Play Watch Earn Documentation

iab.
TECH LAB

Accredited by
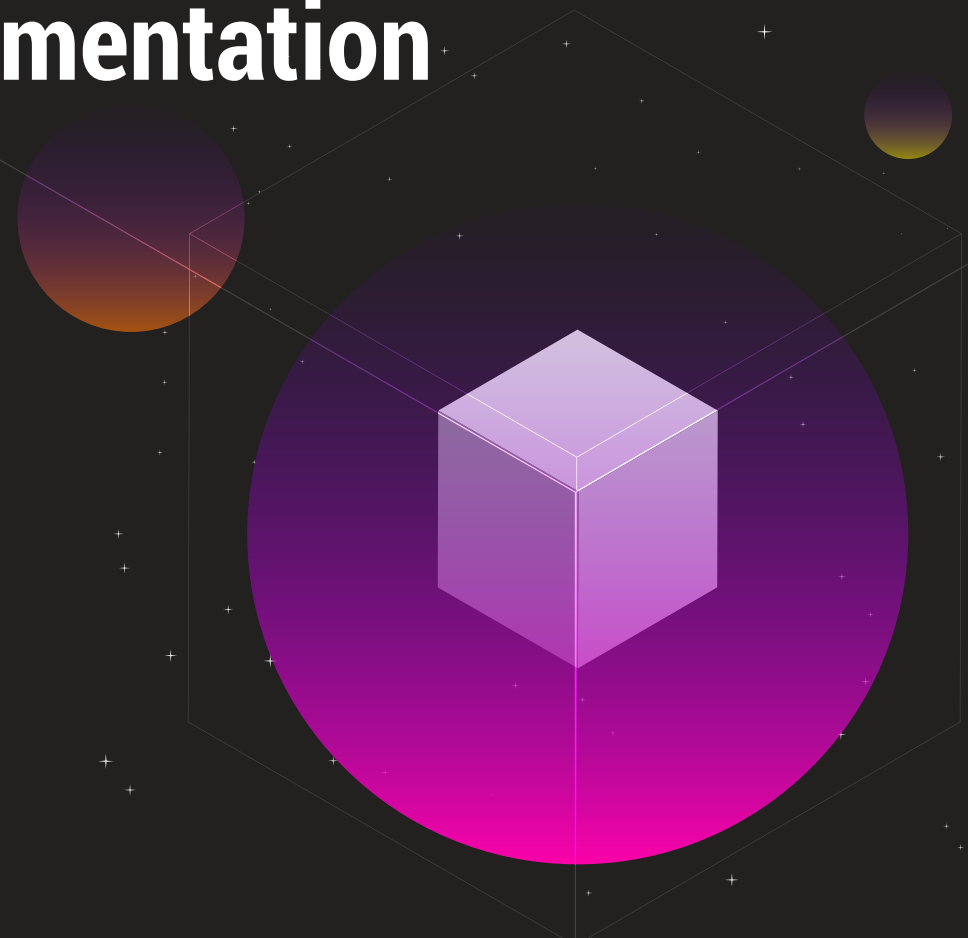Media
Rating Council®

This documentation is prepared suitable according to IAB procedures.

