



BrainSoftware – SDK (Software Development Kit)

- UNITY WEBGL

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This containing the BrainSoftware SDK for Unity (WebGL) games. This allows you to display advertisements and other solutions available to games published within the BrainSoftware network.

I. Implementation within games

1. Download and import the .unitypackage into your game.
2. Request your DEVELOPER_ID and GAME_ID directly from your dashboard or by email at contact@brainsoftware.org

II. Basic implementation

1. Initialize the SDK

Initialize the SDK at the start of your game with the following call

```
BrainSoftwareUnitySDK.Instance.Initialize("DEVELOPER_ID", "GAME_ID");
```

2. Triggering your first commercial break

Set the ad started callback so you can pause the game when the ad starts

```
BrainSoftwareUnitySDK.Instance.onBreakStartedEvent = BreakStarted;

public void BreakStarted() {
    Debug.Log("Break Started");
    PauseGame();
}
```

To show an advertisement set the complete callback and request the ad as follows

```
BrainSoftwareUnitySDK.Instance.onCommercialBreakEvent =
CommercialBreakCompleted;
BrainSoftwareUnitySDK.Instance.RequestCommercialBreak();
```

Use the complete callbacks you set before to resume your game

```
public void CommercialBreakCompleted() {
    Debug.Log("Commercial Break Completed");
    ResumeGame();
}
```

3. Triggering your first rewarded break

To show a rewarded advertisement set the complete callback and request the ad as follows

```
BrainSoftwareUnitySDK.Instance.onRewardedBreakEvent =  
RewardedBreakCompleted;  
BrainSoftwareUnitySDK.Instance.RequestRewardedBreak();
```

Use the complete callbacks you set before to resume your game and check for the reward

```
public void RewardedBreakCompleted(bool reward) {  
    Debug.Log("Rewarded Break Completed, reward " + reward);  
    ResumeGame();  
}
```

4. Optionally

You can set the ad failed callback, this will trigger after you requested and ad usually if the user is using an adblock

```
BrainSoftwareUnitySDK.Instance.onBreakFailedEvent = BreakFailed;  
  
public void BreakFailed() {  
    Debug.Log("Break Failed");  
}
```

5. That's it

Congrats! You've now successfully implemented the BrainSoftwareSDK. Please send the following to contact@brainsoftware.org or to your BrainSoftware contact:

- Final game build (Production Build)
- Image assets:
 - Large Thumbnail (800x600, JPG-file)
 - Wide thumbnail (800x450, JPG-file)
 - Small thumbnail (200x150, JPG -file)
 - Main background of the game (PNG-file)