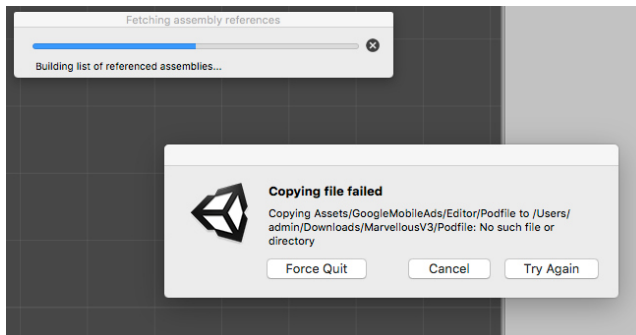## Unity export and Google Admob

iOSand Xcode Guide

Unity may sometimes have issues exporting iOSGoogle Admob framework and you may get some or all of the issues either during initial export or during build phases with Xcode itself.
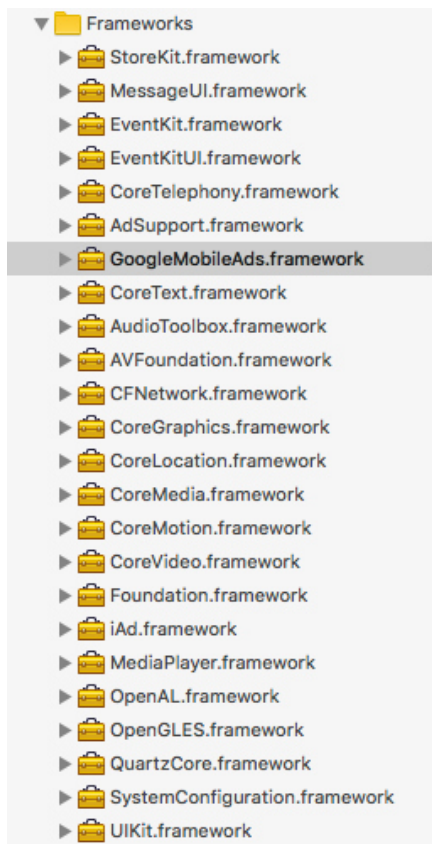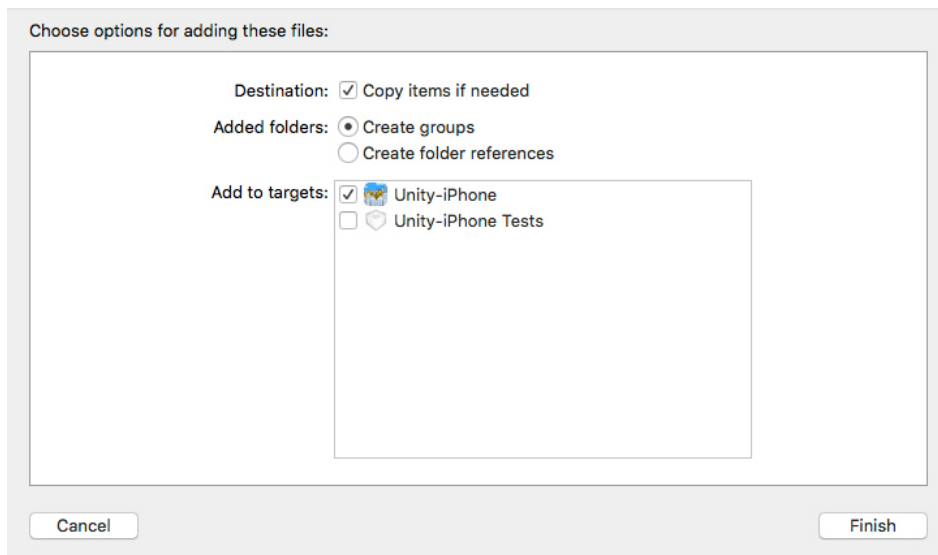
1. Error (IO error / Copy file failed) when exporting from Unity – references Google Admob POD files.

If you select "**Cancel**" – the build will still complete and you are able to run the Xcode project:
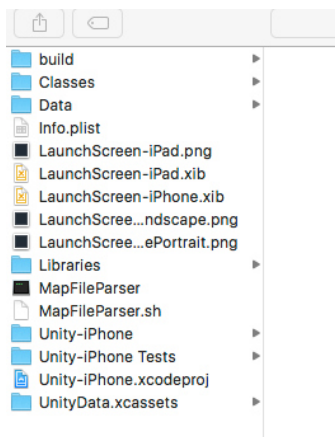
Once in Xcode – you should import the Google Admob framework into the Frameworks folder (drag and drop into Xcode and make sure Copy Files if needed is checked)!

