

#### Unity Documentation

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English

# Configure required Creative Testing campaign details

When you begin the campaign configuration, the dashboard displays a checklist of the required settings needed to begin a campaign. To set up a Creative Testing campaign, you'll need to add the following to your campaign details:

- Two or more <u>creative packs</u>
- The countries you want to include in your campaign
- Daily budget (recommended)
- Attribution tracking links
- Organization budget (required)

Refer to the following sections for step-by-step instructions to add these details to your Creative Testing campaign. When you've completed each required step of the setup process, a check mark displays next to the completed task in the dashboard.

#### Add creative packs

To add creative packs to your Creative Testing campaign, go to the **Creative Packs** section of the campaign details, and do the following:

- 1. Select Assign or Unassign to open the Creative packs dialog.
- 2. Select the checkboxes next to the creative packs you want to test. Any creative packs that you select will move to the **Assigned** section at the top of the creative packs list.

**Note**: If you haven't uploaded any creative packs yet, select the **Add creative packs** button to open the **Create new creative pack** dialog. For more information about making new creative packs, refer to the



#### **Add countries**

To add countries to your Creative Testing campaign, go to the **Countries and Bids** section of the campaign details, and do the following:

- Select Add country to open the country selection dialog.
- 2. Select the checkboxes next to all countries you want to include in your campaign.
- 3. Select **Add bids** to close the dialog and add the countries to your campaign.

## Add a daily budget

To add a daily budget to your Creative Testing campaign, go to the **Budget** section of the campaign details, and do the following:

- 1. Select the edit icon next to **Daily Budget** to display the editable budget fields.
- 2. In the **Campaign budget** field, enter the amount you want to spend on the whole Creative Testing campaign.
- 3. In the **Daily budget** field, enter the amount you want to spend each day.
- 4. Select **Save** to close the editable fields and save your budgets.

## Add tracking attribution

Tip: For help finding your attribution tracking links, refer to the Track installs with a server-to-server integration documentation.

To add an attribution tracking link to your Creative Testing campaign, go to the **Attribution Links** section of the campaign details, and do the following:

- Select the edit icon next to Attribution provider to display the editable URL fields.
- 2. In the first field, enter your Start (Impression) URL. Entering a start URL is the recommended best practice, but not required.
- 3. In the second field, enter your **Click URL**.
- 4. Select **Save** to close the editable fields and save your URLs.

# Add organization budget

To add an organization budget to your advertising account, do the following in the User Acquisition dashboard:

- 1. In the left navigation menu, select **Add** next to **No organization budget yet** to open the **Add funds to your advertising account** dialog.
- Note: If you've previously added funds to your organization budget, select Add next to Budget remaining.
- 1. Choose how you will add funds:
  - Select Make a payment to add funds with PayPayl, Alipay, or a credit card.
  - Select Transfer earnings to use ad revenue from the Unity Ads Monetization dashboard.
- 2. Enter your Billing address and Tax number in the fields provided and select Next.
- 3. In the **Transfer Amount** field, enter how much you want to add to your overall organization budget and select **Next**.
- Note: All campaigns on your account, including Creative Testing campaigns, spend from your organization budget.
- 1. Choose your preferred payment method. If you select **Credit Card**, fill out your credit card details. If you select **PayPal** or **Alipay**, complete your payment with their respective payment flows.

To learn more about organization budgets, refer to the **Budgets** documentation.

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#### **Documentation**

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