Unity3D Plugin

Integration Guide

Changes

Date	Author	Changes	Version
6/09/13	NC	Initial version	1.0
30/06/14	NC	Added Support for Interstitial and other ad dimensions	1.1
01/10/14	NC	Added hide and show method for banner view	1.2
12/02/15	NC	Build support for AdMob mediation adapter	1.3

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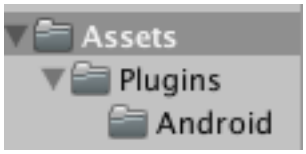
Introduction

You want to integrate with Smaato, and you have difficulties to integrate the traditional SDK integration when you are using Unity ? This tutorial will indicates you how to integration Smaato Android SDK using Unity Plugin. The integration will only takes a couple of minutes. Please read the next chapter, and have a look at our integration demo.

Integration Guide

First of all, you need to create a folder called “Plugins” under your “assets” folder in your project. Under “Plugins” folder, please create another folder called “Android”. The hierarchy should be the same as follows:



The next step is to paste the plugin files. Start with “SomaEventListener”, “SomaEventManager” and “SomaUnityPlugin” that need to be under “Plugins” folder.

Soma SDK, AndroidManifest.xml, classes.jar needs to be pasted under “Android” folder.

In order to create a banner view, in your OnGUI() method, use the following method

```
SomaUnityPlugin.initBannerView(yourPublisherId,yourAdSpaceId,
adDimension, position);
```

Regarding the ad dimensions, you can choose one of the list below :

- 0 for MMA – 320x 50
- 1 for Medium Rectangle – 300x250
- 2 for Leaderboard – 728x90
- 3 for Sky scraper – 120x600

You are able to choose between two available positions:

- 0 to place the ad on On Top of the screen
- 1 to place the ad on Bottom of the screen

Now the banner view should be created.

To request a Banner please use

```
SomaUnityPlugin.asyncLoadNewBanner();
```

To enable GPS location update use

```
SomaUnityPlugin.setLocationUpdateEnabled(Boolean value); // true to
enable, false otherwise.
```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To choose the AdType please use

```
SomaUnityPlugin.setAdType(int value);
```

0 for All ad types
1 Image Banner
2 RichMedia Banner
3 Text Banner

To set the user age, please use

```
SomaUnityPlugin.setAge(int age);
```

For city targeting please use

```
SomaUnityPlugin.setCity(String city);
```

To use a keyword list you can use the following method

```
SomaUnityPlugin.setKeywordList(String keywordList);
```

To use a search query, please use

```
SomaUnityPlugin.setSearchQuery(String searQuery);
```

To set the user gender, please use

```
SomaUnityPlugin.setUserGender(int gender); // 0 = Male, 1 = Female and other = Unset.
```

To set the targeted region, please use

```
SomaUnityPlugin.setRegion(String region);
```

In order to enable, disable the coppa check, please use

```
SomaUnityPlugin.setCOPPA(bool value); // true to enable, false otherwise.
```

To enable the Banner auto reload, please use

```
SomaUnityPlugin.setAutoReloadEnabled(bool value);
```

The default reload frequency is 60 seconds, if you want to change it, please use

```
SomaUnityPlugin.setAutoReloadFrequency(int frequency);
```

By default the banner view will be shown, if for some reason you need to hide it, please use the following method

```
SomaUnityPlugin.hideView();
```


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And to show it again, please use the following method

```
SomaUnityPlugin.showView();
```

Integration with AdMob mediation adapter

Perquisite :

- AdMob SDK integrated in your Unity project.
- Smaato Android SDK.

Steps :

This is very simple and just needs a few steps to be done.

All what you need to do here, is following :

1. Create a library project in your IDE (e.g. Eclipse or Android Studio)
2. Copy paste the AdMob mediation Adapter to the package that you want to use
3. Make all the modification needed in the mediation adapter (e.g. choose the ad dimension)
4. Copy/Paste the generated .jar file from the /bin folder to /Assest/Plugins/Android in your unity project
5. Run the unity project.

That's all about it.

Interstitial

In order to request interstitial you just need to do two things, first of all you need to declare Smaato Interstitial activity, inside your androidmanifest.xml please add the following line:

```
<activity>android:name="com.smaato.soma.interstitial.InterstitialActivity"
></activity>
```

The second and final thing that you should do is to declare and request an interstitial ad using the following code :

```
SomaUnityPlugin.initInterstitialAd(yourPulisherId, yourAdSpaceId);
```

That's it, you should now be able to get interstitial ads.

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