Unity Documentation

Campaign setup ▮ Creative Testing campaigns ▮ Starting a Creative Testing campaign ▮ Go live automatically with Auto-start

English

Go live automatically with Auto-start

> ⓘ **Note**: The current version of Auto-start for Creative Testing campaigns is a beta release. The features and documentation might change between now and the next release.

Auto-start enables your Creative Testing campaign to go live automatically when all its assigned creative packs receive moderation approval. Use the following instructions to set up Auto-start for your campaign:

Prerequisites

Ensure that you've completed the following prerequisites before enabling Auto-start:

Prerequisite	Description
Creative packs	To enable Auto-start, you need at least two creative packs assigned to your campaign.
No rejected creatives	If the moderation team rejects any of the creatives assigned to your campaign, Auto-start disables automatically.
Creative Testing campaign prerequisites	Refer to [Configure required Creative Testing campaign details](#) for more information.

> **!** **Note**: If you use regular Campaign scheduling to assign a specific start date while also using Auto-start, your campaign will wait for both creative moderation and your scheduled date before launching.

Enable Auto-start

To enable your campaign to launch automatically when creative moderation completes, do the following in the Unity Ads User Acquisition dashboard:

1. From the **Campaigns** page, ensure that you've finished the prerequisites for starting a Creative Testing campaign. The dashboard will display **All tasks completed! You're ready to go live** when you've finished all prerequisites.
2. Select **Go live or enable Auto-start** to open the **Go live or Auto-start confirmation** dialog.
3. Select **Auto-start** and click **Confirm** to enable the feature.

Cancel Auto-start

To cancel Auto-start from automatically launching your campaign, do the following in the User Acquisition dashboard:

1. From the **Campaigns** page, select **Cancel Auto-start**.

> **!** **Note**: If you remove creative packs so you no longer have two assigned to your campaign, Auto-start disables automatically. To enable Auto-start again, add additional creative packs.

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