Play Watch Earn Documentation

Requirements
Unity Version 2020.2 or higher

portuma

Setup SDK
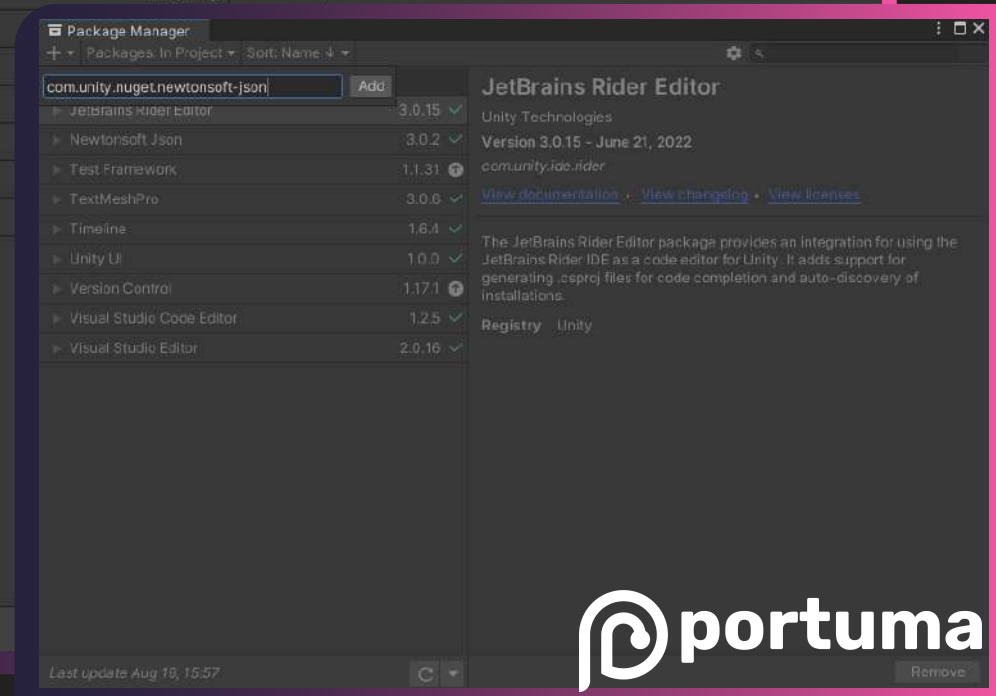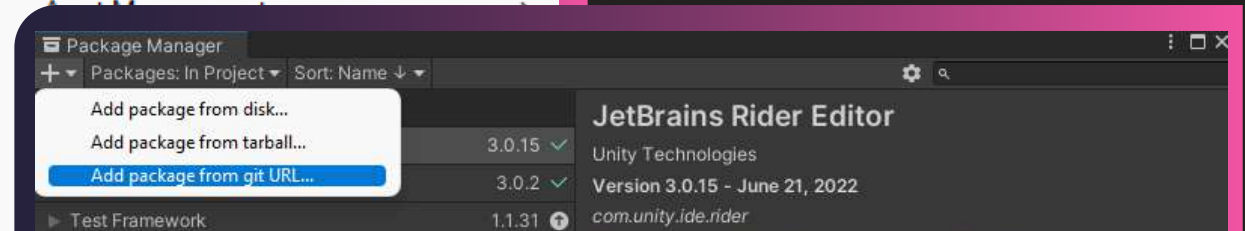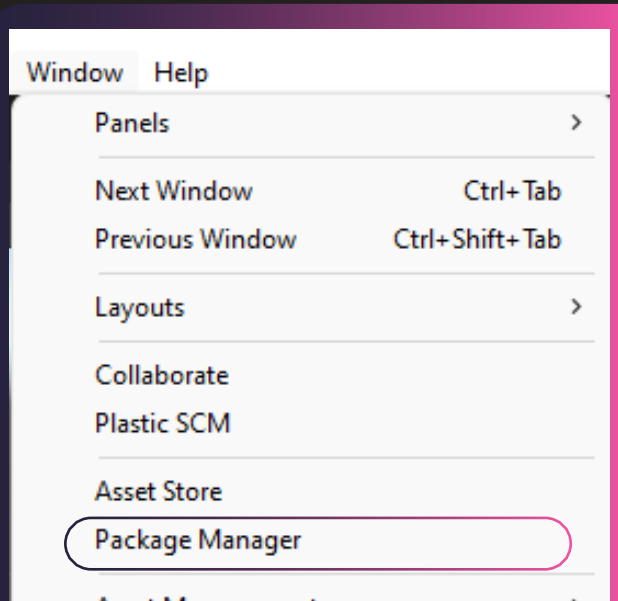
Unity

⇩

Window

⇩

Package Manager

⇩

Add package from git URL

⇩

Copy
"com.unity.nuget.newtonsoft-json"
then click add.

After Setup if you face
any issue related to
newtonsoft restart Unity.

Window   Help

Panels   ⟩

Next Window   Ctrl+Tab
Previous Window   Ctrl+Shift+Tab

Layouts   ⟩

Collaborate
Plastic SCM

Asset Store

Package Manager

Package Manager
+ ▾   Packages: In Project ▾   Sort: Name ↓ ▾   ⚙ 🔍

Add package from disk...
Add package from tarball...
Add package from git URL...

