AdLantis iOS SDK - README for Unity

README for Unity support.

How to use the AdLantis SDK iOS sample project

Note: These instructions are for Unity 3.4 and later, Unity 3.3 and earlier are not supported.

- Open project `unity/adlantis_unity_sample` in Unity

  - set publisher ID in this project in the `Start()` method of the AdView class (in the `AdView.cs` script), set your publisher Id as follows:

    ```
    AdViewNative.SetPublisherId("MjExMA%3D%3D%0A");
    ```

    (Note: For testing, the `AdViewTest.cs` can be used instead of `AdView.cs`. The `AdView.cs` file will still be needed for the project however.)

- Export project to iOS
  - target platform should be set to Universal armv6+armv7
  - set SDK version to iOS latest
  - with Unity 3.4, simulator is not supported.
- Open project in Xcode
  - On Xcode 3.x set target to device.
  - On Xcode 4.x set scheme to Unity-iPhone device (not simulator).

- Add AdLantis files to project

  - framework additions:

    ```
    MobileCoreServices.framework
    libz.dylib
    ```

  - adlantis files (the `adlantis_sdk` directory):

    ```
    adlantis header files
    adlantis library
    asihttprequest
    jsonkit
    ```

  - add `native_code` (from "unity/plug_in" directory)

    ```
    AdLantisSDKBinding.h
    AdLantisSDKBinding.mm
    AdLantisGeometryUtils.h
    AdLantisGeometryUtils.m
    ```

  - make source changes

    - in AppController.mm in the file AppController.mm
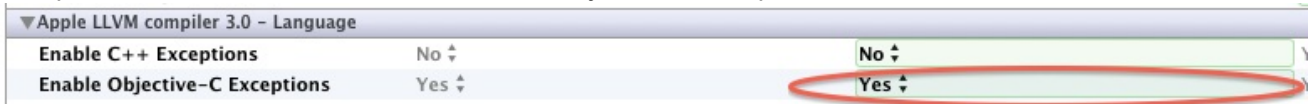
      - in import section of the of file:

        ```
        #import "AdlantisAdManager.h"
        #import "AdlantisView.h"
        #import "AdLantisSDKBinding.h"
        ```

      - in the function `OpenEAGL_UnityCallback` need to add code like the following after the view has been created (after the line with `[_window addSubview:view];`)

        ```
        //
        // AdLantis additions begin
        //
        AdlantisView *adView = AdView_Init();
        [view addSubview:adView];
        _AdView_SetPosition(AdViewTop); // This function only works after AdView_Set is called
        //
        // AdLantis additions end
        //
        ```

- If you see an error concerning Objective-C exceptions "cannot use '@try' with Objective-C exceptions disabled", make sure to set "Enable Objective-C Exceptions" to "Yes"


- Run application on device

Note: If making any changes to the Unity project, be sure to append, not replace existing project.

How to add AdLantis SDK support to an iOS Unity 3.4 application:

