Spil Unity Plugin

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Contents

1 Namespace Index **1**

1.1 Namespace List . . . 1

2 Hierarchical Index **3**

2.1 Class Hierarchy . . . 3

3 Class Index **5**

3.1 Class List . . . 5

4 Namespace Documentation **7**

4.1 Package Spil . . . 7

4.1.1 Detailed Description . . . 7

4.1.2 Enumeration Type Documentation . . . 7

4.1.2.1 Enviroment . . . 7

4.1.2.2 Store . . . 7

5 Class Documentation **9**

5.1 SpilUnity.AdsData Class Reference . . . 9

5.2 Spil.IgaPanel Class Reference . . . 9

5.3 Spil.SGHelpers Class Reference . . . 10

5.3.1 Member Function Documentation . . . 10

5.3.1.1 GetAppName . . . 10

5.3.1.2 GetAppVersion . . . 10

5.3.1.3 GetUDID . . . 10

5.4 Spil.SpilABTestListener Interface Reference . . . 10

5.4.1 Detailed Description . . . 10

5.4.2 Member Function Documentation . . . 11

5.4.2.1 ABTestSessionDidEnd . . . 11

5.4.2.2 ABTestSessionDidStart . . . 11

5.4.2.3 ABTestSessionDiffReceived . . . 11

5.5 Spil.SpilAdsListener Interface Reference . . . 11
5.5.1 Detailed Description . . . 12
5.5.2 Member Function Documentation . . . 12
5.5.2.1 AdDidAppear . . . 12
5.5.2.2 AdDidFailToAppear . . . 12
5.5.2.3 AdDidFailToStart . . . 12
5.5.2.4 AdDidStart . . . 12
5.5.2.5 AdMoreGamesDidAppear . . . 12
5.5.2.6 AdMoreGamesDidDismiss . . . 13
5.5.2.7 AdMoreGamesDidFailToAppear . . . 13
5.5.2.8 AdMoreGamesWillAppear . . . 13
5.5.2.9 AdPopupDidDismiss . . . 13
5.5.2.10 AdWillAppear . . . 13
5.6 Spil.SpilAppSettingsListener Interface Reference . . . 13
5.6.1 Detailed Description . . . 13
5.6.2 Member Function Documentation . . . 14
5.6.2.1 AppSettingsDidFailWithError . . . 14
5.6.2.2 AppSettingsDidLoad . . . 14
5.6.2.3 AppSettingsDidStartDownload . . . 14
5.7 Spil.SpilInGameAdsListener Interface Reference . . . 14
5.7.1 Member Function Documentation . . . 14
5.7.1.1 AdDidFailIngameAsset . . . 14
5.7.1.2 AdDidLoadIngameAsset . . . 15
5.8 Spil.SpilSettings Struct Reference . . . 15
5.8.1 Detailed Description . . . 15
5.8.2 Member Data Documentation . . . 15
5.8.2.1 SG_APP_SETTINGS_POLL_TIME_KEY . . . 15
5.8.2.2 SG_ENVIRONMENT_KEY . . . 15
5.8.2.3 SG_ENVIRONMENT_SETTINGS_URL_GET . . . 15
5.8.2.4 SG_TRACKING_ID_KEY . . . 16
5.9 SpilUnity Class Reference . . . 16
5.9.1 Member Function Documentation . . . 17
5.9.1.1 ABTestGetTestDiff . . . 17
5.9.1.2 ABTestGetTestDiffForUser . . . 17
5.9.1.3 ABTestMarkSucceedTest . . . 17
5.9.1.4 ABTestUpdateUserInfo . . . 17
5.9.1.5 ABTestUpdateUserInfoWith . . . 17

