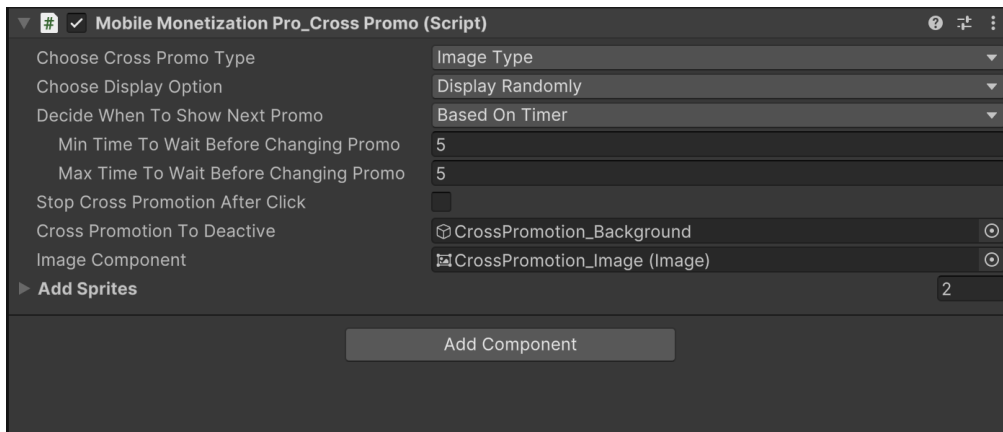


Cross-Promotion

Introduction

The tutorial focuses on implementing **Cross-Promotion** within a game, providing step-by-step instructions on how to set it up.

Cross-Promo Script



Fields	Info
ChooseCrossPromoType	Select the type of cross-promotion to display.
videoPlayer	Video player component used to play video cross-promotions.
ChooseDisplayOption	Choose how to display the sprites.
RawImageComponent	RawImage component for displaying video or image.
RenderTextureComponent	Render texture component for the video player.
ImageComponent	Image component for displaying image cross-promotions.
AddVideos	List of video cross-promotions to display.

AddSprites	List of image cross-promotions to display.
DecideWhenToShowNextPromo	Determine when the next promo should be displayed.
NoOfAppOpensToCheckBeforeNewPromo	Number of app opens to check before showing a new cross-promotion.
NoOfSessionsToCheckBeforeNewPromo	Number of sessions to check before showing a new cross-promotion.
MinTimeToWaitBeforeChangingPromo	Minimum time (in seconds) to wait before changing the cross-promotion.
MaxTimeToWaitBeforeChangingPromo	Maximum time (in seconds) to wait before changing the cross-promotion.
StopCrossPromotionAfterClick	If true, stop cross-promotion after the user clicks.
CrossPromotionToDeactive	GameObject to deactivate when cross-promotion ends.

Cross-Promo Manager Script

