

From: [Do Not Reply] Unity donotreply@unity3d.com
Subject: Custom Network Approval
Date: 14 March 2024 at 11:42
To: shai.sudri@unity3d.com, romand@display.io



Custom adapter registered

Hi Roman,

Thanks for registering DIO as a custom adapter through Unity LevelPlay. Below you'll find the network details you provided and the additional information you'll need to get started.

Network details

Network ID	15bfd7489
Network name	DisplayIO

Android

Package	com.ironsource.adapters.custom.dio
Adapter	DIOCustomAdapter
Rewarded video	DIOCustomRewardedVideo
Interstitial	DIOCustomInterstitial
Banner	DIOCustomBanner

iOS

Adapter	ISDIOCustomAdapter
Rewarded video	ISDIOCustomRewardedVideo
Interstitial	ISDIOCustomInterstitial
Banner	ISDIOCustomBanner

Network configuration summary

	Unique identifier	Integration parameter
Account level	dio_network_id	dio_network_id
App level	dio_app_id	dio_app_id
Instance level	dio_placement_id	dio_placement_id

SDK documentation:

How to create an adapter for [iOS](#) and [Android](#)

Need help? Check out the [knowledge center](#) or [contact support](#).