inneractive.
iOS Plugin

unity

inneractive offers the most advanced real time optimization platform for mobile advertising campaigns that ensures developers are maximizing in app revenue and not leaving any money on the table. inneractive only makes money when the developer makes more…

This manual provides a simple implementation method for a quick integration.

1. Copy the Plugin files

Copy \InneractiveAdSDK\include\InneractiveAd.h to your project's \Assets\Code folder, and \InneractiveAdSDK\lib\InneractiveAdSDK.a to your project's \Assets\Plugins\iOS folder. If you don't have any of those folders at your project's directory, please create them.

2. Add the header to your project

Build your project to iOS from Unity environment. Make sure to check "Symlink Unity libraries" box. Then, open your project in Xcode, and add \Assets\Code\InneractiveAd.h to the Classes group.

3. Display an Ad

The following DisplayAd methods will display an ad in your application:
+ (BOOL)DisplayAd:(NSString*)appId withType:(IaAdType)adType withRoot:(UIView*)root withReload:(int)reloadTime;
+ (BOOL)DisplayAd:(NSString*)appId withType:(IaAdType)adType withRoot:(UIView*)root withReload:(int)reloadTime withParams:(NSMutableDictionary*)optionalParams;

a**. appId** (required!) – The application ID provided by inneractive administrator at the registration process. Please contact developers@inner-active.com for getting an application ID in case you don't have.

b. **adType** (required!) – The type of the ad you want to display (can be banner only, text only, or a full screen ad). **Please read the attached Ad Placement Strategy documentation.**

c. **root** (required for banner/text only) – The view in which the ad will be displayed (the ad will be shown at the top of that view).

d. **reloadTime** (required for banner/text only) – The ad refresh time (in seconds).

e. **optionalParams** (optional) – optional parameters for the ad request:

  Key_Age - User's age.

  Key_Distribution_Id - Distribution Channel ID (iPhone & iPod touch –   642 for banner ads and full screen ads, 632 for text ads. iPad – 947 for banner ads or full screen ads, 946 for text ads).

  Key_External_Id - An application specific id – the id of the requesting device in the partner's domain.

  Key_Gender - User's gender (allowed values: M, m, F, f, Male, Female).

  Key_Gps_Coordinates - GPS ISO code location data in latitude, longitude format. for example: 53.542132, -2.239856 (w/o spaces).

  Key_Keywords - Keywords relevant to this user's specific session (comma separated, w/o spaces).

  Key_Location - comma separated list of country, state/province, city. for example: US,NY,NY (w/o spaces).

  Key_Msisdn - User's mobile number (MSISDN format, with international prefix).

You can call it from AppController.mm EAGLView, for example. Pay attention to add **#import "InneractiveAd.h"** to the top of that file.

Integration instructions

Here are some screenshots from the sample:

Load Banner Ad:

Load Text Ad:

Load Full Screen Ad:

Please note that:

1. **DisplayAd** methods return true when the ad is ready to load, or false if not, due to many possible options (no connectivity or if the parameters are invalid). **In order to maximize your revenues, we recommend allowing the application usage only if the returned value is true:**

```
if (![InneractiveAd DisplayAd:@"Unity_Test" withType:IaAdType_Banner withRoot:self
withReload:120])
{
    UIAlertView *alert = [[[UIAlertView alloc] initWithTitle:@"This application is free but
requires an internet connection." message:@"Please configure your connectivity
settings and re-try." delegate:self cancelButtonTitle:@"Exit" otherButtonTitles:nil]
    autorelease];
    [alert show];
}
-(void)alertView:(UIAlertView*)alertView clickedButtonAtIndex:(NSInteger)buttonIndex
{
    exit(0);
}
```

2. The banner ad sizes are 320x53 for iPhone & iPod touch, and 766x66 for iPad.
3. Please read the attached Ad Placement Strategy documentation in order to optimize your ad integration.