

## Spil Unity Plugin

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# Chapter 1

## Namespace Index

### 1.1 Namespace List

Here is a list of all documented namespaces with brief descriptions:

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## Chapter 2

# Hierarchical Index

### 2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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MonoBehaviour	
Spil.IgaPanel . . . . .	9
SpilUnity . . . . .	16
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## Chapter 3

# Class Index

### 3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

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<a href="#">Spil.IgaPanel</a>	9
<a href="#">Spil.SGHelpers</a>	10
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## Chapter 4

# Namespace Documentation

### 4.1 Package Spil

#### Classes

- class [IgaPanel](#)
- class [SGHelpers](#)
- interface [SpilABTestListener](#)
- interface [SpilAdsListener](#)
- interface [SpilAppSettingsListener](#)
- interface [SpilInGameAdsListener](#)
- struct [SpilSettings](#)

#### Enumerations

- enum [Enviroment](#) { [SG\\_ENVIRONMENT\\_DEV\\_VALUE](#) =0, [SG\\_ENVIRONMENT\\_LIVE\\_VALUE](#) }
- enum [Orientation](#) { [SG\\_LANDSCAPE](#) = 0, [SG\\_PORTRAIT](#) }
- enum [Store](#) { [SG\\_STORE\\_IOS](#), [SG\\_STORE\\_AMAZON](#), [SG\\_STORE\\_GOOGLE\\_PLAY](#) }

#### 4.1.1 Detailed Description

Namespace to group the [Spil](#) definitions for the unity plugin.

#### 4.1.2 Enumeration Type Documentation

##### 4.1.2.1 enum [Spil.Enviroment](#)

Type of environment supported in the configurations

##### 4.1.2.2 enum [Spil.Store](#)

Number of stores supported in the configurations



## Chapter 5

# Class Documentation

### 5.1 SpilUnity.AdsData Class Reference

#### Public Attributes

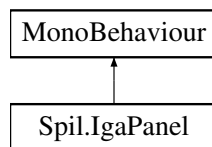
- string **url**
- string **link**
- string **adId**
- string **name**

The documentation for this class was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilUnity.cs

### 5.2 Spil.IgaPanel Class Reference

Inheritance diagram for Spil.IgaPanel:



#### Public Attributes

- [SpilUnity](#) **spilUnity**
- Texture2D **texture**
- string **link**
- string **adId**

The documentation for this class was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/Resources/Iga-Panel.cs

## 5.3 Spil.SGHelpers Class Reference

### Static Public Member Functions

- static string [GetUDID](#) ()
- static string [GetAppVersion](#) ()
- static string [GetAppName](#) ()

#### 5.3.1 Member Function Documentation

##### 5.3.1.1 static string Spil.SGHelpers.GetAppName ( ) [inline],[static]

Get the current name of the app from the Info.plist

##### Returns

The CFBundleName entry in the Info.plist

##### 5.3.1.2 static string Spil.SGHelpers.GetAppVersion ( ) [inline],[static]

Get the current version of the app from the Info.plist

##### Returns

The CFBundleVersion entry in the Info.plist

##### 5.3.1.3 static string Spil.SGHelpers.GetUDID ( ) [inline],[static]

Get the UDID generated for this device.

##### Returns

The UDID generated for this device.

The documentation for this class was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SGHelpers.cs

## 5.4 Spil.SpilABTestListener Interface Reference

### Public Member Functions

- void [ABTestSessionDidStart](#) ()
- void [ABTestSessionDidEnd](#) ()
- void [ABTestSessionDiffReceived](#) (JsonData diffs)

#### 5.4.1 Detailed Description

Interface to listen the events triggered by the A/B Testing subsystem



## 5.4.2 Member Function Documentation

### 5.4.2.1 void Spil.SpilABTestListener.ABTestSessionDidEnd ( )

Method to call back after the a/b test subsystem is successfully ended. Can be used to store some internal state.

