# \*\*\* ADD APPSFLYER TO APP/GAME

# Document:

# <https://support.appsflyer.com/hc/en-us/articles/213766183-AppsFlyer-SDK-Integration-Unity>

# Link download:

# Implementation:

# Import package to unity

# Add AFManager.cs to game object

# Note: for tracking uninstall

# - add thư viện FirebaseMessaging.unitypackage (nằm trong Firebase SDK)

public class AppsFlyerManager: MonoBehaviour  
{  
 public GameObject text;  
 private bool tokenSent;  
 void Start()  
 {  
 Application.runInBackground = true;  
 Screen.orientation = ScreenOrientation.Portrait;  
 DontDestroyOnLoad(this);  
 AppsFlyer.setIsDebug(true);  
  
#if UNITY\_IOS  
 AppsFlyer.setAppsFlyerKey ("YOUR\_DEV\_KEY");  
 AppsFlyer.setAppID ("YOUR\_APP\_ID"); // Apple App ID  
 AppsFlyer.setIsDebug (true);  
 AppsFlyer.getConversionData ();

AppsFlyer.setCustomerUserID(AFInAppEvents.HINT\_USED);  
 AppsFlyer.trackAppLaunch ();  
  
 // register to push notifications for iOS uninstall  
 UnityEngine.iOS.NotificationServices.RegisterForNotifications (UnityEngine.iOS.NotificationType.Alert | UnityEngine.iOS.NotificationType.Badge | UnityEngine.iOS.NotificationType.Sound);  
 Screen.orientation = ScreenOrientation.Portrait;  
  
 #elif UNITY\_ANDROID

AppsFlyer.setCustomerUserID(AFInAppEvents.HINT\_USED);  
 AppsFlyer.init("WdpTVAcYwmxsaQ4WeTspmh");  
 AppsFlyer.setAppID("com.xgame.linepuzzle"); //your package name  
 //For Android Uninstall  
// AppsFlyer.setGCMProjectNumber ("YOUR\_GCM\_PROJECT\_NUMBER");

Firebase.Messaging.FirebaseMessaging.TokenRegistrationOnInitEnabled = true;  
Firebase.Messaging.FirebaseMessaging.TokenReceived += OnTokenReceived;

#endif  
 }  
private void OnTokenReceived(object sender, TokenReceivedEventArgs token)  
{  
 AppsFlyer.updateServerUninstallToken(token.Token);  
}

void Update()  
 {  
 if (Input.GetKeyDown(KeyCode.Escape))  
 {  
 //go to background when pressing back button  
#if UNITY\_ANDROID  
 AndroidJavaObject activity =  
 new AndroidJavaClass("com.unity3d.player.UnityPlayer")  
 .GetStatic<AndroidJavaObject>("currentActivity");  
 activity.Call<bool>("moveTaskToBack", true);  
#endif  
 }  
  
  
#if UNITY\_IOS  
 if (!tokenSent) {   
 byte[] token = UnityEngine.iOS.NotificationServices.deviceToken;   
 if (token != null) {   
 //For iOS uninstall  
 AppsFlyer.registerUninstall (token);  
 tokenSent = true;  
 }  
 }   
 #endif  
 }  
public void TrackPlayerUserHint()  
{  
 AppsFlyer.trackRichEvent(AFInAppEvents.HINT\_USED, new Dictionary<string, string>()  
 {  
 {AFInAppEvents.HINT\_USED, "1"}  
 });  
}

}

# \*\*\* APPSFLYER TRACKING DATA

# <https://support.appsflyer.com/hc/en-us/articles/115005544169-Rich-In-App-Events-Android-and-iOS#verticals-gaming>

* Measure Uninstall

a. Goto to Console Firebase > Setting Android > Cloud Messaging > Copy Server Key

b. Go to AppsFlyer > App name > Enable Re-Targeting Campaign Measurement : True

and add Firebase Server Key

<https://support.appsflyer.com/hc/en-us/articles/210289286#Android-Uninstall>

1. In the Unity class handling the AppsFlyer code, add the following:

using Firebase.Messaging;

using Firebase.Unity;

2. Add to the Start() method:

FirebaseMessaging.TokenRegistrationOnInitEnabled = true;  
FirebaseMessaging.TokenReceived += OnTokenReceived;

AndroidManifest.xml add the following:

<**meta-data  
 android:name="firebase\_messaging\_auto\_init\_enabled"  
 android:value="true"** />

3. Add the following method

public void OnTokenReceived

(object sender, Firebase.Messaging.TokenReceivedEventArgs token) {

AppsFlyer.updateServerUninstallToken (token.Token);

}

# Set Customer User ID

# 3.Build

# Android: build to Android studio

# AndroidManifest.xml

**<!-- receiver should be inside the <application> tag -->**

**<receiver android:name="com.appsflyer.MultipleInstallBroadcastReceiver" android:exported="true">**

**<intent-filter>**

**<action android:name="com.android.vending.INSTALL\_REFERRER" />**

**</intent-filter>**

**</receiver>**

<**service  
 android:name="com.appsflyer.FirebaseInstanceIdListener"**>  
 <**intent-filter**>  
 <**action  
 android:name="com.google.firebase.INSTANCE\_ID\_EVENT"**/>  
 </**intent-filter**>  
</**service**>

**<!-- Mandatory permission: -->**

**<uses-permission android:name="android.permission.ACCESS\_NETWORK\_STATE" />**

**<uses-permission android:name="android.permission.ACCESS\_WIFI\_STATE" />**

**<uses-permission android:name="android.permission.INTERNET" />**

*<!-- For In App Purchase -->*

**<uses-permission android:name="com.android.vending.BILLING" />**

# iOS: build to Xcode

[AppsFlyerTracker sharedTracker].appsFlyerDevKey = @"[Dev\_Key]";  
[AppsFlyerTracker sharedTracker].appleAppID = @"REPLACE THIS WITH YOUR App\_ID";

# Linked Frameworks and Libraries > add library (+)

# AdSupport.framework

# iAd.framework

# Tracking UNINSTALL EVENT (AppsFlyer Uninstall)

This huge platform provides SDKs for both Android and iOS to track metrics and to improve the performance of the apps. If you want to track uninstalls for an [Android](https://support.appsflyer.com/hc/en-us/articles/208004986) app you have to follow some steps:

<https://support.appsflyer.com/hc/en-us/articles/210289286#Android-Uninstall>

AndroidManifest.xml

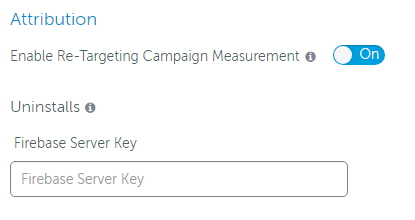
For Testing Uninstall:

<https://support.appsflyer.com/hc/en-us/articles/360001559405-Testing-AppsFlyer-SDK-Integration#Tests-Using-Tracking-Links>

There is a documentation file for [iOS](https://support.appsflyer.com/hc/en-us/articles/211211963-iOS-Uninstall-Tracking) too if you want to measure uninstalls for your app:

1. Go to Apple Developer Members Center and find your app.
2. Generate your Certificate or renew your Certificate.
3. Export the .p12 file.
4. Integrate with AppsFlyer SDK.
5. Add Push Notifications.
6. Test Uninstall.
7. View Uninstall Data in Apps Flyer Dashboard.

# Entering the Server Key on AppsFlyer Dashboard



## Using ProGuard with Uninstall

## -dontwarn com.appsflyer.\*\*

## -keep public class com.google.firebase.iid.FirebaseInstanceId {

## public \*;

## }