

AdLantis SDK README for Unity

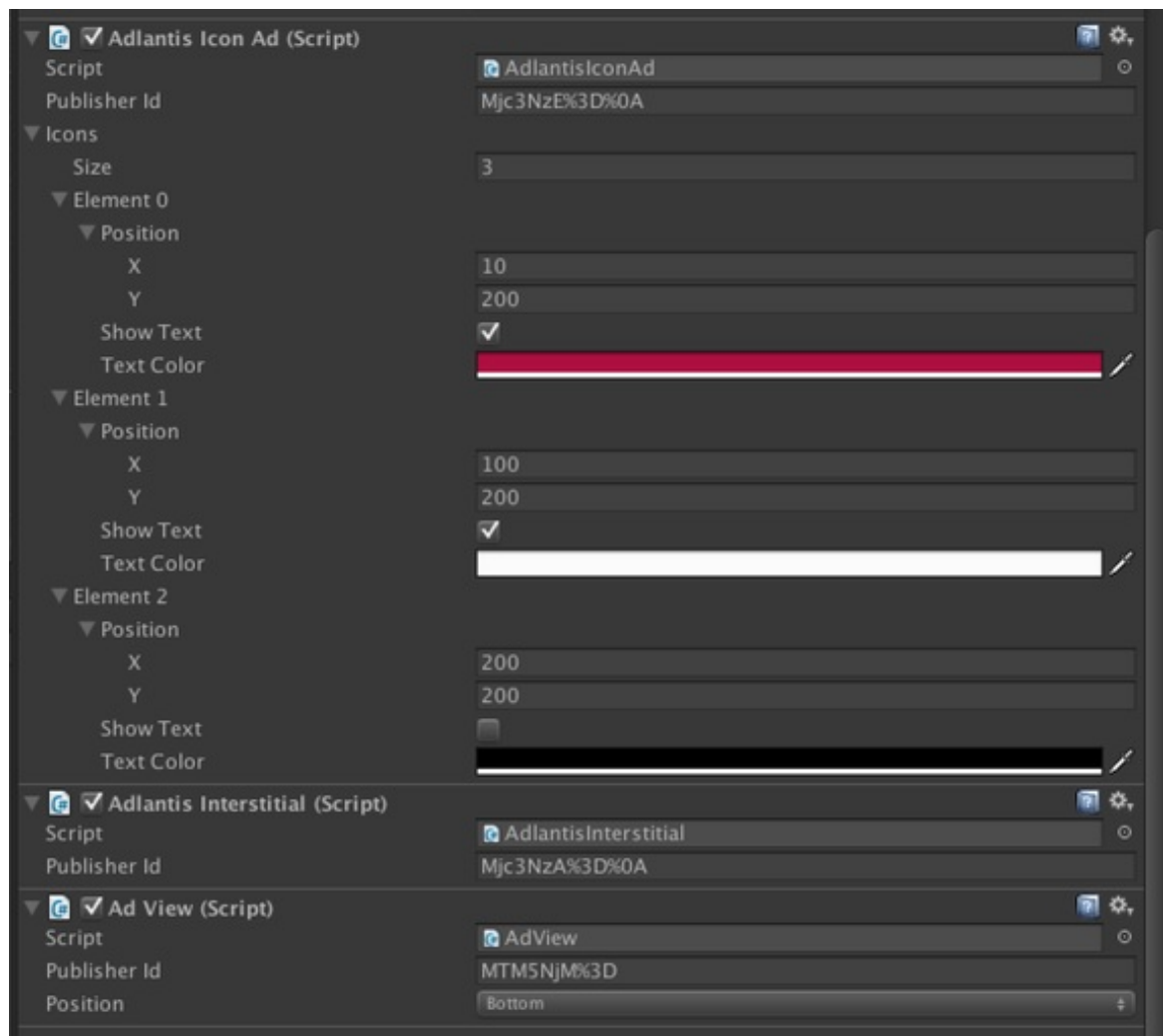
README for Unity support.

How to use the AdLantis SDK sample project

Note: These instructions are for Unity 4.5 and later, Unity 4.4 and earlier are not supported. This sample can run on both iOS and Android.