### 5.4.2.2 void Spil.SpilABTestListener.ABTestSessionDidStart ( )

Method to call back after the a/b test subsystem is successfully started. Can be used to request the changes for this user

See Also

[ABTestSessionDiffReceived:](#)

### 5.4.2.3 void Spil.SpilABTestListener.ABTestSessionDiffReceived ( JsonData *diffs* )

Method to call back after the a/b test subsystem receive the differences to apply over the original version. The differences come expressed as an array of objects. These objects are represented as dictionaries, where, always are defined the following keys:

- **uid**: an ID for this resource to test. A resource can contain many elements to test. Details in the next entry.
- **diff**: a dictionary with all the changes to apply to this resource. In this resource, many elements could be changed, for each element, an entry will appear in this dictionary. Each of this entry will contain a dictionary with exactly 2 keys: "new" and "old", refering to the original and value to replace with.
- **item\_class**: unused for the moment.

This method should be use to apply the changes in the game received as parameter.

Parameters

<i>diffs</i>	The array contains the expected differences in the format above.
--------------	--

The documentation for this interface was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilABTestListener.cs

## 5.5 Spil.SpilAdsListener Interface Reference

### Public Member Functions

- void [AdDidStart](#) ()
- void [AdDidFailToStart](#) (string error)
- void [AdWillAppear](#) ()
- void [AdDidAppear](#) ()
- void [AdDidFailToAppear](#) (string error)
- void [AdMoreGamesWillAppear](#) ()
- void [AdMoreGamesDidAppear](#) ()
- void [AdMoreGamesDidFailToAppear](#) (string error)
- void [AdMoreGamesDidDismiss](#) ()
- void [AdPopupDidDismiss](#) ()

### 5.5.1 Detailed Description

Interface to listen the events triggered by the Ads subsystem.

### 5.5.2 Member Function Documentation

#### 5.5.2.1 void Spil.SpilAdsListener.AdDidAppear ( )

Method to call back after the ad is displayed. This method is only called if the ads are enabled to be displayed (Ads-Enabled(true)). Can be use to track some action.

##### See Also

Spil.AdsEnabled()

#### 5.5.2.2 void Spil.SpilAdsListener.AdDidFailToAppear ( string error )

Method to call back if the ad couldn't be displayed due to any reason. Can be used to track the problem. This method will be called, if there is no ads available to show. This means the system is working fine, just that the app consumed all the ads available or there is no campaigns configured for this app yet.

##### See Also

SpilUnity.trackEvent()

##### Parameters

<i>error</i>	The reason why the ad failed to be displayed.
--------------	---

#### 5.5.2.3 void Spil.SpilAdsListener.AdDidFailToStart ( string error )

Method to call back after if the ad subsystem couldn't be started due to any reason. Can be used to track the problem, or to disable the some functionalities of the game, or to use some placeholder images instead.

##### See Also

SpilUnity.trackEvent()

##### Parameters

<i>error</i>	The reason why the ad subsystem failed to start.
--------------	--

#### 5.5.2.4 void Spil.SpilAdsListener.AdDidStart ( )

Method to call back after the ads subsystem is successfully started. Can be used to notify the game that can request ads.

#### 5.5.2.5 void Spil.SpilAdsListener.AdMoreGamesDidAppear ( )

Method to call back after the more games' screen is displayed.

**5.5.2.6 void Spil.SpilAdsListener.AdMoreGamesDidDismiss ( )**

Method to call back if the more games popup showed was dismissed. Can be used to resume the sound or resume the game.

**5.5.2.7 void Spil.SpilAdsListener.AdMoreGamesDidFailToAppear ( string *error* )**

Method to call back if the more games' screen couldn't be displayed due to any reason. Can be used to track the problem.

**See Also**

SpilUnity.trackEvent()

**Parameters**

<i>error</i>	The reason why the more games' screen failed to be displayed.
--------------	---

**5.5.2.8 void Spil.SpilAdsListener.AdMoreGamesWillAppear ( )**

Method to call back before the next more games' screen is going to be shown. Can be used to stop the sound or pause the game.

**5.5.2.9 void Spil.SpilAdsListener.AdPopupDidDismiss ( )**

Method to call back if the ad popup showed was dismissed. Can be used to resume the sound or resume the game.

