

# Namespace ETA

## Classes

### [EtaSdk](#)

Main core of the SDK. All the SDK information will be controlled by this class.

### [Item](#)

You can control each ad object through the `Item` class.

### [MaterialManager](#)

Manager class allocating default material on plane prefab.

### [Plane](#)

The `Plane` class inherits from the [Item](#) class to control plane ad objects.

# Class EtaSdk

Namespace: [ETA](#)

Assembly: ETA.dll

Main core of the SDK. All the SDK information will be controlled by this class.

```
public class EtaSdk : MonoBehaviour
```

## Inheritance

System.Object ← EtaSdk

## Remarks

For the proper operation of the EasterAd SDK, there must be a single object in the Unity Scene that has the `EtaSdk` script as a component.

## Fields

targetCamera

```
public Camera? targetCamera
```

Field Value

---

Camera

## Properties

Instance

Gets the instance of `EtaSdk`. If no instance exists, a new one is created.

```
public static EtaSdk Instance { get; }
```

Property Value

---

[EtaSdk](#)

## Methods

AddItemClient(string, ref ItemClient)

```
public void AddItemClient(string key, ref ItemClient itemClient)
```

Parameters

---

key [string](#)↗

itemClient [ItemClient](#)↗

CreateEtaSdk()

```
public static void CreateEtaSdk()
```

DestroyCall()

```
public static void DestroyCall()
```

GetItemClient()

Gets the dictionary of [ItemClient](#)s.

```
public Dictionary<string, ItemClient> GetItemClient()
```

## Returns

---

[Dictionary](#) <[string](#), [ItemClient](#)>

The dictionary of [ItemClient](#)s.

## GetItemClient(string)

Gets an [ItemClient](#).

```
public ItemClient? GetItemClient(string adUnitId)
```

## Parameters

---

[adUnitId](#) [string](#)

The ad unit ID of the [ItemClient](#) to get.

## Returns

---

[ItemClient](#)

The retrieved [ItemClient](#).

## GetItemClientList()

Gets the list of [ItemClient](#)s.

```
public List<string> GetItemClientList()
```

## Returns

---

[List](#) [<string>](#)

The list of `ItemClient`s.

## RemoveItemClient(string)

```
public void RemoveItemClient(string key)
```

### Parameters

---

`key` [string](#)

## SetCamera(Camera)

```
public void SetCamera(Camera userCamera)
```

### Parameters

---

`userCamera` `Camera`

## UpdateItemClient(string, ref ItemClient)

```
public void UpdateItemClient(string key, ref ItemClient itemClient)
```

### Parameters

---

`key` [string](#)

`itemClient` [ItemClient](#)

# Class Item

Namespace: [ETA](#)

Assembly: ETA.dll

You can control each ad object through the `Item` class.

```
public abstract class Item : MonoBehaviour
```

## Inheritance

System.Object ← Item

## Derived

[Plane](#)

## Constructors

Item()

```
protected Item()
```

## Fields

\_client

```
protected ItemClient _client
```

Field Value

---

[ItemClient](#) 

## adUnitId

```
public string adUnitId
```

Field Value

---

[string](#)

## allowImpression

```
public bool allowImpression
```

Field Value

---

[bool](#)

## loadOnStart

```
public bool loadOnStart
```

Field Value

---

[bool](#)

## refreshTime

```
public float refreshTime
```

Field Value

---

[float](#)

## Properties

### Client

```
public ItemClient Client { get; }
```

Property Value

---

[ItemClient](#)

## Methods

### GetClient(GameObject, string)

Must be implemented in the inherited class.

```
protected abstract ItemClient GetClient(GameObject clientObject, string adUnitId)
```

Parameters

---

**clientObject** GameObject

**adUnitId** [string](#)

Returns

---

[ItemClient](#)

### Load()



Load Ad from server and show if.

```
public abstract void Load()
```

# Class MaterialManager

Namespace: [ETA](#)

Assembly: ETA.dll

Manager class allocating default material on plane prefab.

```
public class MaterialManager : MonoBehaviour
```

## Inheritance

System.Object ← MaterialManager

## Constructors

MaterialManager()

```
public MaterialManager()
```

## Fields

defaultMaterial

```
public Material? defaultMaterial
```

Field Value

---

Material

defaultShader

```
public Shader? defaultShader
```

Field Value

---

Shader

# Class Plane

Namespace: [ETA](#)

Assembly: ETA.dll

The **Plane** class inherits from the [Item](#) class to control plane ad objects.

```
public class Plane : Item
```

## Inheritance

System.Object ← [Item](#) ← Plane

## Inherited Members

[Item.\\_client](#) , [Item.adUnitId](#) , [Item.allowImpression](#) , [Item.loadOnStart](#) , [Item.refreshTime](#) , [Item.Client](#)

## Constructors

Plane()

```
public Plane()
```

## Methods

GetClient(GameObject, string)

Constructor for **Plane**.

```
protected override ItemClient GetClient(GameObject clientObject, string adUnitId)
```

Parameters

---

**clientObject** GameObject

The `GameObject` representing the ad object.

`adUnitId` [string](#)

The ad unit ID.

Returns

---

[ItemClient](#)

The created `PlaneClient` object.

## Load()

Load Ad from server and show if.

```
public override void Load()
```