

**Unity Documentation** 

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**English** 

## Pass post-install events using Tenjin

## How to pass in-app purchase data

You can also send in-app purchase (IAP) revenue data from Tenjin to Unity. This data can be used in an <u>Audience Pinpointer</u> (APP) campaign. When you pass more data to your APP campaign, it can improve the campaign performance and optimization.

To pass IAP data to Unity, configure the following settings in the Tenjin dashboard:

- 1. Add Unity Ads as a new marketing channel. To review how to configure marketing channels, refer to the Tenjin documentation on Non-self Attributing Networks.
- 2. Select the app that you want to pass in-app purchase revenue data to Unity.
- Select New Callback.
- 4. Select the **Unity Ads IAP** callback.
- 5. Enter your Unity Game ID in the **Remote App ID** field.
- 6. Select **Save Callback** to complete the setup.

## How to pass ad revenue data

To pass ad revenue data to Unity, configure the following settings in the Tenjin dashboard:

- 1. Add Unity Ads as a new marketing channel. To review how to configure marketing channels, refer to the Tenjin documentation on Non-self Attributing Networks.
- 2. Select the app that you want to pass post-install data to in Unity.
- 3. Select New Callback.
- 4. Select the **Unity Ads ad revenue** callback.
- 5. Enter your Unity Game ID in the Remote App ID field.
- 6. Select Save Callback to complete the setup.
- Note: Tenjin does not collect mediation ad revenue data by default. To access this feature, you need to update the Tenjin SDK to a version that allows impression-level revenue data processing. This is a paid feature; to activate the feature, contact your Tenjin Account Manager.

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