

# Portuma Documentation

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## Version: 1.3.4

## Requirements

- Unity 2021 or newer
- Android 7+
- iOS 10+

## Available ad formats:

120x60, 120x20, 216x36, 168x28, 640x1136, 300x50, 300x250\*\*,  
160x600, 320x50, 300x1050, 970x90, 728x90, 970x250

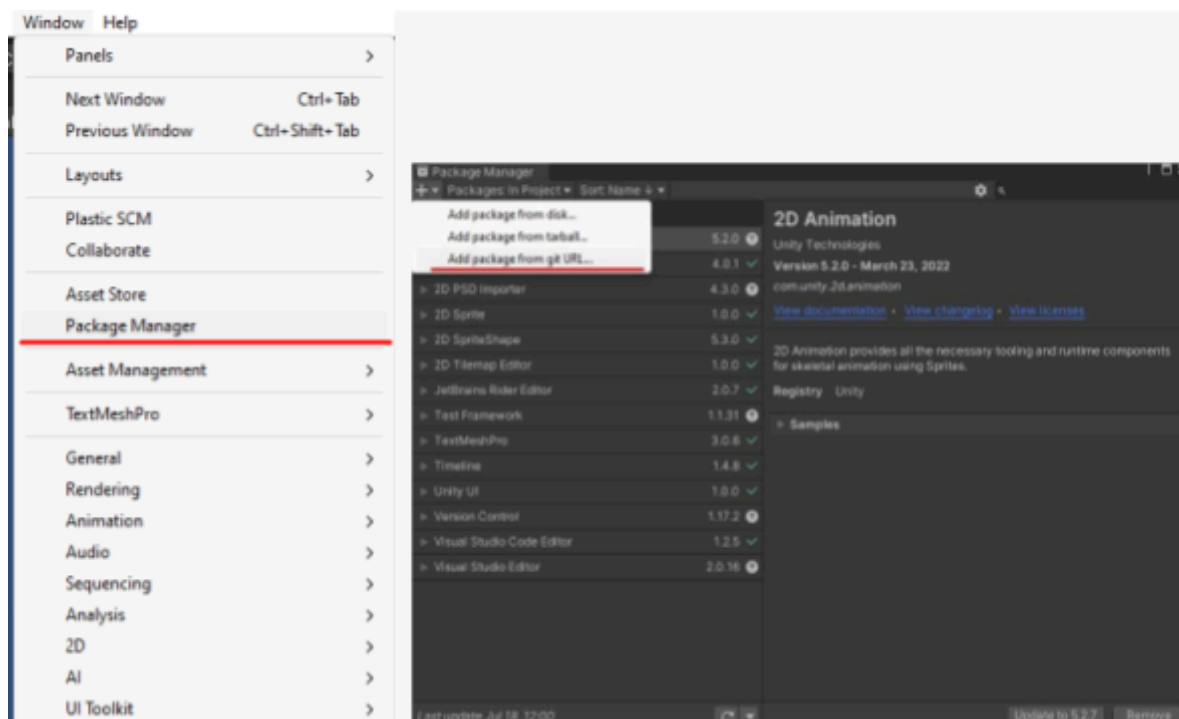
\*\*The most used ad format

## Setup SDK

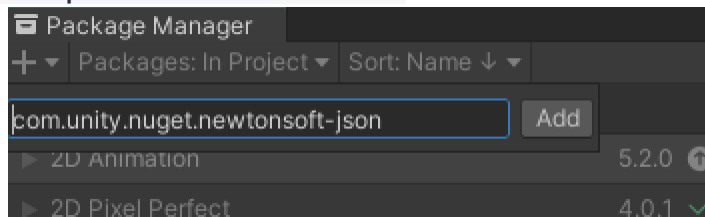
### Import the SDK

Download the Unity package and import it into your project. If you're having problems updating, remove the Portuma folder and re-import the package.

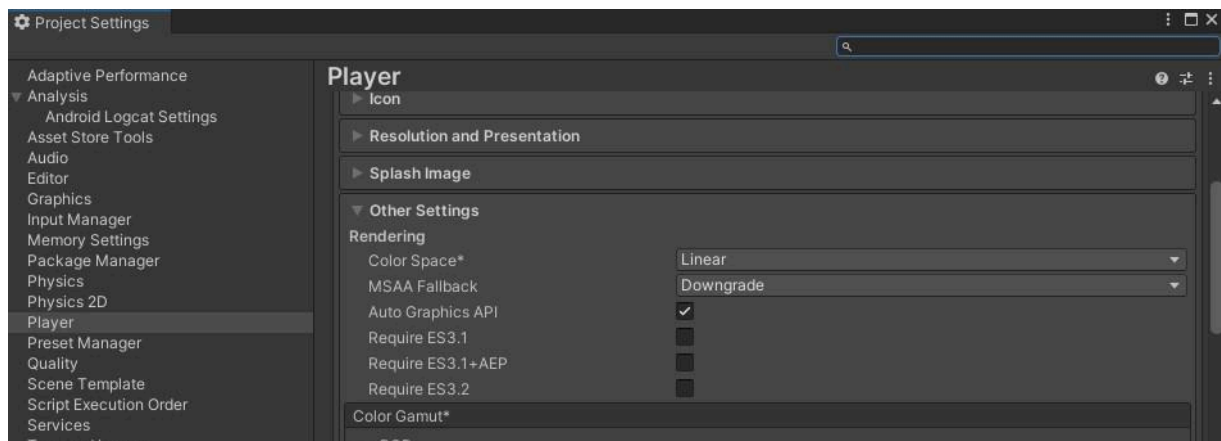
Then go to Window > Package Manager and click the plus sign in the top left corner and select Add package from git URL.