- Open project `unity/adlantis_unity_sample` in Unity
 - Double click the 'sample' scene
 - Set publisher ID in this project

Select Main Camera and in inspector menu, set your publisher Id as follows:



- Set attributes for icon ad

You can set icon with specific (x, y) positions in inspector menu in the AdlantisIconAd section and with each icon you can control whether to show text and with which color.

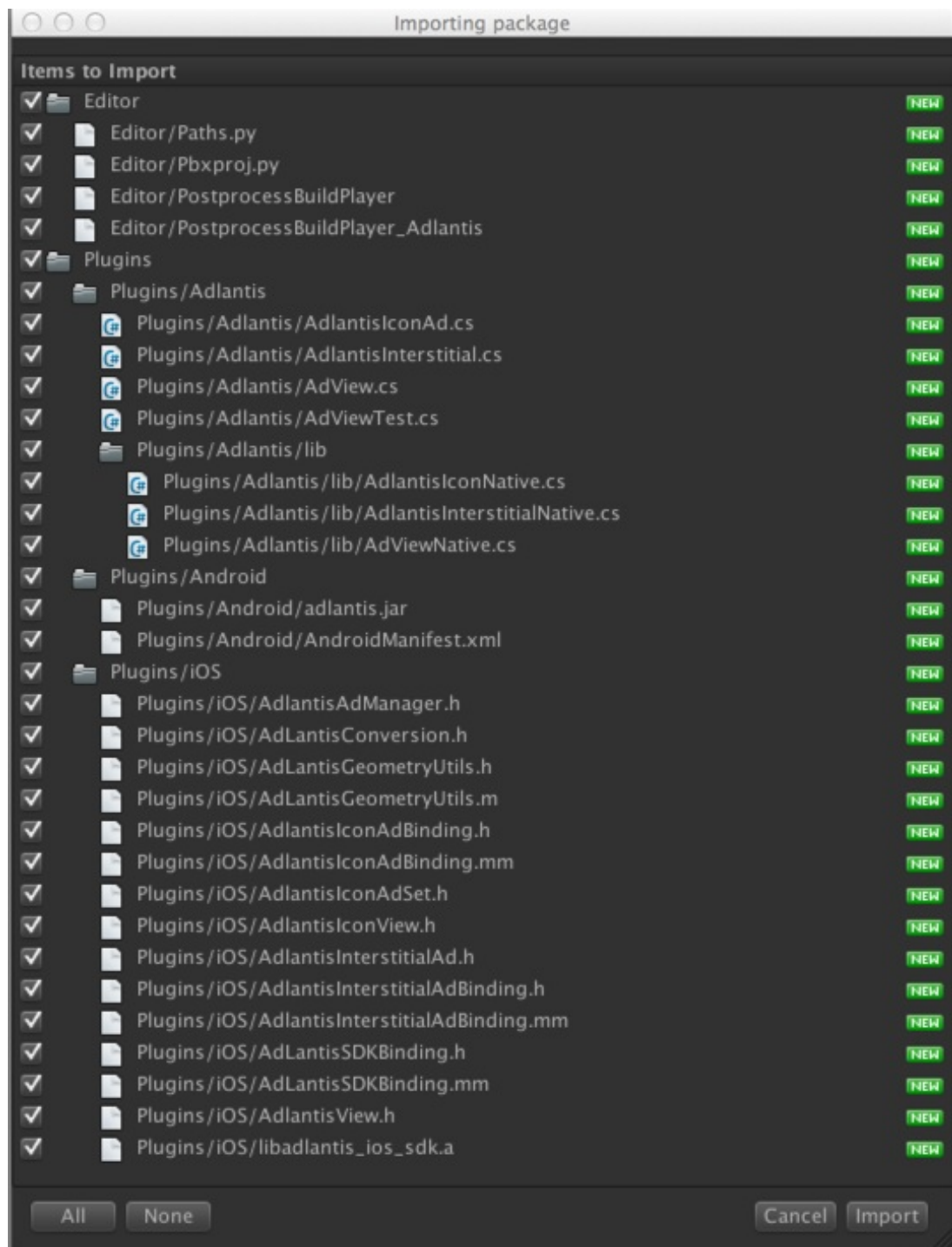
- Export project to iOS
 - Target platform should be set to iOS
 - In "Player Settings..." set the "Target iOS Version" to at least 5.0
 - Xcode7 If you use more , please set the " Build Settings " → " Build Options " → " Enable Bitcode " to No. This is because the current state of the Unity does not support Bitcode. Please make this set to Yes because if the future Unity has the support of the SDK Adlantis is Acknowledged .
 - Please set the " -fno-objc-arc " in two files of the sample of AdLantisSDKBinding.mm and AdlantisInterstitialAdBinding.mm from Build Phases → Compile Sources Compiler Flags.
- Export project to Android

