs

4.3 Spil.SpilAdsListener Interface Reference

Public Member Functions

- void [AdDidStart](#) ()
- void [AdDidFailToStart](#) (string error)
- void [AdWillAppear](#) ()
- void [AdDidAppear](#) ()
- void [AdDidFailToAppear](#) (string error)
- void [AdMoreGamesWillAppear](#) ()
- void [AdMoreGamesDidAppear](#) ()
- void [AdMoreGamesDidFailToAppear](#) (string error)
- void [AdMoreGamesDidDismiss](#) ()
- void [AdPopupDidDismiss](#) ()

4.3.1 Detailed Description

Interface to listen the events triggered by the Ads subsystem.

4.3.2 Member Function Documentation

4.3.2.1 void Spil.SpilAdsListener.AdDidAppear ()

Method to call back after the ad is displayed. This method is only called if the ads are enabled to be displayed (enable-Ads:YES).

4.3.2.2 void Spil.SpilAdsListener.AdDidFailToAppear (string error)

Method to call back if the ad couldn't be displayed due to any reason.

Parameters

<i>error</i>	The reason why the ad failed to be displayed.
--------------	---

4.3.2.3 void Spil.SpilAdsListener.AdDidFailToStart (string error)

Method to call back after if the ad subsystem couldn't be started due to any reason.

Parameters

<i>error</i>	The reason why the ad subsystem failed to start.
--------------	--

4.3.2.4 void Spil.SpilAdsListener.AdDidStart ()

Method to call back after the ad subsystem is successfully started.

4.3.2.5 void Spil.SpilAdsListener.AdMoreGamesDidAppear ()

Method to call back after the more games' screen is displayed.

4.3.2.6 void Spil.SpilAdsListener.AdMoreGamesDidDismiss ()

Method to call back if the more games' screen was dismissed.

4.3.2.7 void Spil.SpilAdsListener.AdMoreGamesDidFailToAppear (string *error*)

Method to call back if the more games' screen couldn't be displayed due to any reason.

Parameters

<i>error</i>	The reason why the more games' screen failed to be displayed.
--------------	---

4.3.2.8 void Spil.SpilAdsListener.AdMoreGamesWillAppear ()

Method to call back before the next more games' screen is going to be shown.

4.3.2.9 void Spil.SpilAdsListener.AdPopupDidDismiss ()

Method to call back if the ad' popup was dismissed.

4.3.2.10 void Spil.SpilAdsListener.AdWillAppear ()

Method to call back before the next ad is going to be displayed. This method is called every time the timer reach 0, regardless if the ad should be shown or not (enableAds is set to NO).

The documentation for this interface was generated from the following file:

- /Users/ignacio/Documents/native-unity-plugin/src/Assets/Plugins/Spil/SpilUnity.cs

4.4 Spil.SpilAppSettingsListener Interface Reference

Public Member Functions

- void [AppSettingsDidLoad](#) (JsonData data)
- void [AppSettingsDidFailWithError](#) (string error)
- void [AppSettingsDidStartDownload](#) ()

4.4.1 Detailed Description

Interface to listen the responses from the App Settings subsystem

4.4.2 Member Function Documentation

4.4.2.1 void Spil.SpilAppSettingsListener.AppSettingsDidFailWithError (string *error*)

Method to call back in case the settings couldn't be loaded. Usually the reasons to call this method will be:

- if there is any parsing error in the remote settings and in the local settings.
- if there is a connection error, and the file of the defaults can be found locally.

Parameters

<i>error</i>	Error describing what was wrong.
--------------	----------------------------------

4.4.2.2 void Spil.SpilAppSettingsListener.AppSettingsDidLoad (JsonData *data*)

Method to call back when the settings are finally loaded. This methods will receive the settings loaded in the form of a JSON object. The developers should know the structure of the object since they created the default settings file.

Parameters

<i>data</i>	The settings loaded. The format and the values are defined by the developer of the app.
-------------	---

4.4.2.3 void Spil.SpilAppSettingsListener.AppSettingsDidStartDownload ()

Method to call back when the download of the settings has been started.