5.9.1.6 AdsCacheNextInterstitial . . . 18
5.9.1.7 AdsCacheNextInterstitial . . . 18
5.9.1.8 AdsEnabled . . . 18
5.9.1.9 AdsNextInterstitial . . . 18
5.9.1.10 AdsNextInterstitial . . . 18
5.9.1.11 AdsRequestIngameAsset . . . 19
5.9.1.12 AdsRequestIngameAsset . . . 19
5.9.1.13 AdsShowMoreGames . . . 19
5.9.1.14 Initialize . . . 19
5.9.1.15 SetABTestListener . . . 20
5.9.1.16 SetAdsListener . . . 21
5.9.1.17 SetAppSettingsListener . . . 21
5.9.1.18 SetInGameAdListener . . . 21
5.9.1.19 TrackEndTimedEvent . . . 21
5.9.1.20 TrackEndTimedEventWithParameters . . . 21
5.9.1.21 TrackError . . . 22
5.9.1.22 TrackEvent . . . 22
5.9.1.23 TrackEventDetailed . . . 22
5.9.1.24 TrackEventWithParameters . . . 22
5.9.1.25 TrackPage . . . 22
5.9.1.26 TrackTimedEvent . . . 23
5.9.2 Property Documentation . . . 23
5.9.2.1 Instance . . . 23

Index **24**

Chapter 1

Namespace Index

1.1 Namespace List

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

Spil 7

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

SpilUnity.AdsData 9
MonoBehaviour
    Spil.IgaPanel 9
    SpilUnity 16
Spil.SGHelpers 10
Spil.SpilABTestListener 10
Spil.SpilAdsListener 11
Spil.SpilAppSettingsListener 13
Spil.SpilInGameAdsListener 14
Spil.SpilSettings 15

Chapter 3

Class Index

3.1 Class List

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

SpilUnity.AdsData 9
Spil.IgaPanel 9
Spil.SGHelpers 10
Spil.SpilABTestListener 10
Spil.SpilAdsListener 11
Spil.SpilAppSettingsListener 13
Spil.SpilInGameAdsListener 14
Spil.SpilSettings 15
SpilUnity 16

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

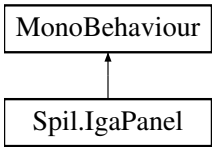
- string **url**
- string **link**
- string **adId**
- string **name**

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/IgaPanel.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 trigerred 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

diffs	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/SpilABTest-Listener.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 (AdsEnabled(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

error	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

error	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

error	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

error	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

data	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

error	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

billboard	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/SpilInGameAdsListener.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_ENVIRONMENT_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

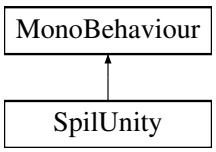
Application ID in the tracking system.

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

user	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

name	The name of the resource to mark as a successful one.
parameters	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

info	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

location	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

state	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

location	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

orient	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

orient	The orientation of the expected banner (Orientation.SG_LANDSCAPE or Orientation.SG_PORTRAIT)
location	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 behaivor 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

appID	The application ID provided by Spil Games, it can't be null.
authToken	The authentication token provided by Spil Games, it can't be null.
configs	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

listener	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

listener	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

listener	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 subsytem is disabled.

Parameters

listener	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

evt	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

evt	The event to track. Should match with the starting event.
parameters	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 occured 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

evt	The event to track.
message	The message with the detail of the error.
exception	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

evt	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

category	The category for this event.
action	The action took on that category.
label	Optional. A string label to especify something about the action.
val	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

evt	The event to track
parameters	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 separetely from the events. If the session is not started yet, this request is ignored.

Parameters

page	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

evt	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 occured.

