

UnityAds Mediation Integration Guide

This guide will instruct you step-by-step on how to set UnityAds live as an Ad Network on the Supersonic Mediation platform. The integration process is completed in 4 simple steps:

1. **Create an UnityAds Account**
2. **Create an Application in UnityAds**
3. **Activate UnityAds in Your Supersonic Network Setup Module**
4. **Add the UnityAds Adapter to Your Build**

Before You Start

Make sure you have correctly integrated Supersonic's Rewarded Video (/rewarded-video-integration) or Interstitial (/interstitial-integration/) into your application.

Step 1. Create an UnityAds Account

1. Create an account with UnityAds. You can do so here (<https://unityads.unity3d.com/admin/#signup>).
2. Once your account has been verified you can log in at their partner login here (<https://unityads.unity3d.com/admin/#login>).

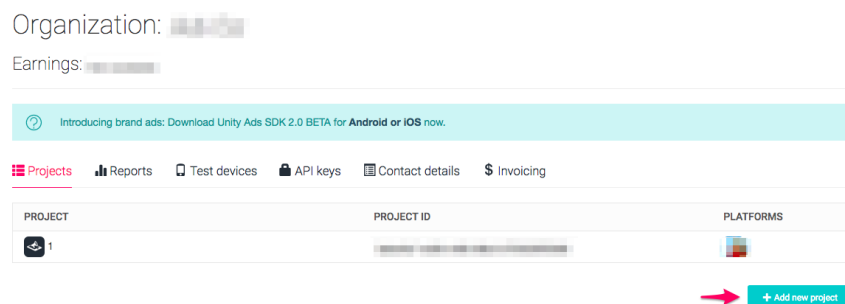
Step 2. Create an Application and Placement in UnityAds

Follow these steps to create your UnityAds application:

1. Create Application

- a. Once you login, click on '+Add New Project':

(/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-dashboard-add-new-project/)



(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UnityAds-Dashboard-New-Project.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-dashboard-new-project/)

- b. Define the settings of your app:
 - i. Enter your app's name under **Project Name**.
 - ii. Choose your app's platform and enter the AppStore or Google Play URL of your application under **Select Platforms**. If your app is not live yet, you can also enter a name manually.
 - iii. **Platform** – iOS or Android
 - iv. **App URL** – enter the AppStore or Google Play URL of your application. If your app is not live yet, you can also enter a name manually.
 - v. **Target Age** – check the box if your app is

directed to users under the age of 13.

- vi. Once you have filled in all the information, click '**Continue**' on the top right to finish.

Note: You will need a unique UnityAds application per platform (iOS + Android) just like you do with your Supersonic account.

Add new ads project

If you are using Unity Editor version 5.2 or greater, you can enable UnityAds with just one click. See more in [Unity Documentation](#).

Project name:

Select Platforms

To start serving UnityAds you need to enable it for one or more platforms. Each enabled platform will receive a Game ID, which will be used in Ads integration.

Apple App Store

Enter your application's Apple App Store URL:

☐ This game has not been published yet

Google Play Store

Enter your application's Google Play Store URL:

Store game ID:

Store game name:

☐ This game has not been published yet

Designation for Apps Directed to Children Under the Age of 13:

In accordance with the Children's Online Privacy Protection Act (COPPA), we require all products that use Unity Ads to identify whether or not they are directed at children under the age of 13 in the United States.

☐ This game is directed to children under the age of 13 in the United States

(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UnityAds-Dashboard-Add-New-Project.png>)
(</android/unityads-mediation-guide/supersonic-unityads-dashboard-add-new-project/>)

- c. Skip the Instructions by clicking '**OK, got it!**':

Instructions

INTEGRATION GUIDELINES

Congratulations, your project has now been successfully set up! Next step is to make sure that you have Unity Ads properly integrated to your project. Please, check the version of Unity you are using and see the instructions below for further actions.

IOS AND ANDROID INTEGRATION (NON-UNITY)

- 1 Download our SDK
- 2 Get your Game ID to be used in your code:
 - Android Google Play: 1092014
- 3 Integrate the SDK into your game following the instructions:
 - [Integration guide for iOS](#)
 - [Integration guide for Android](#)

UNITY INTEGRATION

The following instructions are targeting Unity 5.1 and below. If you are using Unity 5.2 or greater, you can enable Unity Ads with just one click. Read [Unity Manual for Unity Ads](#) for more information.