                                                    3.0.15 ✓
                                                    3.0.2 ✓
Test Framework   1.1.31 ⓘ
TextMeshPro
Timeline
Unity UI
Version Control
Visual Studio Code Editor
Visual Studio Editor

JetBrains Rider Editor
Unity Technologies
Version 3.0.15 - June 21, 2022
com.unity.ide.rider

Last update Aug 16, 15:57

Package Manager
+ ▾   Packages: In Project ▾   Sort: Name ↓ ▾   ⚙ 🔍

com.unity.nuget.newtonsoft-json   Add

JetBrains Rider Editor   3.0.15 ✓
Newtonsoft Json   3.0.2 ✓
Test Framework   1.1.31 ⓘ
TextMeshPro   3.0.6 ✓
Timeline   1.6.4 ✓
Unity UI   1.0.0 ✓
Version Control   1.17.1 ⓘ
Visual Studio Code Editor   1.2.5 ✓
Visual Studio Editor   2.0.16 ✓

JetBrains Rider Editor
Unity Technologies
Version 3.0.15 - June 21, 2022
com.unity.ide.rider

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The JetBrains Rider Editor package provides an integration for using the
JetBrains Rider IDE as a code editor for Unity. It adds support for
generating .csproj files for code completion and auto-discovery of
installations.

Registry   Unity

Last update Aug 16, 15:57   Remove

Import the SDK

Import both Vuplex and Portuma unity package to your projects.
If you are facing issues while updating remove Portuma folder and reimport the package.
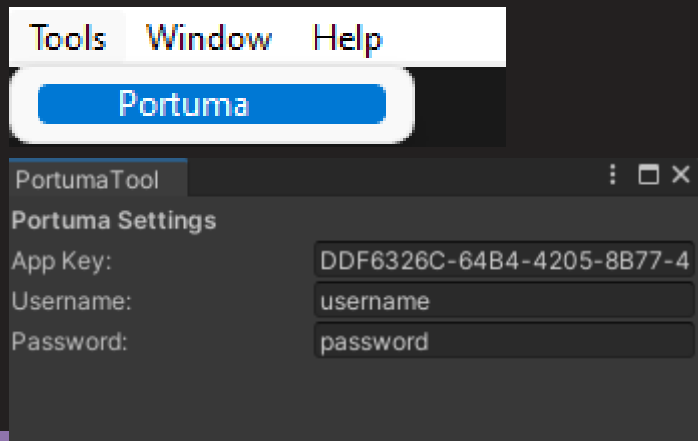
///////////

Setup the SDK

Click the dropdown Tools

Portuma and a Portuma Tool window will open.

Then add the App Key, Username and Password provided by us.

Tools	Window	Help
Portuma		

PortumaTool
Portuma Settings
App Key: DDF6326C-64B4-4205-8B77-4
Username: username
Password: password

Setting Up PortumaLogin

From Portuma

⬇

Prefabs folder drag and drop PortumaLogin to your menu scene. Inside the canvas.

You can edit portuma icon color from PortumaLogin

⬇

PortumaIcon there is currently two color (black and white).
You can also edit buttons location size color as you wish.

⬇

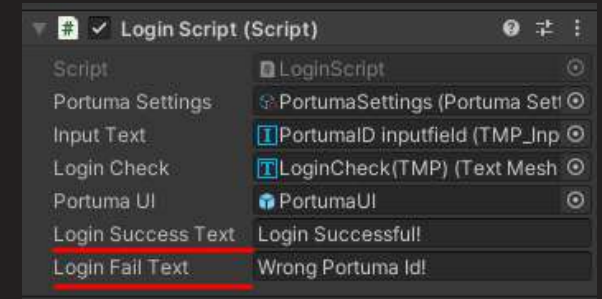You can edit login success and login fail text from