The documentation for this interface was generated from the following file:

- /Users/ignacio/Documents/native-unity-plugin/src/Assets/Plugins/Spil/SpilUnity.cs

4.5 Spil.SpilSettings Struct Reference

Public Attributes

- [enviroment](#) [SG_ENVIRONMENT_KEY](#)
- [string](#) [SG_ENVIRONMENT_SETTINGS_URL_GET](#)
- [float](#) [SG_APP_SETTINGS_POLL_TIME_KEY](#)
- [string](#) [SG_TRACKING_ID_KEY](#)
- [store](#) [SG_STORE_ID](#)

4.5.1 Detailed Description

Settings to pass to the native application

4.5.2 Member Data Documentation

4.5.2.1 float Spil.SpilSettings.SG_APP_SETTINGS_POLL_TIME_KEY

Time in seconds to scan for the default settings. Only is used if SG_ENVIRONMENT_KEY is set to SG_ENVIRONMENT_DEV_VALUE.

4.5.2.2 enviroment Spil.SpilSettings.SG_ENVIRONMENT_KEY

Type of enviroment to use

4.5.2.3 string Spil.SpilSettings.SG_ENVIRONMENT_SETTINGS.URL_GET

URL to get the app settings file. Required if SG_ENVIRONMENT_KEY is set to SG_ENVIRONMENT_DEV_VALUE.

4.5.2.4 string Spil.SpilSettings.SG_TRACKING.ID_KEY

Application ID in the tracking system.

The documentation for this struct was generated from the following file:

- /Users/ignacio/Documents/native-unity-plugin/src/Assets/Plugins/Spil/SpilUnity.cs

4.6 Spil.SpilTrackingExtendedListener Interface Reference

Public Member Functions

- void [TrackExtendedDidStart](#) ()
- void [TrackExtendedDidStop](#) ()

4.6.1 Detailed Description

Interface to listen the responses from the Extended Tracking subsystem

4.6.2 Member Function Documentation

4.6.2.1 void Spil.SpilTrackingExtendedListener.TrackExtendedDidStart ()

Method to call back when the any of the extended trackers are started. If the camera tracker is set up this method is called after the confirmation pop up is done, and if there is at least one tracker active. When the camera tracker is not set up, this method is called when any of the other are activated.

4.6.2.2 void Spil.SpilTrackingExtendedListener.TrackExtendedDidStop ()

Method to call back when ALL the extended trackers are stopped. This is an informative call.

The documentation for this interface was generated from the following file:

- /Users/ignacio/Documents/native-unity-plugin/src/Assets/Plugins/Spil/SpilUnity.cs

4.7 SpilUnity Class Reference

Public Member Functions

- void **Awake** ()
- void **OnApplicationQuit** ()
- void **Initialize** (string appId, string authToken, [SpilSettings](#) configs)
- void **GetSettings** ([SpilAppSettingsListener](#) listener)
- void **StartAds** ([SpilAdsListener](#) listener)
- void **AdsNextInterstitial** ()
- void **AdsShowMoreGames** ()
- void **AdsEnabled** (bool state)
- void **AdsCacheNextInterstitial** ()
- bool **AdsPlaceAdAtPosition** (float x, float y, float w, float h)
- void **AdsRemovePlacedAds** ()
- void **GetTrackExtended** ([SpilTrackingExtendedListener](#) listener)
- void **TrackPage** (string page)
- void **StartTracking** ()
- void **StopTracking** ()
- void **TrackEvent** (string evt)
- void **TrackEventDetailed** (string category, string action, string label, int val)
- void **TrackEventWithParameters** (string evt, Dictionary< string, string > parameters)
- void **TrackTimedEvent** (string evt)
- void **TrackEndTimedEvent** (string evt)
- void **TrackEndTimedEventWithParameters** (string evt, Dictionary< string, string > parameters)
- void **TrackError** (string evt, string message, Exception exception)
- void **TrackUserID** (string userID)
- void **TrackAge** (int age)
- void **TrackGender** (bool male)
- void **TrackLatitude** (double latitude, double longitude, double horizontalAccuracy, double verticalAccuracy)
- void **TrackStartGestureScreen** (string screenName)
- void **TrackStopGestureScreen** ()
- void **GetABTest** ([SpilABTestListener](#) listener)
- void **ABTestUpdateUserInfo** ()
- void **ABTestUpdateUserInfoWith** (Dictionary< string, string > info)
- void **ABTestGetTestDiff** ()
- void **ABTestGetTestDiffForUser** (string user)
- void **ABTestMarkSucceedTest** (string name, Dictionary< string, string > parameters)