- 1 Download the package from the [Unity Asset Store](#) and import into Unity
- 2 Get your Game ID to be used in your code:
 - Android Google Play: 1092014
- 3 Integrate the SDK into your game following the [Asset store integration guide](#)

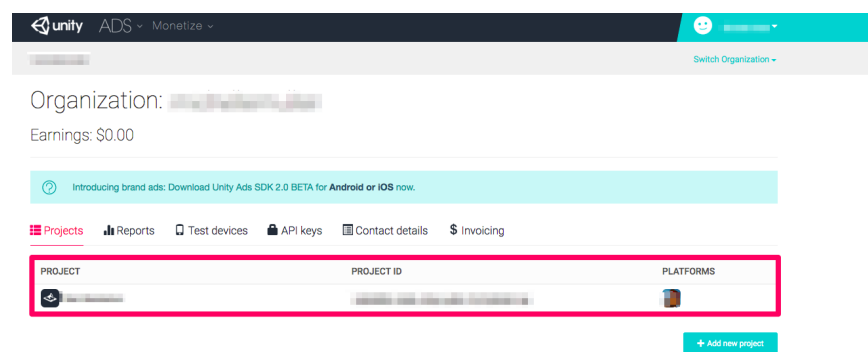
(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UnityAds-Dashboard-Add-New-Project.png>)

content/uploads/2016/01/Supersonic-Unityads-Skip-Instructions.png) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-skip-instructions/)

2. Create Placement

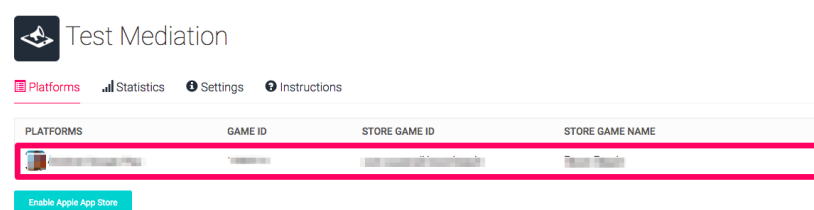
UnityAds creates two default placements: one for Video (Interstitial on the Supersonic Dashboard) and Rewarded Video. The default placements comply with the Supersonic's Mediation platform. To view your placements or create a designated placement to run with Supersonic's Mediation:

- a. Go to your main dashboard and select the relevant project:



(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-Unityads-Select-Project.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-select-project/)

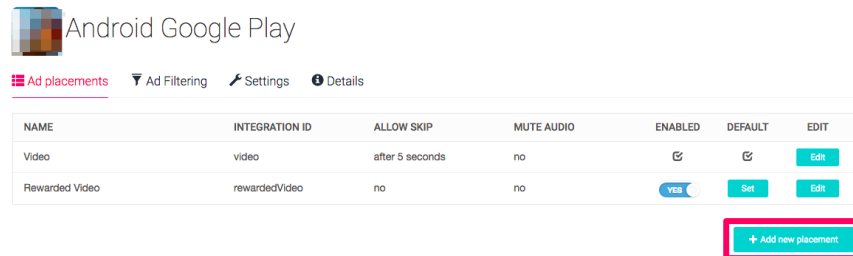
- b. Click on the app with which you wish to run UnityAds with Supersonic's Mediation.



(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UnityAds-Placement-Click-App.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-

placement-click-app/)

- c. Next, you will see a summary of your default placements with all their information under the **Ad Placement** tab. If you'd like to add another placement other than the default units, click on '**Add a New Placement**':



(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UnityAds-Add-New-Placement.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-add-new-placement/)

(/android/unityads-mediation-guide/supersonic-unityads-add-new-placement/)

- d. The below window will appear and you must fill in the following info:
 - i. Select Ad Type:
 - i. If you'd like to serve UnityAds' Rewarded Video ads with Supersonic's Mediation, select **Rewarded Video**.
 - ii. If you'd like to serve UnityAds' Video Interstitial ads with Supersonic's Mediation, select **Skippable Video**.
 - ii. Enter a name for this specific placement (for example, Between Levels), and click '**Save**'.