**5.5.2.10 void Spil.SpilAdsListener.AdWillAppear ( )**

Method to call back before the next ad is going to be displayed. If there is no ad to show, this method won't be called back. Can be used to pause the game or run some other tasks.

The documentation for this interface was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilAdsListener.-cs

## 5.6 Spil.SpilAppSettingsListener Interface Reference

**Public Member Functions**

- void [AppSettingsDidLoad](#) (JsonData data)
- void [AppSettingsDidFailWithError](#) (string error)
- void [AppSettingsDidStartDownload](#) ()

### 5.6.1 Detailed Description

Interface to listen the responses from the App Settings subsystem

## 5.6.2 Member Function Documentation

### 5.6.2.1 void Spil.SpilAppSettingsListener.AppSettingsDidFailWithError ( string *error* )

Method to call back in case the settings couldn't be loaded. Usually the reasons to call this method will be:

- if there is any parsing error in the remote settings and in the local settings.
- if there is a connection error, and the file of the defaults cannot be found locally.

Parameters

<i>error</i>	Error describing what was wrong.
--------------	----------------------------------

### 5.6.2.2 void Spil.SpilAppSettingsListener.AppSettingsDidLoad ( JsonData *data* )

Method to call back when the settings are finally loaded. This methods will receive the settings loaded in the form of a dictionary. The developers should know the structure of the dictionary since they created the default settings file.

Parameters

<i>data</i>	The settings loaded. The format and the values are defined by the developer of the app.
-------------	---

### 5.6.2.3 void Spil.SpilAppSettingsListener.AppSettingsDidStartDownload ( )

Method to call back when the download of the settings has been started. Can be use to notify the user or do other tasks until everything is downloaded.

The documentation for this interface was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilAppSettingsListener.cs

## 5.7 Spil.SpilInGameAdsListener Interface Reference

### Public Member Functions

- void [AdDidLoadIngameAsset](#) (GameObject billboard)
- void [AdDidFailIngameAsset](#) (string error)

### 5.7.1 Member Function Documentation

#### 5.7.1.1 void Spil.SpilInGameAdsListener.AdDidFailIngameAsset ( string *error* )

Method to callback when an error happened trying to retrieve the ad from the server.

Parameters

<i>error</i>	An error code describing the cause of the error.
--------------	--

#### 5.7.1.2 void Spil.SpilInGameAdsListener.AdDidLoadIngameAsset ( GameObject *billboard* )

Method to callback when a in game ad has been retrieved from the server. This view will handle the display event and will mark the advert as shown.

##### Parameters

<i>billboard</i>	A GameObject that will respond to the events when it's displayed and clicked.
------------------	---

The documentation for this interface was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilInGameAds-Listener.cs

## 5.8 Spil.SpilSettings Struct Reference

### Public Attributes

- [Enviroment](#) [SG\\_ENVIRONMENT\\_KEY](#)
- string [SG\\_ENVIRONMENT\\_SETTINGS\\_URL\\_GET](#)
- float [SG\\_APP\\_SETTINGS\\_POLL\\_TIME\\_KEY](#)
- string [SG\\_TRACKING\\_ID\\_KEY](#)
- [Store](#) [SG\\_STORE\\_ID](#)

### 5.8.1 Detailed Description

Settings to pass to the native application

### 5.8.2 Member Data Documentation

#### 5.8.2.1 float Spil.SpilSettings.SG\_APP\_SETTINGS\_POLL\_TIME\_KEY

Time in seconds to scan for the default settings. Only is used if SG\_ENVIRONMENT\_KEY is set to SG\_ENVIRONME-NT\_DEV\_VALUE.

#### 5.8.2.2 Enviroment Spil.SpilSettings.SG\_ENVIRONMENT\_KEY

Type of enviroment to use

#### 5.8.2.3 string Spil.SpilSettings.SG\_ENVIRONMENT\_SETTINGS\_URL\_GET

URL to get the app settings file. Required if SG\_ENVIRONMENT\_KEY is set to SG\_ENVIRONMENT\_DEV\_VALUE.