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

Index

ABTestGetTestDiff
    SpilUnity, 17
ABTestGetTestDiffForUser
    SpilUnity, 17
ABTestMarkSucceedTest
    SpilUnity, 17
ABTestSessionDidEnd
    Spil::SpilABTestListener, 11
ABTestSessionDidStart
    Spil::SpilABTestListener, 11
ABTestSessionDiffReceived
    Spil::SpilABTestListener, 11
ABTestUpdateUserInfo
    SpilUnity, 17
ABTestUpdateUserInfoWith
    SpilUnity, 17
AdDidAppear
    Spil::SpilAdsListener, 12
AdDidFailIngameAsset
    Spil::SpilInGameAdsListener, 14
AdDidFailToAppear
    Spil::SpilAdsListener, 12
AdDidFailToStart
    Spil::SpilAdsListener, 12
AdDidLoadIngameAsset
    Spil::SpilInGameAdsListener, 15
AdDidStart
    Spil::SpilAdsListener, 12
AdMoreGamesDidAppear
    Spil::SpilAdsListener, 12
AdMoreGamesDidDismiss
    Spil::SpilAdsListener, 12
AdMoreGamesDidFailToAppear
    Spil::SpilAdsListener, 13
AdMoreGamesWillAppear
    Spil::SpilAdsListener, 13
AdPopupDidDismiss
    Spil::SpilAdsListener, 13
AdWillAppear
    Spil::SpilAdsListener, 13
AdsCacheNextInterstitial
    SpilUnity, 18
AdsEnabled
    SpilUnity, 18
AdsNextInterstitial
    SpilUnity, 18
AdsRequestIngameAsset
    SpilUnity, 19
AdsShowMoreGames
    SpilUnity, 19
AppSettingsDidFailWithError
    Spil::SpilAppSettingsListener, 14
AppSettingsDidLoad
    Spil::SpilAppSettingsListener, 14
AppSettingsDidStartDownload
    Spil::SpilAppSettingsListener, 14

Enviroment
    Spil, 7

GetAppName
    Spil::SGHelpers, 10
GetAppVersion
    Spil::SGHelpers, 10
GetUDID
    Spil::SGHelpers, 10

Initialize
    SpilUnity, 19
Instance
    SpilUnity, 23

SG_ENVIRONMENT_KEY
    Spil::SpilSettings, 15
SetABTestListener
    SpilUnity, 19
SetAdsListener
    SpilUnity, 21
SetAppSettingsListener
    SpilUnity, 21
SetInGameAdListener
    SpilUnity, 21
Spil, 7
    Enviroment, 7
    Store, 7
Spil.IgaPanel, 9
Spil.SGHelpers, 10
Spil.SpilABTestListener, 10
Spil.SpilAdsListener, 11
Spil.SpilAppSettingsListener, 13
Spil.SpilInGameAdsListener, 14

Spil.SpilSettings, 15
Spil::SGHelpers
GetAppName, 10
GetAppVersion, 10
GetUDID, 10
Spil::SpilABTestListener
ABTestSessionDidEnd, 11
ABTestSessionDidStart, 11
ABTestSessionDiffReceived, 11
Spil::SpilAdsListener
AdDidAppear, 12
AdDidFailToAppear, 12
AdDidFailToStart, 12
AdDidStart, 12
AdMoreGamesDidAppear, 12
AdMoreGamesDidDismiss, 12
AdMoreGamesDidFailToAppear, 13
AdMoreGamesWillAppear, 13
AdPopupDidDismiss, 13
AdWillAppear, 13
Spil::SpilAppSettingsListener
AppSettingsDidFailWithError, 14
AppSettingsDidLoad, 14
AppSettingsDidStartDownload, 14
Spil::SpilInGameAdsListener
AdDidFailIngameAsset, 14
AdDidLoadIngameAsset, 15
SpilUnity, 16
ABTestGetTestDiff, 17
ABTestGetTestDiffForUser, 17
ABTestMarkSucceedTest, 17
ABTestUpdateUserInfo, 17
ABTestUpdateUserInfoWith, 17
AdsCacheNextInterstitial, 18
AdsEnabled, 18
AdsNextInterstitial, 18
AdsRequestIngameAsset, 19
AdsShowMoreGames, 19
Initialize, 19
Instance, 23
SetABTestListener, 19
SetAdsListener, 21
SetAppSettingsListener, 21
SetInGameAdListener, 21
TrackEndTimedEvent, 21
TrackEndTimedEventWithParameters, 21
TrackError, 22
TrackEvent, 22
TrackEventDetailed, 22
TrackEventWithParameters, 22
TrackPage, 22
TrackTimedEvent, 23
SpilUnity.AdsData, 9
Store
Spil, 7

TrackEndTimedEvent
SpilUnity, 21
TrackEndTimedEventWithParameters
SpilUnity, 21
TrackError
SpilUnity, 22
TrackEvent
SpilUnity, 22
TrackEventDetailed
SpilUnity, 22
TrackEventWithParameters
SpilUnity, 22
TrackPage
SpilUnity, 22
TrackTimedEvent
SpilUnity, 23