Create a new placement

Type

Rewarded Video

Skippable Video

Name

Between Levels

Integration Id

betweenLevels

Audio

☐ mute audio

Allow skip after

Skipping is disabled when using rewarded video type.

Cancel

Save

(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UnityAds-Placement-Info.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-placement-info/)

- e. After clicking **'Save'**, you should see your manually added placement under your default placements:

Android Google Play

Ad placements

Ad Filtering

Settings

Details

NAME	INTEGRATION ID	ALLOW SKIP	MUTE AUDIO	ENABLED	DEFAULT	EDIT
Video	video	after 5 seconds	no	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Edit
Rewarded Video	rewardedVideo	no	no	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Edit
Between Levels	betweenLevels	no	no	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Edit

+ Add new placement

(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UA-Placement-Dashboard.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-ua-placement-dashboard/)

Step 3. Activate UnityAds in Your Supersonic Network Setup Module

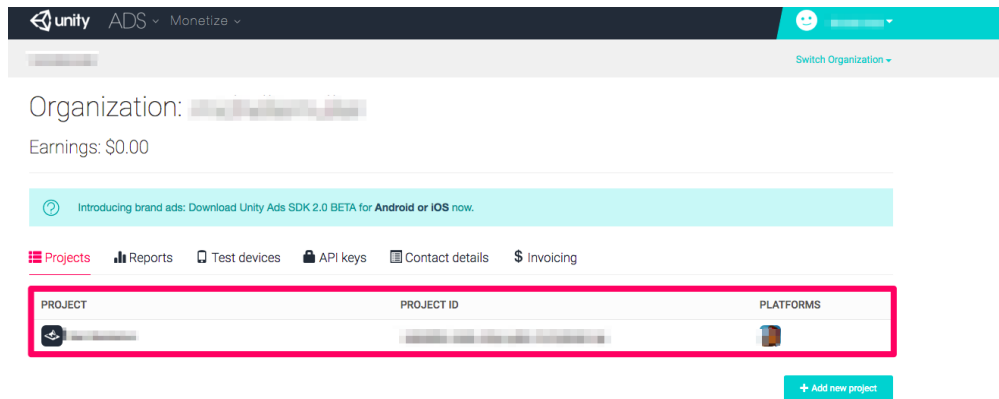
Immediately after you confirm your application, you will be redirected to a summary page open to the '**Monetization Settings**' tab. There you will find 3 pieces of Data from your UnityAds account which need to be input into your Supersonic Network Setup Module in order for UnityAds to work correctly in connection with Supersonic:

Game ID	This is the unique identifier of your Application in UnityAd's system.
Integration ID [Placement ID]	This is the unique identifier of your Ad Placement in UnityAd's system. Two Ad Placements are created by default for your application; a Rewarded and Non-Rewarded placement.
API Key	This is a unique identifier for your UnityAds account, which allows your Supersonic Mediation Platform to import performance data from your UnityAds account to use in reporting & optimization.

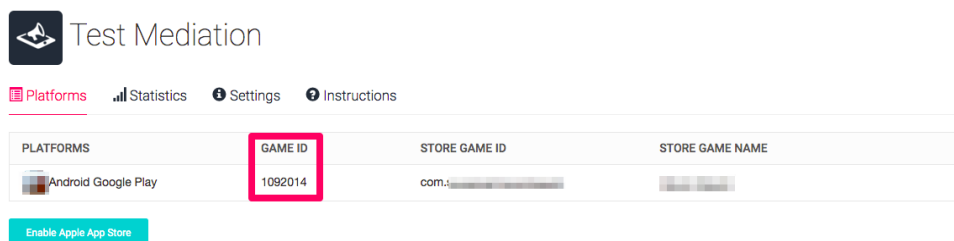
Once you obtain this information, you must **configure UnityAds Parameters in your Supersonic Account**. By adding the above information correctly, you will be able to take full advantage of UnityAds' ad inventory and reporting data on Supersonic's Mediation platform.

1. **Game ID**

Go to your main monetization dashboard and select the relevant project in which you've added the app that you'd like to serve UnityAds through the Supersonic Mediation platform.