- Copy `Google Play Services` lib project (locate in `Android_SDK/extras/google/google_play_services/libproject/google-play-services_lib`) to `Assets/Plugins/Android`.
- Target platform should be set to Android
- Run application on device

Note: If making any changes to the Unity project, be sure to append, not replace the existing project.

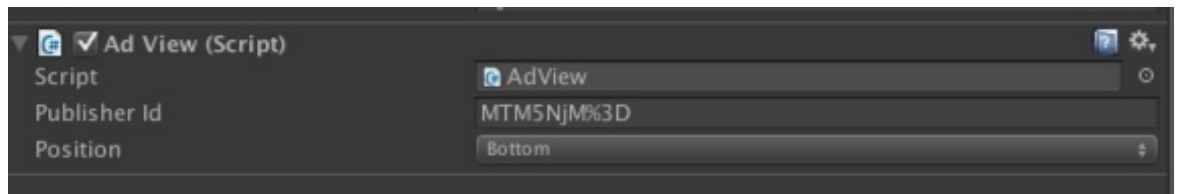
How to add AdLantis SDK support to an Unity application:

- Import AdLantis Unity Plugin to your unity project
 - Open your unity project
 - Import `adlantis.unitypackage` to your project `Assets->Import Package->Custom Package` and select `adlantis.unitypackage` Choose all files