Properties

- static [SpilUnity](#) **Instance** [get]

4.7.1 Member Function Documentation

4.7.1.1 void SpilUnity.ABTestGetTestDiff () [inline]

Send a request to retrieve the test differences for this user (MAC Address). The differences will be sent asynchronously to the ABTestDelegate implemented and set in the getABTest method.

4.7.1.2 void SpilUnity.ABTestGetTestDiffForUser (string *user*) [inline]

For development purposes only. Send a request to retrieve the test differences for this user. The differences will be sent asynchronously to the ABTestDelegate implemented and set in the getABTest method.

Parameters

<i>user</i>	The user to force the different variants of the A/B test.
-------------	---

4.7.1.3 void SpilUnity.ABTestMarkSucceedTest (string *name*, Dictionary< string, string > *parameters*) [inline]

Mark a particular resource as a success with the parameters that lead to that success. This method should be called with the exact name of the resource and also it must be called with the control version to be able to compare results.

Parameters

<i>name</i>	The name of the resource to mark as a successful one.
<i>params</i>	A dictionary with extra parameters relevant for the analysis of the action called.

4.7.1.4 void SpilUnity.ABTestUpdateUserInfo () [inline]

Update the user basic information to create segments and improve A/B tests. This method will send:

- Country
- Language
- Device (ipad, ipod, iphone)
- OS Platform (version)

4.7.1.5 void SpilUnity.ABTestUpdateUserInfoWith (Dictionary< string, string > *info*) [inline]

Update the user information to create segments and improve A/B tests. This method will send the basic information (

See Also

abtestUpdateUserInfo) plus all the information included in the extra info

Parameters

<i>extraInfo</i>	A dictionary with all the extra parameter we want to submit.
------------------	--

4.7.1.6 void SpilUnity.AdsCacheNextInterstitial () [inline]

Cache the next intersitial ad.

4.7.1.7 void SpilUnity.AdsEnabled (bool *state*) [inline]

Turn on/off if the ads should be displayed. The ads are displayed by default. For gameplay screens should be turned off. After return to the menus should be turned on again.

Parameters

<i>state</i>	Indicates if the ads should be displayed or not.
--------------	--

4.7.1.8 void SpilUnity.AdsNextInterstitial () [inline]

The ads are displayed based on a timer, this method force the ad to be shown right away, and the timer is reset.

4.7.1.9 bool SpilUnity.AdsPlaceAdAtPosition (float *x*, float *y*, float *w*, float *h*) [inline]

Place one of the interstitial assets over the container filling the area specified. The area specifies the relative position to the container position and the dimensions of the space to be filled. If the area falls outside the container area, nothing will be shown and a message will be printed on the console. The area can be equal to the area of the container view. This method returns immediately, although, the image can be applied later due to the asynchronous nature of chartboost.

Parameters

<i>x</i>	The x position on the screen.
<i>y</i>	The y position on the screen.
<i>w</i>	The max desired width of the ad.
<i>h</i>	The max desired height of the ad.

Returns

false if any of the conditions are not met, true otherwise.

4.7.1.10 void SpilUnity.AdsRemovePlacedAds () [inline]

Remove the advertisements from their supervIEWS.

4.7.1.11 void SpilUnity.AdsShowMoreGames () [inline]

Force to show the More Games screen.

4.7.1.12 void SpilUnity.GetABTest (SpilABTestListener *listener*) [inline]

Method to set the ABTestListener and receive the proper notifications from it.

Parameters

<i>delegate</i>	The delegate to handle the events generated by the A/B test subsystem.
-----------------	--

4.7.1.13 void SpilUnity.GetSettings (SpilAppSettingsListener listener) [inline]

Method to retrieve the AppSettings for this app. A delegate is required in order to deliver the settings downloaded from the server or loaded from the default files.

