

## Spil Unity Plugin

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## Chapter 1

# Deprecated List

Member [SpilUnity.GetABTest](#) (SpilABTestListener listener)

Member [SpilUnity.GetSettings](#) (SpilAppSettingsListener listener)

Member [SpilUnity.StartAds](#) (SpilAdsListener listener)





## Chapter 2

# Namespace Index

### 2.1 Namespace List

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

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## Chapter 3

# Class Index

### 3.1 Class List

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

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## Chapter 4

# Namespace Documentation

### 4.1 Package Spil

#### Classes

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

#### Enumerations

- enum [Enviroment](#) { [SG\\_ENVIRONMENT\\_DEV\\_VALUE](#) = 0, [SG\\_ENVIRONMENT\\_LIVE\\_VALUE](#) }
- enum [Orientation](#) { [SG\\_LANDSCAPE](#) = 0, [SG\\_PORTRAIT](#) }
- enum [Store](#) { [SG\\_STORE\\_IOS](#), [SG\\_STORE\\_AMAZON](#), [SG\\_STORE\\_GOOGLE\\_PLAY](#) }

#### 4.1.1 Detailed Description

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

#### 4.1.2 Enumeration Type Documentation

##### 4.1.2.1 enum [Spil.Enviroment](#)

Type of environment supported in the configurations

##### 4.1.2.2 enum [Spil.Store](#)

Number of stores supported in the configurations



## Chapter 5

# Class Documentation

### 5.1 Spil.IgaPanel Class Reference

#### Public Attributes

- [SpilUnity](#) **spilUnity**
- Texture2D **texture**
- string **link**
- string **adId**

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

- /Users/ignacio/Documents/native-unity-plugin/demos/sample/Assets/Plugins/Spil/Resources/IgaPanel.cs

### 5.2 Spil.SGHelpers Class Reference

#### Static Public Member Functions

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

#### 5.2.1 Member Function Documentation

##### 5.2.1.1 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

#### 5.2.1.2 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

#### 5.2.1.3 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/demos/sample/Assets/Plugins/Spil/SGHelpers.cs

## 5.3 Spil.SpilABTestListener Interface Reference

### Public Member Functions

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

#### 5.3.1 Detailed Description

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

#### 5.3.2 Member Function Documentation

##### 5.3.2.1 void Spil.SpilABTestListener.ABTestSessionDidEnd ( )

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

##### 5.3.2.2 void Spil.SpilABTestListener.ABTestSessionDidStart ( )

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

##### 5.3.2.3 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", referring 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/demos/sample/Assets/Plugins/Spil/SpilABTestListener.cs

## 5.4 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](#) ()

### 5.4.1 Detailed Description

Interface to listen the events triggered by the Ads subsystem.

### 5.4.2 Member Function Documentation

#### 5.4.2.1 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).

#### 5.4.2.2 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.
--------------	---

#### 5.4.2.3 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.
--------------	--

#### 5.4.2.4 void Spil.SpilAdsListener.AdDidStart ( )

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

#### 5.4.2.5 void Spil.SpilAdsListener.AdMoreGamesDidAppear ( )

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

#### 5.4.2.6 void Spil.SpilAdsListener.AdMoreGamesDidDismiss ( )

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

#### 5.4.2.7 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.
--------------	---

#### 5.4.2.8 void Spil.SpilAdsListener.AdMoreGamesWillAppear ( )

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

#### 5.4.2.9 void Spil.SpilAdsListener.AdPopupDidDismiss ( )

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

#### 5.4.2.10 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/demos/sample/Assets/Plugins/Spil/SpilAdsListener.cs

## 5.5 Spil.SpilAppSettingsListener Interface Reference

## Public Member Functions

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

### 5.5.1 Detailed Description

Interface to listen the responses from the App Settings subsystem

### 5.5.2 Member Function Documentation

#### 5.5.2.1 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.
--------------	----------------------------------

#### 5.5.2.2 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.
-------------	---

#### 5.5.2.3 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/demos/sample/Assets/Plugins/Spil/SpilAppSettingsListener.cs

## 5.6 Spil.SpilInGameAdsListener Interface Reference

### Public Member Functions

- void [AdDidLoadIngameAsset](#) (GameObject billboard)
- void [AdDidFailIngameAsset](#) (string error)

### 5.6.1 Member Function Documentation

#### 5.6.1.1 void Spil.SpilInGameAdsListener.AdDidFailIngameAsset ( string *error* )

Method to call back if IGA has any problem while been loaded

#### 5.6.1.2 void Spil.SpilInGameAdsListener.AdDidLoadIngameAsset ( GameObject *billboard* )

Method to call back if IGA has been loaded.

