

VRAD Unity3D SDK Integration Guide

VRad is Unity SDK for VR applications which provide easy and elegant way to include Ad's in 3D environment.

version:

V5.0

Supported platforms :

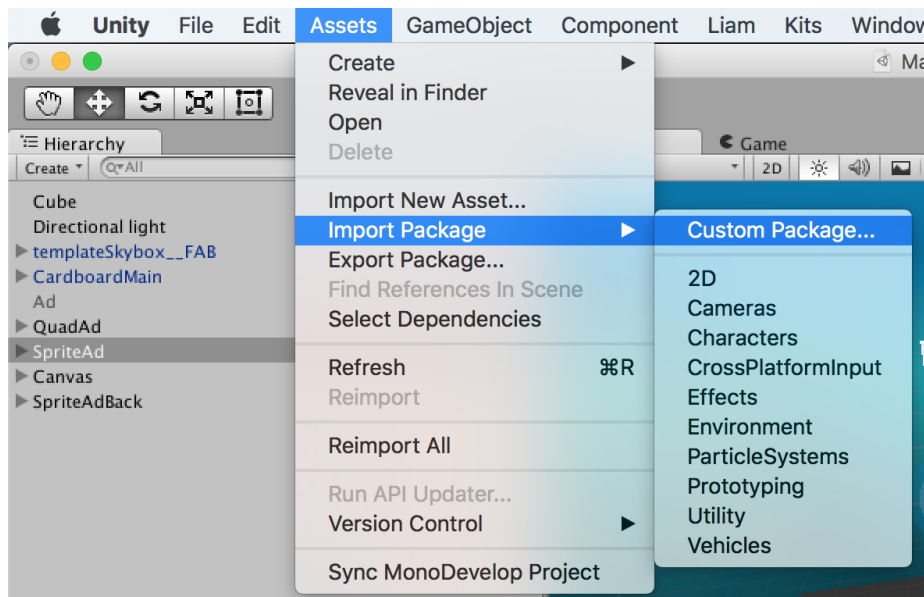
Android

Pre-requisites

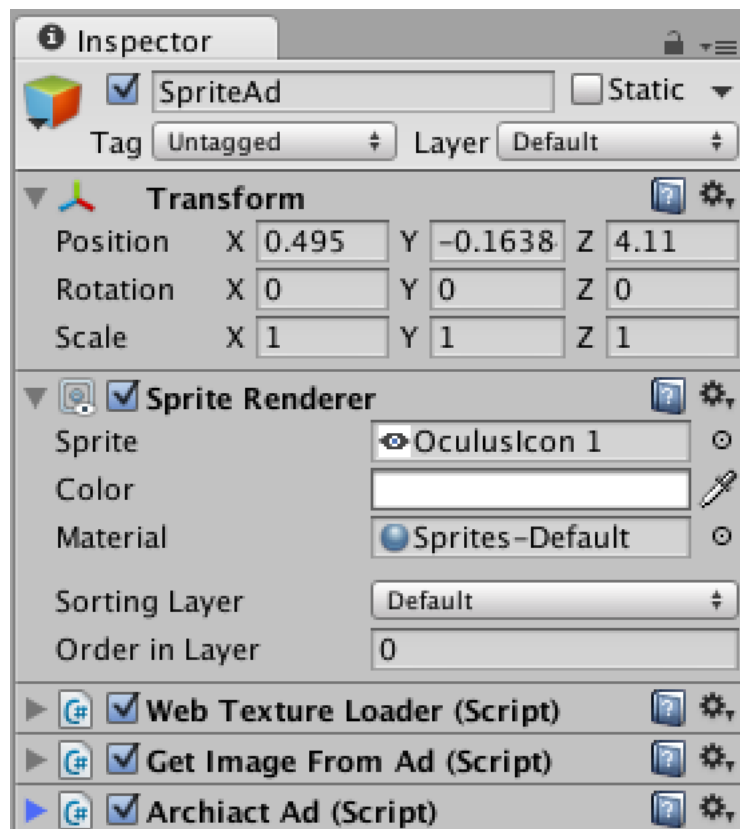
- Unity3D version: 5.0+ (it might work with lower versions of Unity3D, but its not guaranteed.)

Integration Guide

1. Import VRad.unitypackage into your project



2. Select one of prefab under ArchiactAd/Prefabs
3. Drag them into scene
4. Setup required properties for `GetImageFromAd.cs` script:



- **Company ID** (required) - you can get it from <http://ds.moinstall.com/apps>
- **Application ID** (required) - you can get it from <http://ds.moinstall.com/apps>
- **Ad Image Dimension** (required) - Ad image/texture resolution. Please be aware that high dimension will result in more data and might be slow to load in some cases. So we recommend to choose what's necessary to use.

Property	Value
Script	GetImageFromAd
Base URL	http://ds.moinstall.com/
Company ID	0
Application ID	0
Api Version	1
Age	0
Agent	Mozilla/5.0 (Windows NT
Dev IP	184.70.3.226
Carrier	
Carrier Code	
Keywords	
iOS Ad ID	
Google Ad ID	
Sex	M
Screen Dimension	Full_320x480

5. Setup `WebTextureLoader.cs` script, update `Url` property to specify URL to default image which will be visible in case if server cannot return ad

Optional parameters for maximizing targeting accuracy and income

All these properties are also presented in `GetImageFromAd.cs` script:

- **Carrier** - network provider name
- **Carrier code** - [Mobile country code](#)
- **Keywords** - some keyword which should be related to

- Google Ad ID
- iOS Ad ID
- Sex - M (man), F (female), None (both)