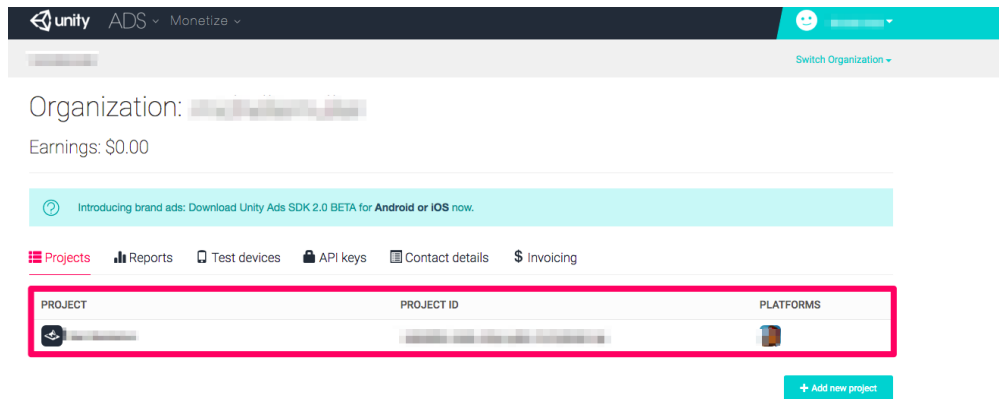
(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-Unityads-Select-Project-1.png>) (ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-select-project-2/) (ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-select-project/) You will then see a list of all added apps in that project as well as their respective **Game IDs**:



(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UnityAds-Game-ID.png>) (ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-game-id/)

2. Integration ID [Placement ID]

Note: Placement ID has been renamed **Integration ID** on the new UnityAds dashboard. We are working on updating our Network Setup page to the right terminology. Navigate to your main monetization dashboard and select the relevant project in which you've added the app that you'd like to serve UnityAds through the Supersonic Mediation platform.



(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-Unityads-Select-Project-2.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-unityads-select-project-3/)

Select the relevant application from the available list and under the '**Ad Placements**' tab you will see the Integration IDs for all your placements. Choose the ID of the default ad type (Rewarded Video or Skippable Video for Video Interstitials) or of the placement you added manually.

Android Google Play



Ad placements Ad Filtering Settings Details

NAME	INTEGRATION ID	ALLOW SKIP	MUTE AUDIO	ENABLED	DEFAULT	EDIT
Video	video	after 5 seconds	no	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Edit
Rewarded Video	rewardedVideo	no	no	<input checked="" type="checkbox"/>	Set	Edit
Between Levels	betweenLevels	no	no	<input checked="" type="checkbox"/>	Set	Edit

(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UA-Integration-ID.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-ua-integration-id/)

3. **API Key**

Navigate to the main monetization dashboard and you click on **API KEYS**. You will then see your API Key.

Organization: Earnings: 

Introducing brand ads: Download Unity Ads SDK 2.0 BETA for Android or iOS now.

[Projects](#)
[Reports](#)
[Test devices](#)
[API keys](#)
[Contact details](#)
[Invoicing](#)

STATISTICS API

Unity Ads provides an API for publishers to retrieve monetization statistics data directly in CSV format. To access the API, you need to use an authentication key. Please see the [documentation](#) for more details.

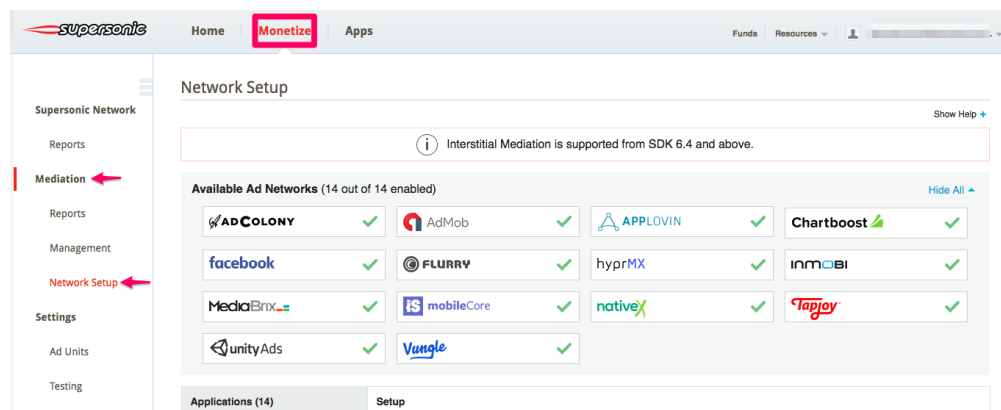
efe1587e1e6599484cb994b54912478d9fd53dd162dabf986866b75c6ea2b2 [Generate new key](#)

(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-UA-API-Keys.png>)
 (/ironsource-mobile-android/unityads-mediation-guide/supersonic-ua-api-keys/)

Configure UnityAds's Parameters into Supersonic Account

Once you have all of these parameters, log in to your Supersonic account.

