

UnityAds bundle index

- Current versions
- Changelog
- Troubleshooting
 - Migrating from adapter to bundle integration
 - Choosing between `aar` and `jar` bundles
 - Solving library conflicts

UnityAds current versions:

Version	Third party SDK version	Fyber SDK version	Unity version
1.4.4_r1	1.4.4	7.1.1	5.0.2f1
1.4.2_r2	1.4.2	7.1.1	5.0.2f1
1.4.2_r1	1.4.2	7.1.1	5.0.2f1
2.2.7	1.4.2	7.1.1	5.0.1f1
2.2.6	1.3.12	7.1.1	
2.2.5	1.3.10	7.1.1	
2.2.4	1.3.10	7.1.0	
2.2.3	1.3.10	7.1.0	
2.2.2	1.3.10	7.1.0	
2.2.1	1.3.10	7.0.1	
2.2.0	1.3.8 - 1.3.10	6.5.2, 7.1.0	

Bundle changelog

1.4.4_r1

- Added support for UnityAds SDK 1.4.4
- **UnityAds SDK changelog:**
 - Remove need for external storage permission from Android 4.4 and later
 - Add `getZone` method for getting current zone
 - Bug fixes

1.4.2_r2

- Fixed versioning of the bundle

1.4.2_r1

- Providing Fyber UserID to the rewarded video adapter for server side callbacks,
- Fixed issue with CLOSE_ABORTED event in case of limited ad inventories,
- First bundle release of the adapter.

[illegible]

Since the introduction of bundles, the adapter changelog will not be updated anymore.

Adapter changelog

2.2.7

- Added support for UnityAds SDK 1.4.2

2.2.6

- Added support for UnityAds SDK 1.3.12

2.2.5

- Removed Zone ID validation - it now accepts any string

2.2.4

- Changed flow for adapter to explicitly support interstitial precaching.

2.2.3

- Added Game ID and Zone ID validation

2.2.2

- Fixed a bug with wrong zone id setting

2.2.0

- Added interstitial adapter
- Added support for Unity Ads SDK 1.3.8 - 1.3.10

Troubleshooting

For detailed integration guide, please follow these links:

- rewarded video integration,
- interstitial integration.

Migrating from adapter to bundle integration

If you were already using UnityAds in the adapter/sdk form then you should remove the UnityAds adapter and the UnityAds SDK from your project's build path.

Choosing between `aar` and `jar` bundles

There are two types of bundles in the package. One is an `aar` bundle and the other is a `jar` bundle. **You never use them both.**

If you're using Android Studio, choose the `aar` bundle, if you're using Eclipse or Unity 3D, go with the `jar` bundle.

Solving library conflicts

If you experience conflicts while building the project, make sure you removed the UnityAds SDK from your project's build path. You don't need to add it separately, as it is provided within the bundle.

If you still have conflicts, check if you have all the dependency libraries from the bundle's `libs` folder included only once in your project's build path (e.g. you probably already have the support library included in your project).