#### 5.8.2.4 string Spil.SpilSettings.SG\_TRACKING\_ID\_KEY

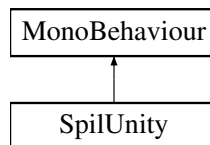
Application ID in the tracking system.

The documentation for this struct was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilUnity.cs

## 5.9 SpilUnity Class Reference

Inheritance diagram for SpilUnity:



### Classes

- class [AdsData](#)

### Public Member Functions

- void **Awake** ()
- void **OnApplicationQuit** ()
- void **Initialize** (string appID, string authToken, [SpilSettings](#) configs)
- void **SetAppSettingsListener** ([SpilAppSettingsListener](#) listener)
- void **SetAdsListener** ([SpilAdsListener](#) listener)
- void **AdsNextInterstitial** ()
- void **AdsNextInterstitial** (string location)
- void **AdsShowMoreGames** ()
- void **AdsEnabled** (bool state)
- void **AdsCacheNextInterstitial** ()
- void **AdsCacheNextInterstitial** (string location)
- void **SetInGameAdListener** ([SpilInGameAdsListener](#) listener)
- void **AdsRequestIngameAsset** (Orientation orient)
- void **AdsRequestIngameAsset** (Orientation orient, string location)
- void **TrackPage** (string page)
- void **TrackEvent** (string evt)
- void **TrackEventDetailed** (string category, string action, string label, int val)
- void **TrackEventWithParameters** (string evt, Dictionary< string, string > parameters)
- void **TrackTimedEvent** (string evt)
- void **TrackEndTimedEvent** (string evt)
- void **TrackEndTimedEventWithParameters** (string evt, Dictionary< string, string > parameters)
- void **TrackError** (string evt, string message, Exception exception)
- void **SetABTestListener** ([SpilABTestListener](#) listener)
- void **ABTestUpdateUserInfo** ()
- void **ABTestUpdateUserInfoWith** (Dictionary< string, string > info)

- void [ABTestGetTestDiff](#) ()
- void [ABTestGetTestDiffForUser](#) (string user)
- void [ABTestMarkSucceedTest](#) (string name, Dictionary< string, string >parameters)

## Properties

- static [SpilUnity Instance](#) [get]

### 5.9.1 Member Function Documentation

#### 5.9.1.1 void SpilUnity.ABTestGetTestDiff ( ) [inline]

Sends a request to retrieve the test differences for this user (MAC Address). The differences will be sent asynchronously to the SpilABTestListener implemented and set in the SetABTestListener method.

#### 5.9.1.2 void SpilUnity.ABTestGetTestDiffForUser ( string user ) [inline]

For development purposes only. Send a request to retrieve the test differences for this user. The differences will be sent asynchronously to the SpilABTestListener implemented and set in the SetABTestListener method.

##### Parameters

<i>user</i>	The user to force the different variants of the A/B test.
-------------	---

#### 5.9.1.3 void SpilUnity.ABTestMarkSucceedTest ( string name, Dictionary< string, string > parameters ) [inline]

Marks a particular resource as a success with the parameters that lead to that success. This method should be called with the exact name of the resource and also it must be called with the control version to be able to compare results.

##### Parameters

<i>name</i>	The name of the resource to mark as a successful one.
<i>parameters</i>	A dictionary with extra parameters relevant for the analysis of the action called.

#### 5.9.1.4 void SpilUnity.ABTestUpdateUserInfo ( ) [inline]

Updates the user basic information to create segments and improve A/B tests. This method will send:

- Country
- Language
- Device (ipad, ipod, iphone)
- OS Platform (version)

#### 5.9.1.5 void SpilUnity.ABTestUpdateUserInfoWith ( Dictionary< string, string > info ) [inline]

Updates the user information to create segments and improve A/B tests. This method will send the basic information plus all the information included in the extra info

## Parameters

<i>info</i>	A dictionary with all the extra parameter we want to submit.
-------------	--

## See Also

[AbtestUpdateUserInfo\(\)](#)

#### 5.9.1.6 void SpilUnity.AdsCacheNextInterstitial ( ) [inline]

Caches the next interstitial image to speed up the load time. Uses the default location.