1. Go to '**Monetize**' > '**Mediation**' > '**Network Setup**'.



(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-Platform-Mediation-Network-Setup.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-platform-mediation-network-setup-2/)

2. Select UnityAds from the list of available Ad Networks and input the UnityAds '**API Key**' in the relevant fields.

✕

UnityAds Account Settings

API Key

[+ Need help finding the settings?](#) Cancel Save

(<http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic-Platform-Mediation-UnityAds-API-KEY.png>) (/ironsource-mobile-android/unityads-mediation-guide/supersonic-platform-mediation-unityads-api-key/)

- Click **'Save'**. UnityAds will then be enabled in the **Available Ad Networks** table.

Available Ad Networks (14 out of 14 enabled) Hide All ▲





AdCOLONY ✓	AdMob ✓	APPLOVIN ✓	Chartboost ✓
facebook ✓	FLURRY ✓	hyprMX ✓	inMOBI ✓
MediaBrix ✓	mobileCore ✓	nativeX ✓	Tapjoy ✓
unityAds ✓	Vungle ✓		

(http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic_Platform-Mediation-UnityAds.png) (/ironsource-mobile-android/unityads-mediation-guide/supersonic_platform-mediation-unityads/)

- Make sure you select the app on which you'd like to run Supersonic's Mediation with UnityAds. Then select UnityAds from the Setup list of Ad Networks and click on **'Define'**.

Applications (14)	Setup
	Define Undefined -
	Define Undefined -
unityAds	Define Undefined -
	Edit Active -
	Edit Test Mode Test Mode

- (http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic_Platform-UnityAds-Mediation-App-Define.png) (/ironsource-mobile-android/unityads-mediation-guide/supersonic_platform-unityads-mediation-app-define/)
5. Enter the '**Game ID**' and '**Integration ID**' (formerly Placement ID) under the relevant Ad Unit Settings and set the status to '**Active**'.
 6. You will then see UnityAds as **Active** for Mediation on your Setup Dashboard.

Setup			
	Define	Undefined	-
	Define	Undefined	-
	Edit	Active <input checked="" type="checkbox"/>	-
	Edit	Active <input checked="" type="checkbox"/>	-

(http://developers.ironsrc.com/wp-content/uploads/2016/01/Supersonic_Platform-UnityAds-Mediation-Active.png) (/ironsource-mobile-android/unityads-mediation-guide/supersonic_platform-unityads-mediation-active/)

Step 4. Add the UnityAds Adapter to Your Build

iOS

1. **Download the UnityAds Adapter:**
This will add the UnityAds Adapter to your build. You can find the latest UnityAds Adapter here (</ios/sdk-integration/mediation-networks-ios/>).

2. **Add the UnityAds frameworks to Your Project:**

After you download the Adapter; unzip it, and drop both SDK & Adapter **frameworks** into your Xcode Project.

- a. Drag **UnityAds.framework** into your Xcode project.
- b. Drag **UnityAds.bundle** into your Xcode project.
- c. Drag **SUUnityAdsAdapter.framework** into your Xcode project.

3. **Adding Required Frameworks:**

- a. Go to **Targets > Build Phases > Link Binary With Libraries**.

Click '+' to add the following frameworks:

```
AdSupport.framework  
StoreKit.framework  
CoreTelephony.framework
```

Verify Your Ad-Network Integration

The Supersonic SDK provides an easy way to verify that your mediation integration was completed successfully. To verify your Supersonic and additional Ad Networks integration, follow this document (</integration-helper/>).

Done!

You are now all set to deliver UnityAds Ads within your application!

What's Next?

To add additional Rewarded Video Ad networks, follow the integration guides on our Supported Ad Networks (</mediation-networks-integration/>) list.

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