Choose options for adding these files:

Destination: ☑ Copy items if needed

Added folders: ⦿ Create groups
◯ Create folder references

Add to targets: ☑ 🖼 Unity-iPhone
☐ 🛡 Unity-iPhone Tests

Cancel   Finish

▼ 📁 Frameworks
 ▶ 💼 StoreKit.framework
 ▶ 💼 MessageUI.framework
 ▶ 💼 EventKit.framework
 ▶ 💼 EventKitUI.framework
 ▶ 💼 CoreTelephony.framework
 ▶ 💼 AdSupport.framework
 ▶ 💼 GoogleMobileAds.framework
 ▶ 💼 CoreText.framework
 ▶ 💼 AudioToolbox.framework
 ▶ 💼 AVFoundation.framework
 ▶ 💼 CFNetwork.framework
 ▶ 💼 CoreGraphics.framework
 ▶ 💼 CoreLocation.framework
 ▶ 💼 CoreMedia.framework
 ▶ 💼 CoreMotion.framework
 ▶ 💼 CoreVideo.framework
 ▶ 💼 Foundation.framework
 ▶ 💼 iAd.framework
 ▶ 💼 MediaPlayer.framework
 ▶ 💼 OpenAL.framework
 ▶ 💼 OpenGLES.framework
 ▶ 💼 QuartzCore.framework
 ▶ 💼 SystemConfiguration.framework
 ▶ 💼 UIKit.framework

Now make sure you add the required support frameworks that Admob needs –
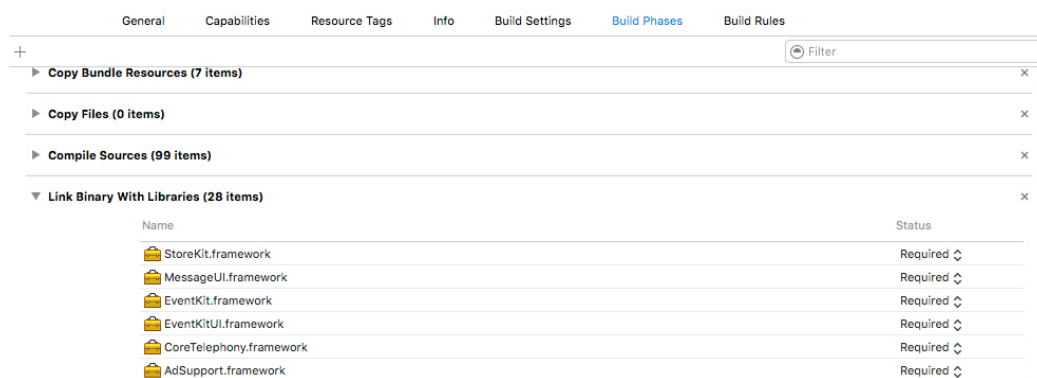normally, the only extra ones needed are:

Adsupport

CoreTelephony

EventKit

EvenitKitUI

MessageUI

StoreKit

These are added on the project **Build Phases** tab – just open up Link Binary with Libraries and "**+**" to Add as needed:
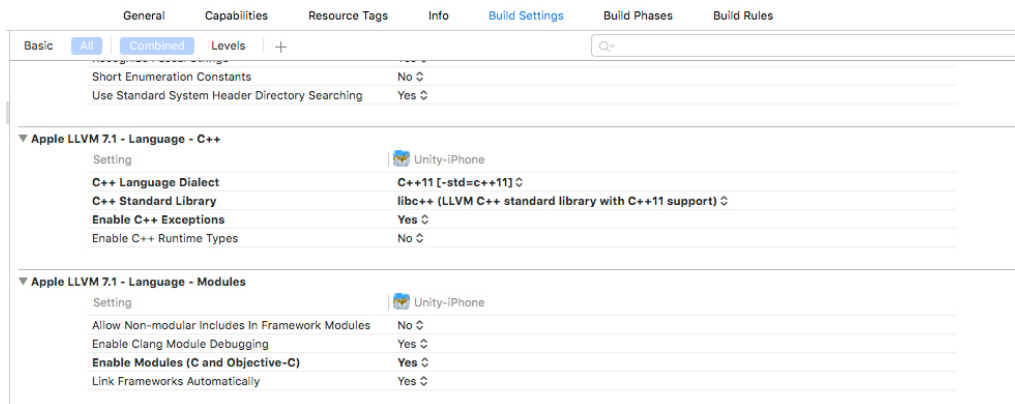

Other Known Xcode / Admob Issues

If you attempt a build, you may get @Import errors generated and maybe a UseriD reference error too. This depends on the version of Google Admob framework you have imported so you may not experience these issues.