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

- /Users/ignacio/Documents/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilInGameAdsListener.cs

## 5.7 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](#)

### 5.7.1 Detailed Description

Settings to pass to the native application

### 5.7.2 Member Data Documentation

#### 5.7.2.1 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\_ENVIRONME-NT\_DEV\_VALUE.

#### 5.7.2.2 Enviroment Spil.SpilSettings.SG\_ENVIRONMENT\_KEY

Type of enviroment to use

#### 5.7.2.3 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.

#### 5.7.2.4 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/demos/sample/Assets/Plugins/Spil/SpilUnity.cs

## 5.8 Spil.SpilTrackingExtendedListener Interface Reference

### Public Member Functions

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

### 5.8.1 Detailed Description

Interface to listen the responses from the Extended Tracking subsystem

### 5.8.2 Member Function Documentation

#### 5.8.2.1 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.

#### 5.8.2.2 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/demos/sample/Assets/Plugins/Spil/SpilTrackingExtendedListener.-cs

## 5.9 SpilUnity Class Reference

### Public Member Functions

- void **Awake** ()
- void **OnApplicationQuit** ()
- void [Initialize](#) (string applID, string authToken, [SpilSettings](#) configs)
- void [GetSettings](#) ([SpilAppSettingsListener](#) listener)
- void [SetAppSettingsListener](#) ([SpilAppSettingsListener](#) listener)
- void [StartAds](#) ([SpilAdsListener](#) listener)
- void [SetAdsListener](#) ([SpilAdsListener](#) listener)
- void [AdsNextInterstitial](#) ()
- void [AdsNextInterstitial](#) (string location)
- void [AdsShowMoreGames](#) ()
- void [AdsEnabled](#) (bool state)
- void [AdsCacheNextInterstitial](#) ()
- void [AdsCacheNextInterstitial](#) (string location)

- void [SetInGameAdListener](#) ([SpilInGameAdsListener](#) listener)
- void **AdsRequestIngameAsset** (Orientation orient)
- void **AdsRequestIngameAsset** (Orientation orient, string location)
- void [SetExtendedTrackingListener](#) ([SpilTrackingExtendedListener](#) listener)
- void [TrackPage](#) (string page)
- 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 [SetABTestListener](#) ([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]

## 5.9.1 Member Function Documentation

### 5.9.1.1 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.

### 5.9.1.2 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.
-------------	---

5.9.1.3 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.

5.9.1.4 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)

5.9.1.5 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.
------------------	--

5.9.1.6 void SpilUnity.AdsCacheNextInterstitial ( ) [inline]

Cache the next intersitial ad.

5.9.1.7 void SpilUnity.AdsCacheNextInterstitial ( string *location* ) [inline]

Cache the next intersitial ad.

#### Parameters

<i>location</i>	Location to show the ad on chartboost.
-----------------	--

#### 5.9.1.8 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.
--------------	--

#### 5.9.1.9 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.

#### 5.9.1.10 void SpilUnity.AdsNextInterstitial ( string *location* ) [inline]

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

##### Parameters

<i>location</i>	Location to show the ad on chartboost.
-----------------	--

#### 5.9.1.11 void SpilUnity.AdsShowMoreGames ( ) [inline]

Force to show the More Games screen.

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

#### Deprecated

#### 5.9.1.13 void SpilUnity.GetSettings ( SpilAppSettingsListener *listener* ) [inline]

#### Deprecated

#### 5.9.1.14 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 <a href="#">Spil</a> Games, it can't be null.
<i>authToken</i>	The authentication token provided by <a href="#">Spil</a> 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.



5.9.1.15 `void SpilUnity.SetABTestListener ( 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.
-----------------	--

5.9.1.16 `void SpilUnity.SetAdsListener ( 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.
-----------------	---

5.9.1.17 `void SpilUnity.SetAppSettingsListener ( 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.
-----------------	---

5.9.1.18 `void SpilUnity.SetExtendedTrackingListener ( 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.

5.9.1.19 `void SpilUnity.SetInGameAdListener ( SpilInGameAdsListener listener )` `[inline]`

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

#### Parameters

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

5.9.1.20 `void SpilUnity.StartAds ( SpilAdsListener listener )` `[inline]`

### Deprecated

5.9.1.21 `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.
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## 5.9.1.22 void SpilUnity.TrackEndTimedEvent ( string evt ) [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: .

## 5.9.1.23 void SpilUnity.TrackEndTimedEventWithParameters ( string evt, Dictionary&lt; string, string &gt; 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.
---------------	---

## 5.9.1.24 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.

## 5.9.1.25 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.
--------------	---------------------

**5.9.1.26** `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 especific something about the action.
<i>value</i>	Optional. A integer value. useful to especific error codes.

**5.9.1.27** `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.

**5.9.1.28** `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.
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**5.9.1.29** `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).

**5.9.1.30 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.
-------------	-----------------------------

**5.9.1.31 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.
-------------------	-----------------------------------

**5.9.1.32 void SpilUnity.TrackStopGestureScreen ( ) [inline]**

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

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

Track request 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.
--------------	---------------------

**5.9.1.34 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.
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The documentation for this class was generated from the following file:

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

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