Parameters

<i>listener</i>	The listener to handle the response of the AppSettings subsystem.
-----------------	---

4.7.1.14 void SpilUnity.GetTrackExtended (SpilTrackingExtendedListener listener) [inline]

Method to set up the SpilTrackingExtendedListener for the extended tracking events. This listener is optional, but its usage it's encouraged since this will guarantee the calls made are actually efective and not dropped because the extended tracking wasn't started yet.

4.7.1.15 void SpilUnity.Initialize (string appID, string authToken, SpilSettings configs) [inline]

Create a [Spil](#) object singleton with an application ID and authentication token that will be used along the framework for multiple services. Also you must specify some configurations to control the behavior of the framework. Most important, if the framework should act like a development environment or a production environment. Some validations about the configurations are made, if one fails, an error is written in the console log.

Parameters

<i>appID</i>	The application ID provided by Spil Games , it can't be null.
<i>authToken</i>	The authentication token provided by Spil Games , it can't be null.
<i>configs</i>	A reference to a SpilSettings struct with the posible settings to be used by spil framework.

4.7.1.16 void SpilUnity.StartAds (SpilAdsListener listener) [inline]

Method to set the SpilAdsListener and receive the proper notifications from it.

Parameters

<i>listener</i>	The listener to handle the events generated by the Ads subsystem.
-----------------	---

4.7.1.17 void SpilUnity.TrackAge (int age) [inline]

Track the age of the user is logged in the application. Useful for demographic information.

Parameters

<i>age</i>	The age to track.
------------	-------------------

4.7.1.18 void SpilUnity.TrackEndTimedEvent (string evt) [inline]

Track requesto to register the end of an event that was started. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the end timestamp(epoch) is issued.

Parameters

<i>event</i>	The event to track. Should match with the starting event.
--------------	---

See Also

trackTimedEvent: .

4.7.1.19 void SpilUnity.TrackEndTimedEventWithParameters (string evt, Dictionary< string, string > *parameters*) [inline]

Track request to register the end of an event that was started. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the end timestamp(epoch) is issued.

Parameters

<i>event</i>	The event to track. Should match with the starting event.
--------------	---

See Also

trackTimedEvent: .

Parameters

<i>params</i>	The parameters when the event was finished.
---------------	---

4.7.1.20 void SpilUnity.TrackError (string evt, string *message*, Exception *exception*) [inline]

Track request to register an error that has occurred in the application.

Parameters

<i>event</i>	The event to track.
<i>msg</i>	The message with the detail of the error.
<i>exception</i>	The exception that causes the error.

4.7.1.21 void SpilUnity.TrackEvent (string evt) [inline]

Track request to register an event. The event could be actions taken on some object like unlocking an achievement, or a getting a hi score. In google analytics jargon they will be register as a "category"="event" and the event passed as parameter as the action taken. In flurry jargon, an event with parameters is created and the parameters match with google analytics (category,action,label,value)

Parameters

<i>event</i>	The event to track.
--------------	---------------------

4.7.1.22 void SpilUnity.TrackEventDetailed (string *category*, string *action*, string *label*, int *val*) [inline]

Track request to register an event under a particular category. The parameters match with the google analytics' ones. For flurry, a event with parameters is issued.

Parameters

<i>category</i>	The category for this event.
<i>action</i>	The action took on that category.
<i>label</i>	Optional. A string label to specify something about the action.
<i>value</i>	Optional. A integer value. useful to specify error codes.

4.7.1.23 void SpilUnity.TrackEventWithParameters (string *evt*, Dictionary< string, string > *parameters*) [inline]

Track request to register an event with particular parameters. This match the Flurry's logEvent:withParameters:. It's not supported for GAN.

Parameters

<i>event</i>	The event to track
<i>params</i>	Additional parameters to attach to the event.

4.7.1.24 void SpilUnity.TrackGender (bool *male*) [inline]

Track the gender of the user is logged in the application. Useful for demographic information.