If you do however – the following are workarounds and <u>do not affect</u>Admob at all.

1. If your build fails with an @Import error, go into the **Project Build Settings** tab and find "**Apple LLVM 7.x – Language – Modules**" Section:
    a. By DEFAULT – Xcode setting is "**Enable Modules C and Objective-C**" to No. <u>**Change this to Yes**</u> (as below):

Setting	Unity-iPhone
Short Enumeration Constants	No ◇
Use Standard System Header Directory Searching	Yes ◇

▼ Apple LLVM 7.1 - Language - C++

Setting	Unity-iPhone
C++ Language Dialect	C++11 [-std=c++11] ◇
C++ Standard Library	libc++ (LLVM C++ standard library with C++11 support) ◇
Enable C++ Exceptions	Yes ◇
Enable C++ Runtime Types	No ◇

▼ Apple LLVM 7.1 - Language - Modules

Setting	Unity-iPhone
Allow Non-modular Includes In Framework Modules	No ◇
Enable Clang Module Debugging	Yes ◇
Enable Modules (C and Objective-C)	Yes ◇
Link Frameworks Automatically	Yes ◇

2. In the event you get a final Admob error related to references for UserID and a build failure, find **GADURewardBasedVideoAd.m** file that is included within the Plugins/iOS folder export from Unity:
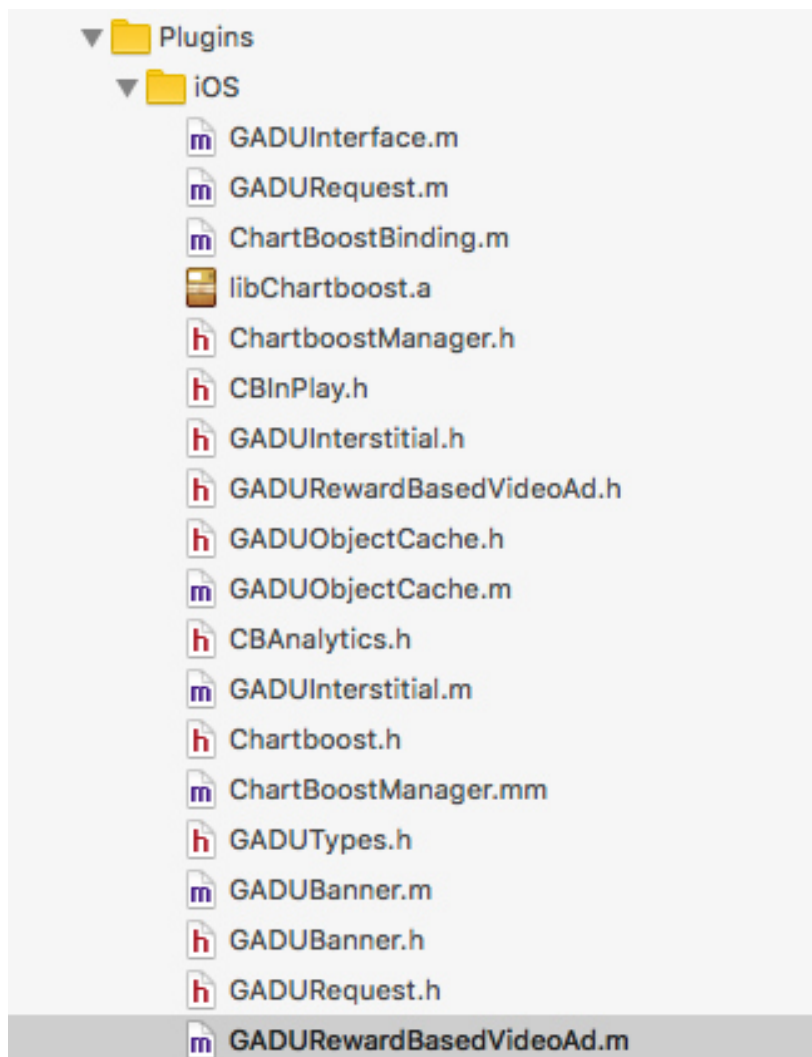
Open this file, and around line 38, remove the references to UserID (this is not used hence the error) – the code should look like the below once done:

```
- (void)dealloc {
  _rewardBasedVideo.delegate = nil;
}

- (void)loadRequest:(GADRequest *)request withAdUnitID:(NSString *)adUnitID {
  [self.rewardBasedVideo loadRequest:request withAdUnitID:adUnitID];
}
```

That's it!

Note that these are all Xcode and Google Admob related issues and are well documented. They are not related to my templates so the workarounds given are to assist and help complete your iOS build.