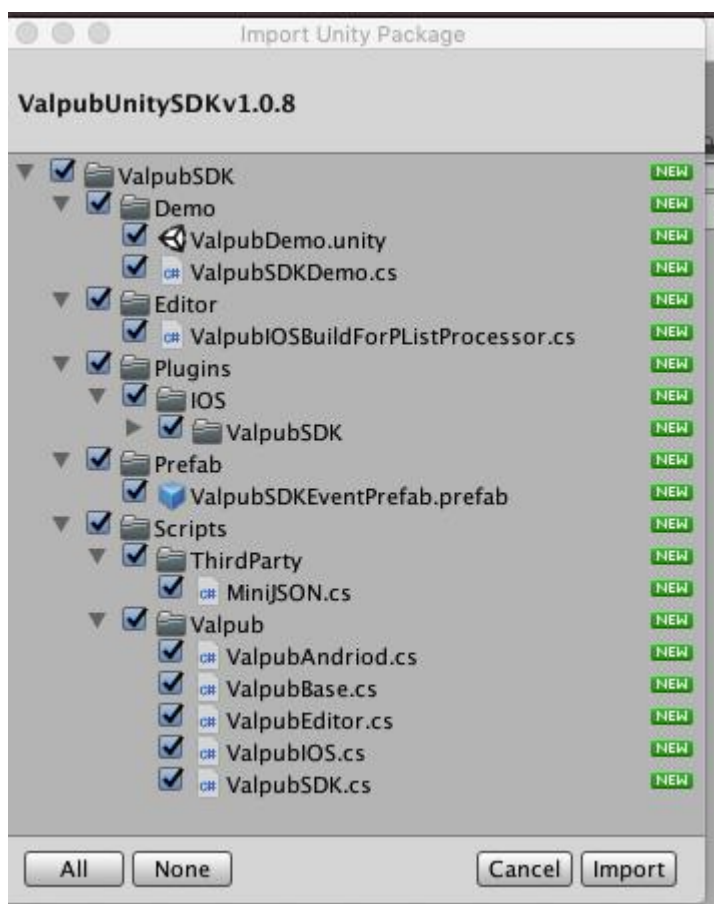


# Valpub SDK Unity Plugin 对接文档 V1.0.8

## 1. 下载并导入 Valpub SDK Unity Plugin 到 Unity 项目工程



## 2. 将 ValpubSDKEventPrefab.prefab 拖拽到场景中

## 3. SDK 接口调用

### 1) 注册 SDK 回调方法

```
ValpubSDK.OnRewardVideoAdDidLoadedEvent += OnRewardVideoAdDidLoadedEvent;  
ValpubSDK.OnRewardVideoAdVideoDidLoadedEvent += OnRewardVideoAdVideoDidLoadedEvent;  
ValpubSDK.OnRewardVideoAdDidAppearEvent += OnRewardVideoAdDidAppearEvent;  
ValpubSDK.OnRewardVideoAdDidPlayFinishEvent += OnRewardVideoAdDidPlayFinishEvent;  
ValpubSDK.OnRewardVideoAdDidClickedEvent += OnRewardVideoAdDidClickedEvent;  
ValpubSDK.OnRewardVideoAdDidCloseEvent += OnRewardVideoAdDidCloseEvent;  
ValpubSDK.OnRewardVideoAdLoadFailWithErrorEvent += OnRewardVideoAdLoadFailWithErrorEvent;
```

回调接口注释如下:

OnRewardVideoAdDidLoadedEvent - 广告数据加载成功回调

OnRewardVideoAdVideoDidLoadedEvent - 视频数据下载成功回调, 已经下载过的视频会直接回调 (请在视频下载完成后再进行播放)

OnRewardVideoAdWillAppearEvent - 视频广告即将展示

OnRewardVideoAdDidAppearEvent - 视频广告曝光

OnRewardVideoAdDidCloseEvent - 视频广告关闭回调

OnRewardVideoAdDidClickedEvent - 视频广告被点击回调

OnRewardVideoAdDidRewardEffectiveEvent - 视频广告达到激励目标回调

OnRewardVideoAdDidPlayFinishEvent - 视频广告播放完成

OnRewardVideoAdLoadFailWithErrorEvent - 视频广告错误信息回调，收到该回调需解析 errCode

## 2) 设置调试模式

```
0 references
public void SetDebugMode(bool debugEnable)
{
    Debug.Log(string.Format("SetDebugMode isDebug = {0}", debugEnable));
    ValpubSDK.Instance.SetDebugEnabled(debugEnable);
}
```

## 3) 请求广告

```
1 reference
public void RequestRewardAd()
{
    Debug.Log("RequestRewardAd");
    ValpubSDK.Instance.PreloadRewardAd();
}
```

## 4) 展示广告

```
1 reference
public void ShowRewardAd()
{
    Debug.Log("ShowRewardAd");
    if (ValpubSDK.Instance.IsAdValid())
    {
        ValpubSDK.Instance.ShowRewardAd();
    }
}
```

## 5) SDK 错误码

code	描述
10001	需要加载广告
10002	已经播放过
10003	广告和应用方向匹配错误
10004	资源下载失败
10005	播放失败
10006	没有合适广告
10007	广告过期，请重新拉取