

iOS

1. Create empty Unity project (used version is 2021.3.18)
2. Download Unity package [SA 8.5.3](#) (higher versions will *probably* work)
3. Download [SuperAwesomeiOS.zip](#) (will be required later)
4. Import package in Unity
5. Copy paste *MainScript.cs* (script is a tweaked version of the one from their tutorial)

[Interstitials tutorial](#)

```
using tv.superawesome.sdk.publisher;
using UnityEngine;

public class MainScript : MonoBehaviour
{
    private const int PlacementId = 30473;

    private void Awake()
    {
        AwesomeAds.init(true);
    }

    private void Start()
    {
        // set configuration production
        SAInterstitialAd.setConfigurationProduction();

        // to display test ads
        SAInterstitialAd.enableTestMode();

        // lock orientation to portrait or landscape
        SAInterstitialAd.setOrientationPortrait();

        // enable or disable the android back button
        SAInterstitialAd.enableBackButton();

        //set callbacks so we play an ad only after it's loaded
```

```

        SetCallbacks();
    }

    public void PlayInterstitial()
    {
        // start loading ad data for a placement
        SAInterstitialAd.load(PlacementId);

        Debug.Log("Try to play ad...");
    }

    private void SetCallbacks()
    {
        SAInterstitialAd.setCallback(SAInterstitialAd_OnCallback);
    }

    private void SAInterstitialAd_OnCallback(int placementId, SAEvent eventType)
    {
        Debug.Log($"Handling Interstitial callback for id {placementId}...");

        switch (eventType)
        {
            case SAEvent.adLoaded:
                // called when an ad has finished loading
                Debug.Log("Ad loaded callback...");
                SAInterstitialAd.play(PlacementId);
                break;

            case SAEvent.adEmpty:
                // called when the request was successful but the server returned no
ad
                Debug.LogWarning("Ad empty callback...");
                break;

            case SAEvent.adFailedToLoad:
                // called when an ad could not be loaded
                Debug.LogWarning("Ad failed to load callback...");
                break;
        }
    }

```

```

        case SAEvent.adShown:
            // called when an ad is first shown
            Debug.Log("Ad shown callback...");
            break;

        case SAEvent.adFailedToShow:
            // called when an ad fails to show
            Debug.LogWarning("Ad failed to show callback...");
            break;

        case SAEvent.adClicked:
            // called when an ad is clicked
            Debug.Log("Ad clicked callback...");
            break;

        case SAEvent.adEnded:
            // called when a video ad has ended playing (but hasn't yet closed)
            Debug.Log("Ad ended callback...");
            break;

        case SAEvent.adClosed:
            // called when a fullscreen ad is closed
            Debug.Log("Ad closed callback...");
            break;
    }
}
}

```

6. Create some sort of UI that should call *PlayInterstitial()* method from above script
7. Open xcode and drag and drop the 4 files from [SuperAwesomeiOS.zip](#) into the Framework and iPhone tabs (check *copy files if needed* checkbox)
8. The files from [SuperAwesomeiOS.zip](#) should *not* be embedded into the Framework but should be embedded into the iPhone project
9. Disable bitcode from xcode settings(project's root/setting file and find your way to the "Build Settings" tab. Use the search bar to find "Bitcode" and change the setting to disabled)
10. Make sure you are using correct bundle id and team settings
11. Build & run on a device/simulator

Note: [SuperAwesomeiOS.zip](#) will eventually be included in the Unity package so step 3 will not be required and steps 7-9 will be done automatically but are not done at the time of writing this guide.

Revision #5

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