Unity Plugin – TopOn

Topon · https://tenjin.com/ja/docs/unity-plugin-topon/

NOTE: Please ensure you have the latest TopOn Unity SDK installed (version TopOn_Unity_Release_Android&iOS_5.9.51 or higher)

The Tenjin SDK can listen to TopOn impression level revenue data and send revenue events to Tenjin. This integration sends revenue information for each ad impression served from TopOn. Here are the steps to integrate:

1. Install the TopOn Unity SDK: https://docs.toponad.com/#/en-us/unity/download/package?id=topon-unity-sdk-integration-tool
2. When initializing the Tenjin SDK, subscribe to TopOn Impressions:

C#

```
var tenjin = Tenjin.getInstance("<SDK_KEY>");
tenjin.Connect();
tenjin.SubscribeTopOnImpressions();
```

Below is an example of TopOn Banner integration and subscribing to impression events.

C#

```
public class TopOnBehavior : MonoBehaviour
{
    void Start()
    {
        InitializeTopOn();
    }
    private void InitializeTopOn()
    {
        var tenjin = Tenjin.getInstance("<YOUR-TENJIN-SDK_KEY>");
        tenjin.Connect();
        tenjin.SubscribeTopOnImpressions();

        AnyThinkAds.Api.ATSDKAPI.setChannel("<YOUR-APP-CHANNEL>");
        AnyThinkAds.Api.ATSDKAPI.setSubChannel("<YOUR-APP-SUB-CHANNEL>");
        AnyThinkAds.Api.ATSDKAPI.setLogDebug(true);
        AnyThinkAds.Api.ATSDKAPI.setGDPRLevel(AnyThinkAds.Api.ATSDKAPI.PERSONALIZED);
        AnyThinkAds.Api.ATSDKAPI.initSDK("<YOUR-APP_ID>", "<SDK_KEY>");
        // Load Banner
        Dictionary<string, object> jsonmap = new Dictionary<string,object>();
#if UNITY_ANDROID && !UNITY_EDITOR
```

```
kATBannerAdLoadingExtraBannerAdSizeStruct, bannerSize);
        AnyThinkAds.Api.ATBannerAd.Instance.loadBannerAd("<YOUR-PLACEMENT-BANNER-AD-ID>",
jsonmap);
        // Show Banner
        AnyThinkAds.Api.ATBannerAd.Instance.showBannerAd("<YOUR-PLACEMENT-BANNER-AD-ID>",
AnyThinkAds.Api.ATBannerAdLoadingExtra.kATBannerAdShowingPisitionBottom);
        //Ad Impression Data Event
        AnyThinkAds.Api.ATInterstitialAd.Instance.client.onAdShowEvent += (sender, args) =>
        {
            Debug.Log($"!!! Unity got ATInterstitialAd impression data - {args}");
        };
        AnyThinkAds.Api.ATBannerAd.Instance.client.onAdImpressEvent += (sender, args) =>
        {
            Debug.Log($"!!! Unity got ATBannerAd impression data - {args}");
        };
        AnyThinkAds.Api.ATRewardedVideo.Instance.client.onAdVideoStartEvent += (sender, args)
=>
        {
            Debug.Log($"!!! Unity got ATRewardedVideo impression data - {args}");
        };
        AnyThinkAds.Api.ATNativeAd.Instance.client.onAdImpressEvent += (sender, args) =>
        {
            Debug.Log($"!!! Unity got ATNativeAd impression data - {args}");
        };
    }

    public void GoBack()
    {
      // Hide banner ad
       AnyThinkAds.Api.ATBannerAd.Instance.hideBannerAd("<YOUR-PLACEMENT-BANNER-AD-ID>");
    }
```

3. **[IMPORTANT]** If another dependency is already using TopOn callbacks, the subscribe methods may not work. In this case, you can use the `TopOnImpressionFromJSON(string json)` method to manually send each impression with the fields listed in the table below. This requires Tenjin Unity SDK v1.13.1 or above.

Example of TopOn impression level revenue data:

Parameter	Required?	Example
adsource_index	No	0
ad_network_type	No	String

is_header_bidding_adsource	No	Int
ecpm_precision	No	String
adsource_id	No	5656
ecpm	No	1
scenario_id	No	String
custom_rule	No	String
sub_channel	No	testSubChannel
publisher_revenue	Yes	0.001
scenario_reward_name	No	String
channel	No	testChannel
topon_ad_format	No	String
segment_id	No	0
country	No	DE
show_id	No	String
scenario_reward_number	No	0
network_placement_id	No	ca-app-pub-3940256099942544%2F6300978111
topon_placement_id	No	String
ecpm_level	No	1
reward_user_custom_data	No	String
network_firm_id	No	2
currency	No	USD
precision	No	String