

Unity Documentation

Install and post-install events Post-install events Passing post-install events with mobile measurement partners Pass post-install events with Singular

English

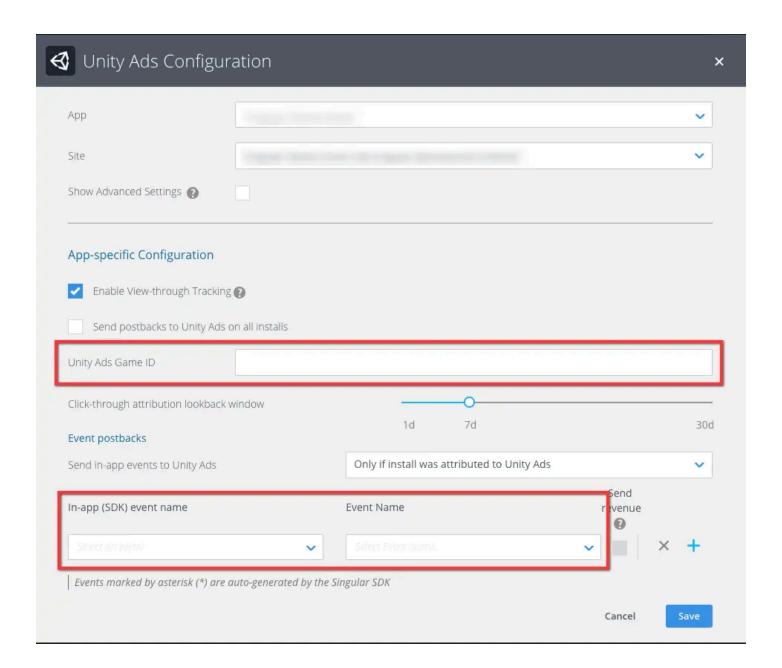
Pass post-install events using Singular

To set up Singular to pass post-install data to Unity, follow their <u>documentation</u> using the following settings within the **Partner Configuration** section of their dashboard:

- 1. In the App-specific configuration section:
 - 1. In the Unity Ads Game ID field, enter your <u>Game ID</u> from the Unity Ads User Acquisition dashboard.
 - 2. Set the Click-through attribution lookback window.
- 2. In the Event postbacks section:
 - 1. For optimization purposes, set the **Send in-app events to Unity Ads** field to Send this partner postbacks about all in-app events. This will send events from your entire user base, versus only sending events from users attributed to Unity. For more information, refer to Singular's <u>documentation</u> on event postbacks.
 - 2. Click the plus (+) icon to add an SDK event to the list for each of the following Unity Ads events:

In-app (SDK) event name example*	Event name**	Send revenue
SESSION	session	Enabled
iap or [custom purchase event name] *	purchase	Enabled
ADMON_USER_LEVEL_REV ENUE	ad revenue	Enabled

- * Choose either _iap_ or the custom revenue event name you have implemented as your revenue event in Singular's SDK. For more information, refer to Singular's <u>documentation</u> on event postbacks.
- ** There are more identifiers in the drop-down list. However, do not select any options besides the three listed above.
- Note: If the ad revenue event does not appear, you need to set up user-level ad revenue. For more information and instructions on how to configure these settings, refer to Singular's <u>guide</u> on Ad Revenue Attribution.



Important: Double-check and verify the following:

- You do not pass the same event to multiple partner event identifiers.
- · You've assigned the correct partner event identifier to each specific event.
- · You do not pass duplicate events.



- You have enabled the "Send Revenue" checkbox to pass the actual revenue value for your configured event.
- The Game ID you entered is correct.

Incorrect values will result in loss of event data, as events cannot be fired after the configuration is fixed.

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Documentation

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