⬇

PortumaLogin
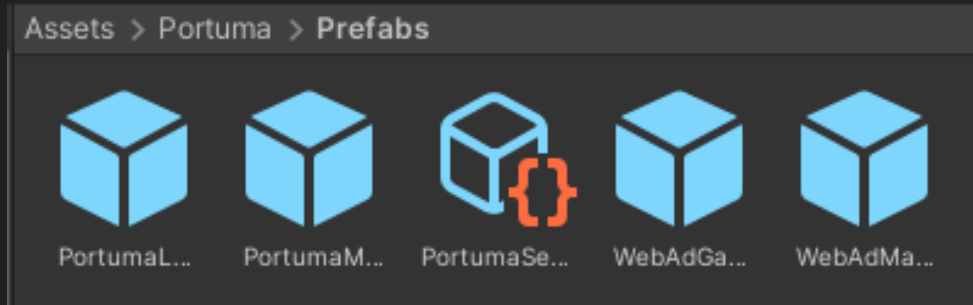
⬇

PortumaUI

⬇

PortumaLoginManager

✓ Login Script (Script)
Script	LoginScript
Portuma Settings	PortumaSettings (Portuma Set
Input Text	PortumaID inputfield (TMP_Inp
Login Check	LoginCheck(TMP) (Text Mesh
Portuma UI	PortumaUI
Login Success Text	Login Successful!
Login Fail Text	Wrong Portuma Id!

Setup WebAdManager

From Portuma
⇩
Prefabs folder drop WebAdManager and PortumaManager to your scene that will show ads.

Assets > Portuma > Prefabs

PortumaL...   PortumaM...   PortumaSe...   WebAdGa...   WebAdMa...

Setting Up Portuma Manger

You can check Is Lineer true if you have a game map that's lineer.(like racing games) Default Range is 30 so we recommend you use it that way, otherwise it might effect performance of the game.
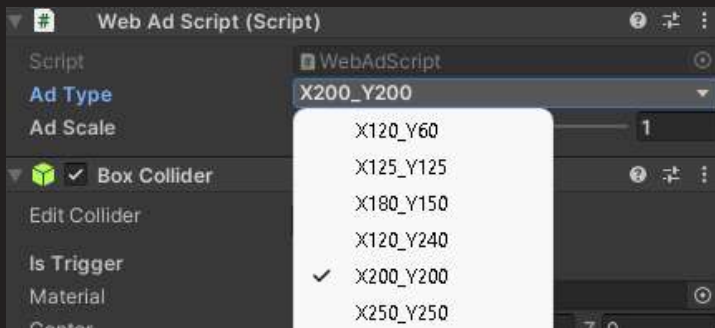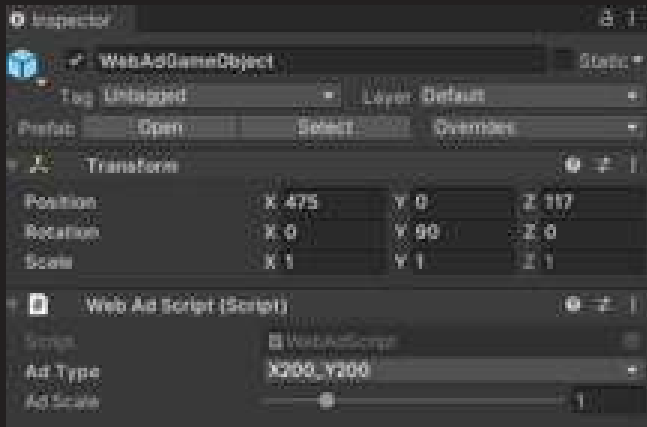

Portuma Manager (Script)

Script	PortumaManager
Portuma Settings	PortumaSettings (Portuma Set!
Main Cam	Main Camera (Camera)
Range	30
Is Lineer	

portuma

Setting Up the Ads

From Portuma

⬇

Prefabs folder drop WebAdGameObject to your scene and set the position of the ad where you wanna display.

You can set ad size from Ad Type by clicking and choosing right size. You can also edit scale by Ad Scale from bar down below or you can adjust it by just entering the value you want.

Important Details

When you are testing if ads are displaying, you cant test on windows or mac. Vuplex only supports Android and IOS. Before build check if appkey,username and password is valid.

Aspect Ratios

Portuma SDK supports twenty different aspect ratios.

256*384

320*50

400*225

125*125

120*60

200*200

300*50

300*600

336*280

500*250

120*240

183*641

640*267

250*500

300*250

640*267

384*256

250*250

640*213

180*150