## See Also

[AdsCacheNextInterstitial\(string\)](#)

#### 5.9.1.7 void SpilUnity.AdsCacheNextInterstitial ( string location ) [inline]

Caches the next interstitial image to speed up the load time. Use the location parameter to indicate where the ad is being displayed, for instance, "mainmenu", "store", "pausemenu". This helps to improve the advertisement campaigns.

## Parameters

<i>location</i>	Location to be used for this interstitial
-----------------	---

#### 5.9.1.8 void SpilUnity.AdsEnabled ( bool state ) [inline]

Turns on/off if the ads should be displayed. The ads are displayed by default.

## Parameters

<i>state</i>	Indicates if the ads should be displayed or not.
--------------	--

#### 5.9.1.9 void SpilUnity.AdsNextInterstitial ( ) [inline]

Shows an ad right away, using the default location.

## See Also

[AdsNextInterstitial\(string\)](#)

#### 5.9.1.10 void SpilUnity.AdsNextInterstitial ( string location ) [inline]

Shows an ad right away, using the specified location. Use the location parameter to indicate where the ad is being displayed, for instance, "mainmenu", "store", "pausemenu". This helps to improve the advertisement campaigns.



## Parameters

<i>location</i>	Location to be used for this interstitial
-----------------	---

5.9.1.11 void SpilUnity.AdsRequestIngameAsset ( Orientation *orient* ) [inline]

Makes a request to get an advert (on the default location) and return it to the invoker when it's done through the SpilInGameAdsListener implementation set up prior the call to this method. This methods returns right away.

## See Also

AdsRequestInGameAd(Orientation, string)

## Parameters

<i>orient</i>	The orientation of the expected banner (Orientation.SG_LANDSCAPE or Orientation.SG_PORTRAIT)
---------------	--

5.9.1.12 void SpilUnity.AdsRequestIngameAsset ( Orientation *orient*, string *location* ) [inline]

Makes a request to get an advert (on the default location) and return it to the invoker when it's done through the SpilInGameAdsListener implementation set up prior the call to this method. Use the location parameter to indicate where the ad is being displayed, for instance, "mainmenu", "store", "pausemenu". This helps to improve the advertisement campaigns. This methods returns right away.

## Parameters

<i>orient</i>	The orientation of the expected banner (Orientation.SG_LANDSCAPE or Orientation.SG_PORTRAIT)
<i>location</i>	Location to be used for this interstitial

## 5.9.1.13 void SpilUnity.AdsShowMoreGames ( ) [inline]

Shows the More Games screen right away.

5.9.1.14 void SpilUnity.Initialize ( string *appId*, string *authToken*, SpilSettings *configs* ) [inline]

Creates a [Spil](#) object singleton with an application ID and authentication token that will be used along the framework for multiple services. Also you must specify some configurations to control the behavior of the framework. Most important, if the framework should act like a development environment or a production environment. Some validations about the configurations are made, if one fails, a null object is returned, and the error is written in the console log.

## Parameters

<i>appId</i>	The application ID provided by <a href="#">Spil</a> Games, it can't be null.
<i>authToken</i>	The authentication token provided by <a href="#">Spil</a> Games, it can't be null.
<i>configs</i>	A dictionary with the posible settings to be used by spil framework.

## Returns

The [Spil](#) object that will be use for further calls.

5.9.1.15 `void SpilUnity.SetABTestListener ( SpilABTestListener listener )` `[inline]`

Sets the SpilABTestListener and receive the proper notifications from it. Without the listener this subsystem is disabled.

## Parameters

<i>listener</i>	The delegate to handle the events generated by the A/B test subsystem.
-----------------	--

5.9.1.16 void SpilUnity.SetAdsListener ( SpilAdsListener *listener* ) [inline]

Sets the SpilAdsListener and receive the proper notifications from it. Without the listener this subsystem is disabled.