- Open project in Unity

    - double click on the "title" scene object to open it

    - add adView MonoBehavior class to project

      drag the `AdView.cs` script to one of objects in the scene hierarchy. The main camera of the scene is often used.
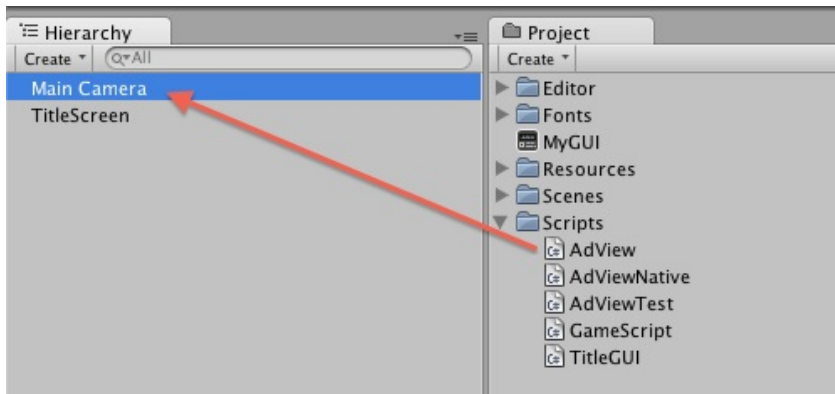
      To confirm that the script is attached, click on the main camera object and examine the inspector panel:
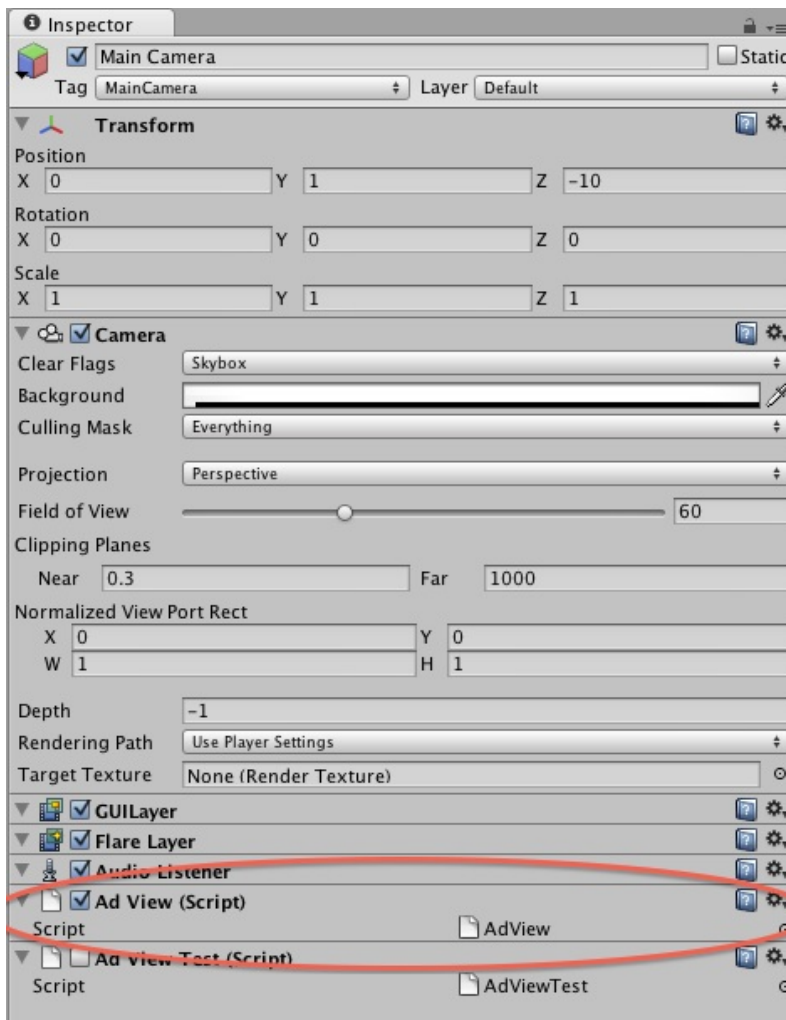
- set publisher ID in this project in the `Start()` method of the AdView class, set your publisher ID as follows: `AdViewNative.SetPublisherId("MjExMA%3D%3D%0A");` (Note: For testing, the `AdViewTest.cs` can be used instead of `AdView.cs`. The `AdView.cs` file will still be needed for the project however.)
    - include `AdViewNative.cs` in the project
- Export project to iOS
    - target platform should be set to Universal armv6+armv7
    - set SDK version to iOS latest
    - with Unity 3.4, simulator is not supported.
- Open project in Xcode
    - On Xcode 3.x set target to device.
    - On Xcode 4.x set scheme to Unity-iPhone device (not simulator).

- Add AdLantis files to project

    - framework additions:

    ```
    MobileCoreServices.framework
    libz.dylib
    CoreGraphics.framework (included by Unity 3.4)
    ```

    - adlantis files (the "adlantis_sdk" directory):

    ```
    adlantis header files
    adlantis library
    asihttprequest
    jsonkit
    ```

    - add "native_code" (from `unity/plug_in` directory)

    ```
    AdLantisSDKBinding.h
    AdLantisSDKBinding.mm
    AdLantisGeometryUtils.h
    AdLantisGeometryUtils.m
    ```

    - make source changes

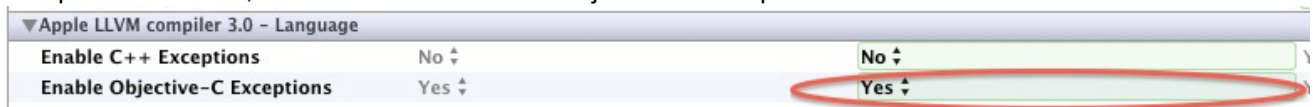- in AppController.mm in the file AppController.mm

  - at import section of the of file:

    ```
    #import "AdlantisAdManager.h"
    #import "AdlantisView.h"
    #import "AdLantisSDKBinding.h"
    ```

  - in the function `OpenEAGL_UnityCallback` need to add code like the following after the view has been created (after the line with `[_window addSubview:view];`)

    ```
    //
    // AdLantis additions begin
    //
    AdlantisView *adView = AdView_Init();
    [view addSubview:adView];
    _AdView_SetPosition(AdViewTop); // This function only works after AdView_Set is called
    //
    // AdLantis additions end
    //
    ```

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- Run application on device

Note: If making any changes to the Unity project, be sure to append, not replace existing project.