



# 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](mailto: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](mailto: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)