## Parameters

<i>listener</i>	The listener to handle the events generated by the Ads subsystem.
-----------------	---

5.9.1.17 void SpilUnity.SetAppSettingsListener ( SpilAppSettingsListener *listener* ) [inline]

Sets the SpilAppSettingsListener and receive the proper notifications from it. A listener is required in order to deliver the settings downloaded from the server or loaded from the default files. Without the listener this subsystem is disabled.

## Parameters

<i>listener</i>	The listener to handle the response of the AppSettings subsystem.
-----------------	---

5.9.1.18 void SpilUnity.SetInGameAdListener ( SpilInGameAdsListener *listener* ) [inline]

Sets the listener to handle the events received by the in-game ads system. Without this listener the InGameAds subsystem is disabled.

## Parameters

<i>listener</i>	The ads listener who is going to handle the events.
-----------------	---

5.9.1.19 void SpilUnity.TrackEndTimedEvent ( string *evt* ) [inline]

Tracks the end of an event that was started. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the end timestamp(epoch) is issued.

## See Also

trackTimedEvent:

## Parameters

<i>evt</i>	The event to track. Should match with the starting event.
------------	---

5.9.1.20 void SpilUnity.TrackEndTimedEventWithParameters ( string *evt*, Dictionary< string, string > *parameters* ) [inline]

Tracks the end of an event that was started. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the end timestamp(epoch) is issued.

## See Also

trackTimedEvent:

## Parameters

<i>evt</i>	The event to track. Should match with the starting event.
<i>parameters</i>	The parameters when the event was finished.

5.9.1.21 `void SpilUnity.TrackError ( string evt, string message, Exception exception ) [inline]`

Tracks an error/crashes that has occurred in the application. This errors appear in special sections of the analytics dashboards, therefore only use them to reflect app crashes or fatal errors. Send minor warnings with this method will clutter the ability to detect actual crashes causes.

## Parameters

<i>evt</i>	The event to track.
<i>message</i>	The message with the detail of the error.
<i>exception</i>	The exception that causes the error.

5.9.1.22 `void SpilUnity.TrackEvent ( string evt ) [inline]`

Tracks an event. The event could be actions taken on some object like unlocking an achievement, or a getting a hiscore.

## Parameters

<i>evt</i>	The event to track.
------------	---------------------

5.9.1.23 `void SpilUnity.TrackEventDetailed ( string category, string action, string label, int val ) [inline]`

Tracks an event under a particular category. The parameters match with the google analytics' ones. For flurry, a event with parameters is issued, where the category is the event name.

## Parameters

<i>category</i>	The category for this event.
<i>action</i>	The action took on that category.
<i>label</i>	Optional. A string label to especify something about the action.
<i>val</i>	Optional. A integer value. useful to especify error codes.

5.9.1.24 `void SpilUnity.TrackEventWithParameters ( string evt, Dictionary< string, string > parameters ) [inline]`

Tracks an event with particular parameters. This match the Flurry's logEvent:withParameters:

## Parameters

<i>evt</i>	The event to track
<i>parameters</i>	Additional parameters to attach to the event.

5.9.1.25 `void SpilUnity.TrackPage ( string page ) [inline]`

Tracks a particular page. It can be used to keep track of the current screen separately from the events. If the session is not started yet, this request is ignored.

## Parameters

<i>page</i>	The page name/url to track.
-------------	-----------------------------

## 5.9.1.26 void SpilUnity.TrackTimedEvent ( string evt ) [inline]

Tracks an event that should end in a finite time. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the start timestamp(epoch) is issued.

## Parameters

<i>evt</i>	The event to track.
------------	---------------------

## 5.9.2 Property Documentation

## 5.9.2.1 SpilUnity.SpilUnity.Instance [static],[get]

Method to retrieve the sharedInstance, since this class is a singleton. The instance returned could be nil if the constructor above haven't been called or if was error occurred.

## Returns

The shared instance of this [Spil](#) object.

The documentation for this class was generated from the following file:

- /Users/Shared/Jenkins/Home/workspace/native-unity-plugin/demos/sample/Assets/Plugins/Spil/SpilUnity.cs

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