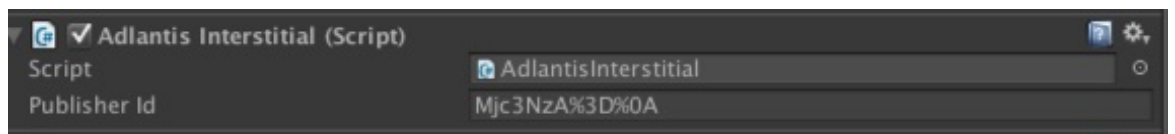


- Show ads

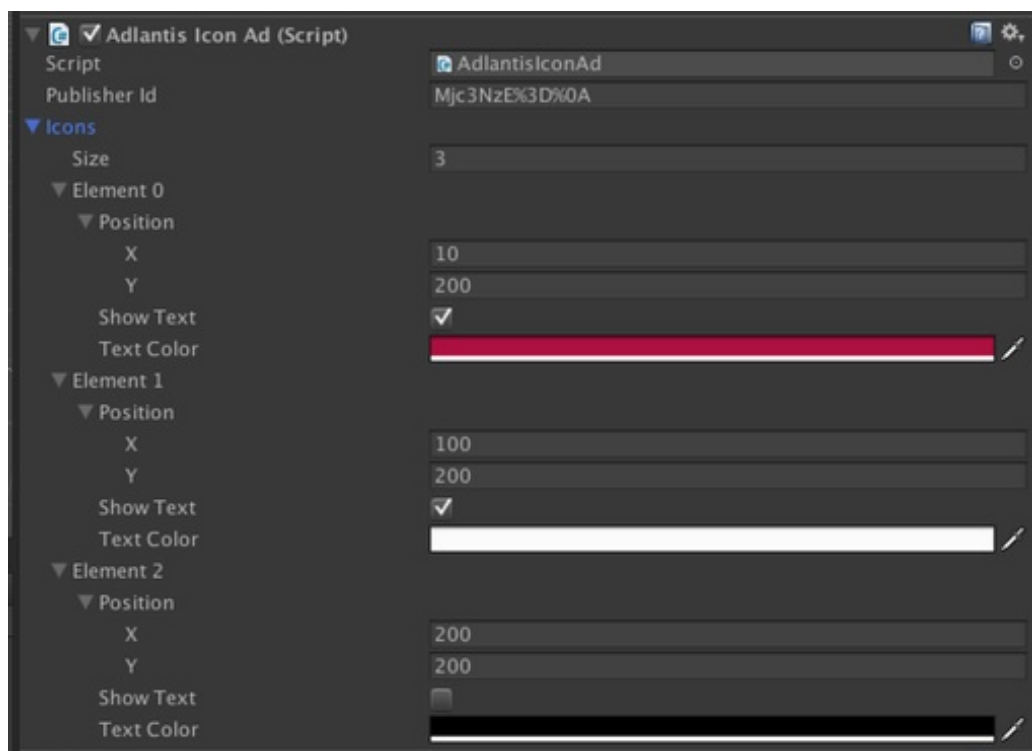
- Show banner ads
 - Drag `Assets/Plugins/Adlantis/Adview.cs` script to one of objects in the scene hierarchy. (The main camera of the scene is often used for this purpose.)
 - In the object's inspector, set your publisher id and choose position for banner



- Show interstitial ads
 - Drag `Assets/Plugins/Adlantis/AdlantisInterstitial.cs` script to one of objects in the scene hierarchy. (The main camera of the scene is often used for this purpose.)
 - On the object's inspector, set your publisher id for interstitial



- Show icon ads (Android only)
 - Drag `Assets/Plugins/Adlantis/AdlantisInterstitial.cs` script to one of objects in the scene hierarchy. (The main camera of the scene is often used for this purpose.)
 - On the object's inspector, set your publisher id for icon
 - For icons, first input the number of icons you want to show, then input positions in (x, y) and whether to show text (and the color) for each specific icon



- Export project to iOS
 - Target platform should be set to iOS
 - In "Player Settings..." set the "Target iOS Version" to at least 5.0
 - Xcode7 If you use more, please set the "Build Settings" → "Build Options" → "Enable Bitcode" to No. This is because the current state of the Unity does not support Bitcode. Please make this set to Yes because if the future Unity has the support of the SDK Adlantis is Acknowledged.
- Export project to Android
 - Copy `Google Play Services` lib project (located in `Android_SDK/extras/google/google-play-services/libproject/google-play-services_lib`)

to Assets/Plugins/Android.

- If you already have a customized AndroidManifest.xml, merge our AndroidManifest.xml (under Assets/Plugins/Android directory) with yours, check the following in your file
 - unityplayer.ForwardNativeEventsToDalvik should be set to true.
 - AdlantisInterstitialAdActivity should be set up if you use interstitial ads.
 - The meta data for com.google.android.gms.version should be set to use Google Play Services.

```
<meta-data android:name="com.google.android.gms.version"
android:value="@integer/google_play_services_version" />
<activity android:name="com.unity3d.player.UnityPlayerNativeActivity"
    android:launchMode="singleTask"
    android:label="@string/app_name"

    android:configChanges="fontScale|keyboard|keyboardHidden|locale|mnc|mcc|navigation|orientation|screenLayout|screenSize|smallestScreenSize|uiMode|touchscreen">
    <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
    </intent-filter>
    <meta-data android:name="unityplayer.ForwardNativeEventsToDalvik"
android:value="true" />
</activity>
<activity
android:name="jp.adlantis.android.AdlantisInterstitialAdActivity"
    android:theme="@android:style/Theme.Translucent"
    android:screenOrientation="user"
    android:configChanges="orientation">
</activity>
```

- target platform should be set to Android
- In Android "Player Settings" the "Internet Access" value needs to be set to "Require".
- Run application on device

Note: If making any changes to the Unity project, be sure to append, not replace the existing project.

Android Note: On Android, tracking results will be improved if your application [includes Google Play Services](#).