Parameters

<i>male</i>	YES TRUE if the player is male, NO FALSE if the player is female.
-------------	---

4.7.1.25 void SpilUnity.TrackLatitude (double *latitude*, double *longitude*, double *horizontalAccuracy*, double *verticalAccuracy*) [inline]

Track the location information of the player if it's available. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the information of the location (latitude, longitude and accuracy) is issued.

Parameters

<i>latitude</i>	The latitude where the device is. (it's a double value)
<i>longitude</i>	The longitude where the device is. (it's a double value).
<i>hAccuracy</i>	The horizontal accuracy of the measurement. (it's a double value).
<i>vAccuracy</i>	The vertical accuracy of the measurement. (it's a double value).

4.7.1.26 void SpilUnity.TrackPage (string *page*) [inline]

Track request to register a particular page. It can be used to keep track of the current screen separately from the events. If the session is not started yet, this request is ignored.

Parameters

<i>page</i>	The page name/url to track.
-------------	-----------------------------

4.7.1.27 void SpilUnity.TrackStartGestureScreen (string *screenName*) [inline]

Start the recording of the gestures for a new screen, the gestures for this screen will be stored together regarding how many times this screen has been started.

Parameters

<i>screenName</i>	The name of the screen to record.
-------------------	-----------------------------------

4.7.1.28 void SpilUnity.TrackStopGestureScreen () [inline]

Stop the recording gestures for this screen, the gestures are drop until you start a new screen.

4.7.1.29 void SpilUnity.TrackTimedEvent (string *evt*) [inline]

Track requesto to register the start of an event that should end in a finite time. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the start timestamp(epoch) is issued.

Parameters

<i>event</i>	The event to track.
--------------	---------------------

4.7.1.30 void SpilUnity.TrackUserID (string *userID*) [inline]

Track the user ID that logged in the application. Useful to keep track of how many users return to the application.

Parameters

<i>userID</i>	The user ID to track.
---------------	-----------------------

The documentation for this class was generated from the following file:

- /Users/ignacio/Documents/native-unity-plugin/src/Assets/Plugins/Spil/SpilUnity.cs

