**UNITY INTERGRATION WITH GOOGLE ANALYTICS**

- Create

<https://analytics.google.com/analytics/web/?authuser=0#/provision/create>

new account > choose mobile app

choose firebase app to connect with firebase

- Import to unity

- edit prefab GAv4

Android Property ID: UA-XXXXXXX-1

iOS Property ID: UA-XXXXXXX-2

Other Property ID: UA-XXXXXXX-3

App Name: MyGame

Bundle ID: com.example.games

App Version: 1.0

Dispatch Period: 5

Sample Frequency: 100

Debug Mode: VERBOSE

Anonymize IP: false

Dry Run: false

- Drag Gav4 into the Hiearchy

- Call Event

public GoogleAnalyticsV4 googleAnalytics;

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Screen Tracking:

googleAnalytics.LogScreen(new AppViewHitBuilder()

.SetScreenName("Main Menu"));

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Event Tracking:

googleAnalytics.LogEvent(new EventHitBuilder()

.SetEventCategory("Achievement")

.SetEventAction("Unlocked"));

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Custom Metrics:

.SetEventValue(5)

.SetCustomMetric(3, "200"));

# \*\*\* Fix V4, Android - ClassNotFoundException : com.google.android.gms.analytics.GoogleAnalytics

Solved it, (no idea why these steps are not mentioned in the Docs...)

\* Delete the PlayServiceResolver folder that you get from unpacking the googleAnalytics package.

\* Download the PlayServiceResolver from [this repo](https://github.com/googlesamples/unity-jar-resolver)

\* In unity Menu :

Assets -> Play Service Resolver

-> Version Handler -> Update

-> Android Resolver -> Resolve Client Jars

This should import all necessary Jars as long as your Android SDK is updated, more specifically this folder should exists :

\*\*sdk\extras\google\m2repository\com\google\android\gms\*\*

And it needs to have

\*\*play-services-analytics

\*\*play-services-analytics-impl

put them in your unity Plugins/Android folder

The Play Service Resolver in this package is broken (or the docs are missing something) importing the correct one fixed it for me.

# Use Google Analytics SDK v2.9

# (if use this plugin, you can not add package GoogleAnalyticsV4\_bitcode )

- Import package

- Go to setup > Google Analytics > Edit Settings or Search for GoogleAnalyticsSettings

- Setup for Account Name and Tracking Id

- AnalyticManager.cs

private void Start()  
{

GoogleAnalytics.StartTracking();  
}

**How to use:**

public void TrackInterstitialUnityView() // for example  
{  
 GoogleAnalytics.Client.SendEventHit("Advertisement", "viewed", "Viewed");  
}

**Data reporting**

<application>  
    <!-- Used for Google Play Store Campaign Measurement-->  
    <receiver android:name="com.google.android.gms.analytics.CampaignTrackingReceiver"  
        android:enabled="true"  
        android:exported="true">  
        <intent-filter>  
            <action android:name="com.android.vending.INSTALL\_REFERRER" />  
        </intent-filter>  
    </receiver>  
    <service android:name="com.google.android.gms.analytics.CampaignTrackingService"  
        android:enabled="true"  
        android:exported="false" />  
</application>

Some data is tracked automatically after initialization.

You can of course disable it under plugin settings window. By default automatic tracking is enabled for:

● Exceptions

● System Info

● Levels

Additional data can be sent from any part of your code. You can send common hit types described in Measurement Protocol Developer Guide, using *GoogleAnalytics.Client* class functions:

● SendPageHit

● SendEventHit

● SendTransactionHit

● SendItemHit

● SendSocialHit

● SendExceptionHit

● SendUserTimingHit

● SendScreenHit

You may also construct own Hits. To do this use. *GoogleAnalytics.Client.*CreateHit() function

Then add Measurement Protocol data using correspondent function and sent hit using GoogleAnalytics.Client.Send function.

public void TrackInterstitialUnityView()  
{  
 GoogleAnalytics.Client.CreateHit(GoogleAnalyticsHitType.EVENT);  
 GoogleAnalytics.Client.SetEventCategory("Advertisement");  
 GoogleAnalytics.Client.SetEventAction("viewed");  
 GoogleAnalytics.Client.SetEventLabel("Interstitial\_Unity\_Viewed");  
 GoogleAnalytics.Client.Send();  
}

<https://webris.org/creating-goals-out-of-events-in-google-analytics/> (how to create event)

<https://support.google.com/analytics/answer/1009618> (explain about property, account, view)

<https://www.hallaminternet.com/using-google-analytics-event-tracking/> (use Google Tag Manager with GA)

<https://support.google.com/analytics/answer/1009714> (need to create a view to get event data)

<https://www.youtube.com/watch?v=CZ1DDFWBSsA> (GA events – a complete walkthrough)

**\*\*\* UNITY INTERGRATE WITH UNITY ANALYTICS**

1. **Remote settings**

# Download Unity Analytics Remote Settings

<https://assetstore.unity.com/packages/add-ons/services/analytics/unity-analytics-remote-settings-89317>

* Import
* Error: 'RemoteSettingsLinker' does not implement interface member 'IPreprocessBuild.OnPreprocessBuild(BuildTarget, string)'

> solution by: comment 2 functions

//#if UNITY\_2018\_1\_OR\_NEWER  
// public void OnPreprocessBuild(BuildReport report)  
//#else  
 public void OnPreprocessBuild(BuildTarget target, string path)  
//#endif

//#if UNITY\_2018\_1\_OR\_NEWER  
// public void OnProcessScene(SceneManagement.Scene scene, BuildReport report)  
//#else  
 public void OnProcessScene(SceneManagement.Scene scene)  
//#endif

* Open Window > Unity Analytics > Remote Settings > look up the key > go to page and copy PSK
* **Declare Key**:
  + Goto Optimization > Remote Settings > Add new key-value > Sync
  + Open Window > Unity Analytics > Remote Settings > Refresh
* **Use**:
  + Where you want to use key value: Add script Remote Settings script > in remote setting key > choose your key value

1. **Tracking with custom event**

AnalyticsEvent.Custom("Button\_play\_click", new Dictionary<string, object>  
{  
 {"id", 1},  
 {"time", Time.timeSinceLevelLoad}  
});

Or

Analytics.CustomEvent("Button\_level\_click");

1. **Save Report data**

Analytics > Data Explorer > add custom event > New report or Save report with name

1. **Unity organization**

- in Unity Editor

* Log in with your account
* Services > Select organization > choose I already have UP ID
* Choose yeah1network >

- in Unity dashboard