



Install and post-install events ■ Post-install events ■

Passing post-install events with mobile measurement partners ■ Pass post-install events with Adjust

English

Pass post-install events using Adjust

To set up Adjust to pass post-install data to Unity, complete the following steps:

1. Turn on Adjust's integration with Unity Ads. Refer to the Adjust documentation on how to [set up Unity Ads](#) for more information.
2. In the **Game ID** field, enter your [Game ID](#) from the Unity User Acquisition dashboard.
3. To customize your pass settings, use the following toggles:
 - To send events from your entire user base, toggle **Attributed Only** to **OFF**.



Note: To only forward data attributed to Unity Ads, toggle **Attributed Only** to **ON**. Refer to the Adjust documentation on [forwarding data](#).

- To pass in-app purchase events, toggle **In-App Revenue Forwarding** to **ON**.
- To pass ad revenue events, toggle **Ad Revenue Forwarding** to **ON**.



Note: You can choose one or more mediation source for sharing ad revenue data. If no sources are selected, Adjust will send data from all integrated mediation sources.

- To pass custom events, toggle **Parameter Forwarding** to **ON**.
- To pass session events, toggle **Session Forwarding** to **ON**.

For more information, refer to the Adjust documentation on the [list of parameters forwarded to Unity](#).

Adjust data-sharing integrations

The following table details the two data-sharing integrations that Adjust supports:

Integration	Description
Streaming	Also known as SDK-to-SDK, this method allows Adjust to view the ad revenue data generated by the mediation SDK in real-time. To learn more about Adjust SDK integrations, refer to the Adjust documentation on Unity SDK integration . Tip: Event values might be less accurate with streaming integration.
Postback API	Also known as batching, this integration method allows Adjust to call all the event data from the mediation partner's API once daily. Tip: Specific timestamps for individual events are lost with Postback API integration.



Note: It's best practice to use the Streaming (SDK-to-SDK) integration for sharing ad revenue data because it lends better results.

Was this page helpful?

[Report a problem with this page.](#)



Documentation

Copyright © 2024 Unity Technologies

[Legal](#) [Privacy Policy](#) [Terms Of Use](#) [Cookies](#) [Do Not Sell or Share My Personal Information](#)

"Unity", Unity logos, and other Unity trademarks are trademarks or registered trademarks of Unity Technologies or its affiliates in the U.S. and elsewhere ([more info here](#)). Other names or brands are trademarks of their respective owners.