Index

ABTestGetTestDiff
 SpilUnity, 13

ABTestGetTestDiffForUser
 SpilUnity, 13

ABTestMarkSucceedTest
 SpilUnity, 14

ABTestSessionDidEnd
 Spil::SpilABTestListener, 8

ABTestSessionDidStart
 Spil::SpilABTestListener, 8

ABTestSessionDiffReceived
 Spil::SpilABTestListener, 8

ABTestUpdateUserInfo
 SpilUnity, 14

ABTestUpdateUserInfoWith
 SpilUnity, 14

AdDidAppear
 Spil::SpilAdsListener, 9

AdDidFailToAppear
 Spil::SpilAdsListener, 9

AdDidFailToStart
 Spil::SpilAdsListener, 9

AdDidStart
 Spil::SpilAdsListener, 9

AdMoreGamesDidAppear
 Spil::SpilAdsListener, 9

AdMoreGamesDidDismiss
 Spil::SpilAdsListener, 10

AdMoreGamesDidFailToAppear
 Spil::SpilAdsListener, 10

AdMoreGamesWillAppear
 Spil::SpilAdsListener, 10

AdPopupDidDismiss
 Spil::SpilAdsListener, 10

AdWillAppear
 Spil::SpilAdsListener, 10

AdsCacheNextInterstitial
 SpilUnity, 14

AdsEnabled
 SpilUnity, 14

AdsNextInterstitial
 SpilUnity, 15

AdsPlaceAdAtPosition
 SpilUnity, 15

AdsRemovePlacedAds
 SpilUnity, 15

AdsShowMoreGames
 SpilUnity, 15

AppSettingsDidFailWithError
 Spil::SpilAppSettingsListener, 11

AppSettingsDidLoad
 Spil::SpilAppSettingsListener, 11

AppSettingsDidStartDownload
 Spil::SpilAppSettingsListener, 11

environment
 Spil, 5

GetABTest
 SpilUnity, 15

GetAppName
 Spil::SGHelpers, 7

GetAppVersion
 Spil::SGHelpers, 7

GetSettings
 SpilUnity, 15

GetTrackExtended
 SpilUnity, 16

GetUDID
 Spil::SGHelpers, 7

Initialize
 SpilUnity, 16

SG_ENVIRONMENT_KEY
 Spil::SpilSettings, 12

Spil, 5
 environment, 5
 store, 5

Spil.SGHelpers, 7

Spil.SpilABTestListener, 8

Spil.SpilAdsListener, 9

Spil.SpilAppSettingsListener, 10

Spil.SpilSettings, 11

Spil.SpilTrackingExtendedListener, 12

Spil::SGHelpers
 GetAppName, 7
 GetAppVersion, 7
 GetUDID, 7

Spil::SpilABTestListener
 ABTestSessionDidEnd, 8

- ABTestSessionDidStart, [8](#)
- ABTestSessionDiffReceived, [8](#)
- Spil::SpilAdsListener
 - AdDidAppear, [9](#)
 - AdDidFailToAppear, [9](#)
 - AdDidFailToStart, [9](#)
 - AdDidStart, [9](#)
 - AdMoreGamesDidAppear, [9](#)
 - AdMoreGamesDidDismiss, [10](#)
 - AdMoreGamesDidFailToAppear, [10](#)
 - AdMoreGamesWillAppear, [10](#)
 - AdPopupDidDismiss, [10](#)
 - AdWillAppear, [10](#)
- Spil::SpilAppSettingsListener
 - AppSettingsDidFailWithError, [11](#)
 - AppSettingsDidLoad, [11](#)
 - AppSettingsDidStartDownload, [11](#)
- Spil::SpilTrackingExtendedListener
 - TrackExtendedDidStart, [12](#)
 - TrackExtendedDidStop, [12](#)
- SpilUnity, [13](#)
 - ABTestGetTestDiff, [13](#)
 - ABTestGetTestDiffForUser, [13](#)
 - ABTestMarkSucceedTest, [14](#)
 - ABTestUpdateUserInfo, [14](#)
 - ABTestUpdateUserInfoWith, [14](#)
 - AdsCacheNextInterstitial, [14](#)
 - AdsEnabled, [14](#)
 - AdsNextInterstitial, [15](#)
 - AdsPlaceAdAtPosition, [15](#)
 - AdsRemovePlacedAds, [15](#)
 - AdsShowMoreGames, [15](#)
 - GetABTest, [15](#)
 - GetSettings, [15](#)
 - GetTrackExtended, [16](#)
 - Initialize, [16](#)
 - StartAds, [16](#)
 - TrackAge, [16](#)
 - TrackEndTimedEvent, [16](#)
 - TrackEndTimedEventWithParameters, [17](#)
 - TrackError, [17](#)
 - TrackEvent, [17](#)
 - TrackEventDetailed, [17](#)
 - TrackEventWithParameters, [18](#)
 - TrackGender, [18](#)
 - TrackLatitude, [18](#)
 - TrackPage, [18](#)
 - TrackStartGestureScreen, [19](#)
 - TrackStopGestureScreen, [19](#)
 - TrackTimedEvent, [19](#)
 - TrackUserID, [19](#)
- StartAds
 - SpilUnity, [16](#)
- store
 - Spil, [5](#)
- TrackAge
 - SpilUnity, [16](#)
- TrackEndTimedEvent
 - SpilUnity, [16](#)
- TrackEndTimedEventWithParameters
 - SpilUnity, [17](#)
- TrackError
 - SpilUnity, [17](#)
- TrackEvent
 - SpilUnity, [17](#)
- TrackEventDetailed
 - SpilUnity, [17](#)
- TrackEventWithParameters
 - SpilUnity, [18](#)
- TrackExtendedDidStart
 - Spil::SpilTrackingExtendedListener, [12](#)
- TrackExtendedDidStop
 - Spil::SpilTrackingExtendedListener, [12](#)
- TrackGender
 - SpilUnity, [18](#)
- TrackLatitude
 - SpilUnity, [18](#)
- TrackPage
 - SpilUnity, [18](#)
- TrackStartGestureScreen
 - SpilUnity, [19](#)
- TrackStopGestureScreen
 - SpilUnity, [19](#)
- TrackTimedEvent
 - SpilUnity, [19](#)
- TrackUserID
 - SpilUnity, [19](#)