Spil Unity Plugin

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Chapter 1

Deprecated List

Member SpilUnity.EnableAds (bool state)

In favor of better naming conventions.

Member SpilUnity.ShowMoreGames ()

In favor of better naming conventions.

Member SpilUnity.ShowNextAd ()

In favor of better naming conventions.

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 SGHelpers
- struct SpilSettings
- interface SpilAppSettingsListener
- interface SpilAdsListener
- interface SpilABTestListener
- interface SpilTrackingExtendedListener

Enumerations

- enum enviroment { **SG_ENVIRONMENT_DEV_VALUE** = 0, **SG_ENVIRONMENT_LIVE_VALUE** }

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

Chapter 5

Class Documentation

5.1 Spil.SGHelpers Class Reference

Static Public Member Functions

- static string GetUDID ()
- static string GetAppVersion ()
- static string GetAppName ()

5.1.1 Member Function Documentation

5.1.1.1 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

5.1.1.2 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

5.1.1.3 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

5.2 Spil.SpilABTestListener Interface Reference

Public Member Functions

- void ABTestSessionDidStart ()
- void ABTestSessionDidEnd ()
- void ABTestSessionDiffReceived (JsonData diffs)

5.2.1 Detailed Description

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

5.2.2 Member Function Documentation

5.2.2.1 void Spil.SpilABTestListener.ABTestSessionDidEnd ( )

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

5.2.2.2 void Spil.SpilABTestListener.ABTestSessionDidStart ( )

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

5.2.2.3 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

5.3 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 ()

5.3.1 Detailed Description

Interface to listen the events triggered by the Ads subsystem.

5.3.2 Member Function Documentation

5.3.2.1 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 (enableAds:YES).

5.3.2.2 void Spil.SpilAdsListener.AdDidFailToAppear (string *error*)

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

Parameters

error	The reason why the ad failed to be displayed.

5.3.2.3 void Spil.SpilAdsListener.AdDidFailToStart (string *error*)

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

Parameters

error	The reason why the ad subsystem failed to start.

5.3.2.4 void Spil.SpilAdsListener.AdDidStart ( )

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

5.3.2.5 void Spil.SpilAdsListener.AdMoreGamesDidAppear ( )

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

5.3.2.6 void Spil.SpilAdsListener.AdMoreGamesDidDismiss ( )

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

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

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

Parameters

error	The reason why the more games' screen failed to be displayed.

5.3.2.8 void Spil.SpilAdsListener.AdMoreGamesWillAppear ( )

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

5.3.2.9 void Spil.SpilAdsListener.AdPopupDidDismiss ( )

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

5.3.2.10 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

5.4 SpilAndroid Class Reference

Public Member Functions

- **SpilAndroid** (string appID, string authToken, SpilSettings configs)
- void **TrackPage** (string page)
- void **TrackEvent** (string evt)
- void **TrackEvent** (string category, string action, string label, long value)
- void **TrackEvent** (string category, string action, string label, long value, Dictionary< string, string > parameters)
- void **TrackEvent** (string evt, Dictionary< string, string > parameters)
- void **TrackTimedEvent** (string evt)
- void **TrackEndTimedEvent** (string evt)
- void **TrackEndTimedEvent** (string evt, Dictionary< string, string > parameters)
- void **TrackError** (string evt, string msg, Exception ex)
- void **TrackUserId** (string userId)

- void **StartTracking** ()
- void **StopTracking** ()

Static Public Attributes

- static AndroidJavaObject **instance**

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

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

error	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

data	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/src/Assets/Plugins/Spil/SpilUnity.cs

5.6 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

5.6.1 Detailed Description

Settings to pass to the native application

5.6.2 Member Data Documentation

5.6.2.1 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.

5.6.2.2 enviroment Spil.SpilSettings.SG_ENVIRONMENT_KEY

Type of enviroment to use

5.6.2.3 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.

5.6.2.4 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

5.7 Spil.SpilTrackingExtendedListener Interface Reference

Public Member Functions

- void TrackExtendedDidStart ()
- void TrackExtendedDidStop ()

5.7.1 Detailed Description

Interface to listen the responses from the Extended Tracking subsystem

5.7.2 Member Function Documentation

5.7.2.1 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.

5.7.2.2 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

5.8 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 ShowNextAd ()
- void AdsNextIntersitial ()
- void ShowMoreGames ()
- void AdsShowMoreGames ()
- void EnableAds (bool state)
- void AdsEnabled (bool state)
- void AdsCacheNextIntersitial ()
- 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]`

5.8.1 Member Function Documentation

5.8.1.1 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.

5.8.1.2 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

user	The user to force the different variants of the A/B test.

5.8.1.3 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

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

5.8.1.4 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)

5.8.1.5 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

extraInfo	A dictionary with all the extra parameter we want to submit.

5.8.1.6 void SpilUnity.AdsCacheNextIntersitial ( ) [inline]

Cache the next intersitial ad.

5.8.1.7 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

state	Indicates if the ads should be displayed or not.

5.8.1.8 void SpilUnity.AdsNextIntersitial ( ) [inline]

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

5.8.1.9 void SpilUnity.AdsShowMoreGames ( ) [inline]

Force to show the More Games screen.

5.8.1.10 void SpilUnity.EnableAds (bool *state*) [inline]

Deprecated In favor of better naming conventions.

See Also

AdsEnabled
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

state	Indicates if the ads should be displayed or not.

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

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

Parameters

delegate	The delegate to handle the events generated by the A/B test subsystem.

5.8.1.12 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

listener	The listener to handle the response of the AppSettings subsystem.

5.8.1.13 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.

5.8.1.14 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 behaivor 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

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

5.8.1.15 void SpilUnity.ShowMoreGames ( ) [inline]

Deprecated In favor of better naming conventions.

See Also

AdsShowMoreGames
Force to show the More Games screen.

5.8.1.16 void SpilUnity.ShowNextAd ( ) [inline]

Deprecated In favor of better naming conventions.

See Also

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

5.8.1.17 void SpilUnity.StartAds (SpilAdsListener *listener*) [inline]

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

Parameters

listener	The listener to handle the events generated by the Ads subsystem.

5.8.1.18 void SpilUnity.TrackAge (int *age*) [inline]

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

Parameters

age	The age to track.

5.8.1.19 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

event	The event to track. Should match with the starting event.

See Also

trackTimedEvent: .

5.8.1.20 void SpilUnity.TrackEndTimedEventWithParameters (string *evt,* Dictionary< string, string > *parameters*) [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

event	The event to track. Should match with the starting event.

See Also

trackTimedEvent: .

Parameters

params	The parameters when the event was finished.

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

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

Parameters

event	The event to track.
msg	The message with the detail of the error.
exception	The exception that causes the error.

5.8.1.22 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 jargot they will be register as a "category"="event" and the event passed as parameter as the action taken. In flurry jargot, an event with parameters is created and the parameters match with google analytics (category,action,label,value)

Parameters

event	The event to track.

5.8.1.23 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

category	The category for this event.
action	The action took on that category.
label	Optional. A string label to especify something about the action.
value	Optional. A integer value. useful to especify error codes.

5.8.1.24 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

event	The event to track
params	Additional parameters to attach to the event.

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

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

Parameters

male	YES|TRUE if the player is male, NO|FALSE if the player is female.

5.8.1.26 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

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

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

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

Parameters

page	The page name/url to track.

5.8.1.28 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

screenName	The name of the screen to record.

5.8.1.29 void SpilUnity.TrackStopGestureScreen ( ) [inline]

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

5.8.1.30 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

event	The event to track.

5.8.1.31 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

userID	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

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