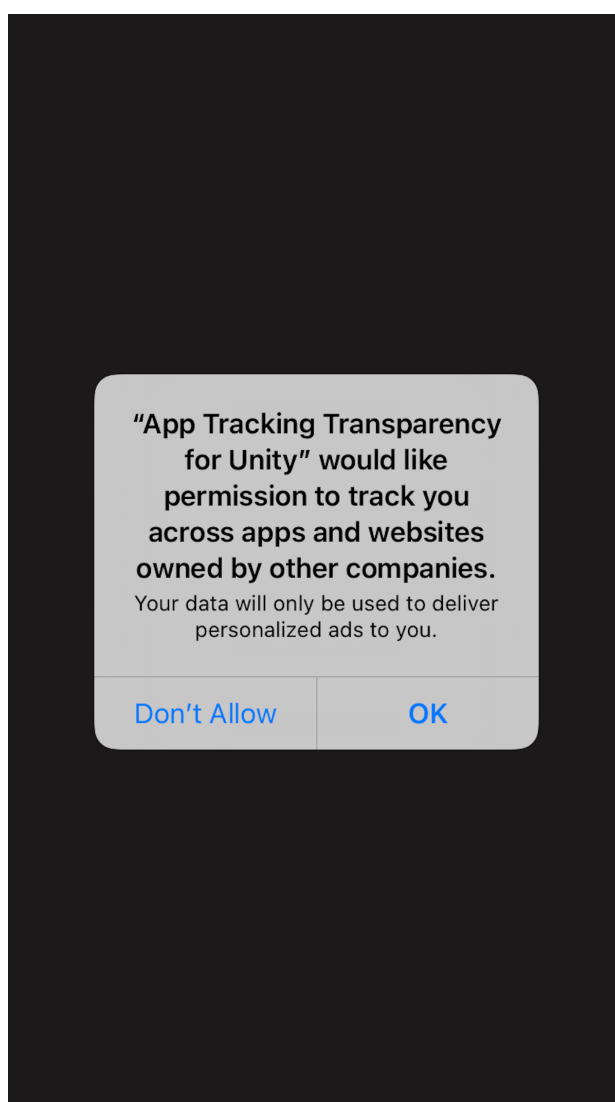


App Tracking Transparency for Unity

Introduction

Thanks for using App Tracking Transparency for Unity. This plugin allows your app/game to easily show the iOS 14 native App Tracking Transparency popup to your users, meeting Apple's requirement since iOS 14.



Usage

Register your callback to get notified with the authorization result and Request tracking authorization

```
AppTrackingTransparency.OnAuthorizationRequestDone += OnAuthorizationRequestDone;  
AppTrackingTransparency.RequestTrackingAuthorization();
```

Example

```

using Balaso;
using UnityEngine;

/// <summary>
/// Example MonoBehaviour class requesting iOS Tracking Authorization
/// </summary>
public class AppTrackingTransparencyExample : MonoBehaviour
{
    void Start()
    {
#if UNITY_IOS
        AppTrackingTransparency.OnAuthorizationRequestDone += OnAuthorizationRequestDone;
        AppTrackingTransparency.RequestTrackingAuthorization();
#endif
    }

#if UNITY_IOS

    /// <summary>
    /// Callback invoked with the user's decision
    /// </summary>
    /// <param name="status"></param>
    private void OnAuthorizationRequestDone(AppTrackingTransparency.AuthorizationStatus status)
    {
        switch(status)
        {
            case AppTrackingTransparency.AuthorizationStatus.NOT_DETERMINED:
                Debug.Log("AuthorizationStatus: NOT_DETERMINED");
                break;
            case AppTrackingTransparency.AuthorizationStatus.RESTRICTED:
                Debug.Log("AuthorizationStatus: RESTRICTED");
                break;
            case AppTrackingTransparency.AuthorizationStatus.DENIED:
                Debug.Log("AuthorizationStatus: DENIED");
                break;
            case AppTrackingTransparency.AuthorizationStatus.AUTHORIZED:
                Debug.Log("AuthorizationStatus: AUTHORIZED");
                break;
        }

        // Obtain IDFA
        Debug.Log($"IDFA: {AppTrackingTransparency.IdentifierForAdvertising}");
    }
#endif
}

```