Copy and paste “com.unity.nuget.newtonsoft-json” and press add to complete the installation.

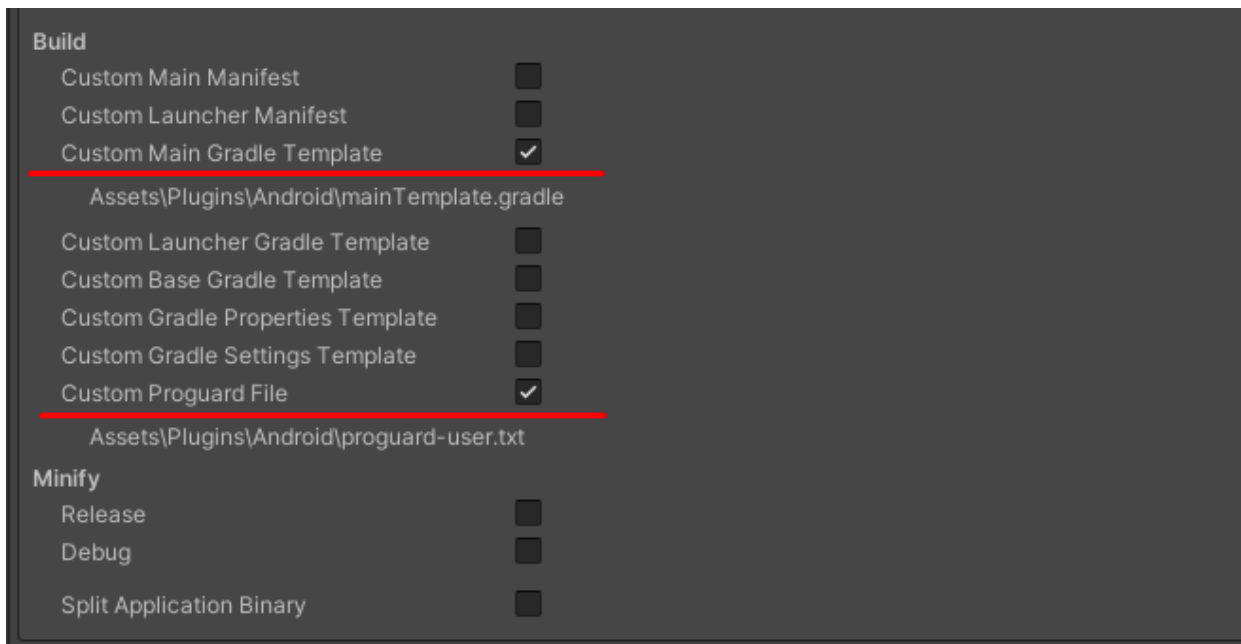


Go to Edit>Project Settings under the Player section, there is a tab called Other Settings.



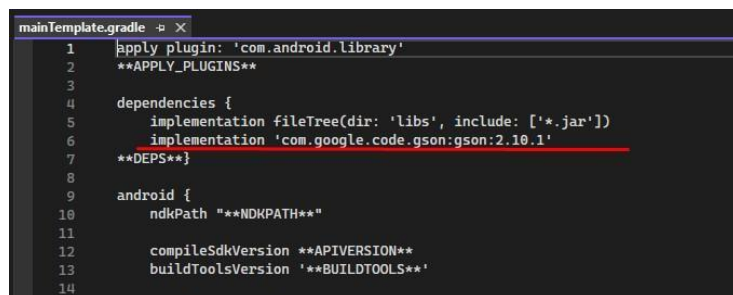
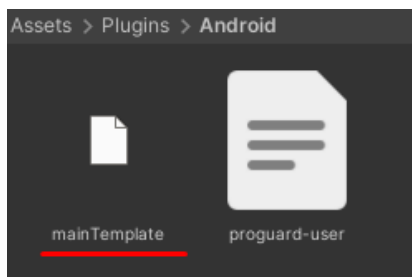
You will need to scroll down to Configuration and change Internet Access to Require as shown below.

After that make sure to check Custom Main Gradle Template and Custom Proguard File boxes.



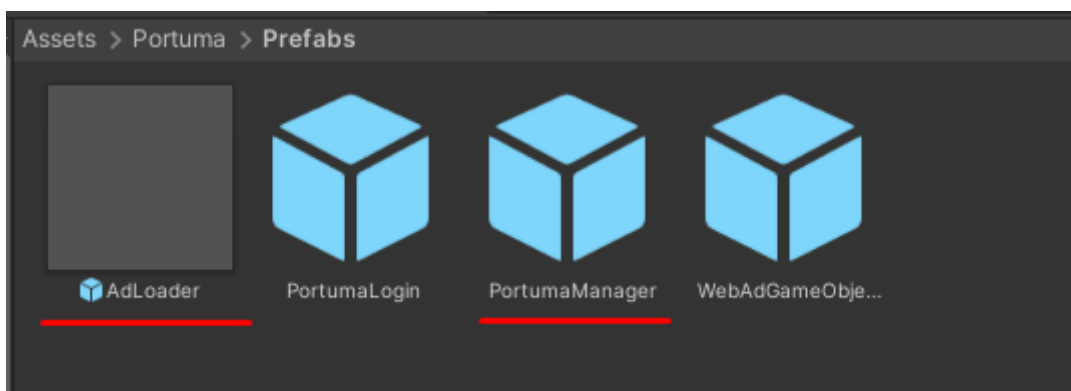
Then Open and modify the main android gradle, add this line like the image below.

“implementation 'com.google.code.gson:gson:2.10.1'”

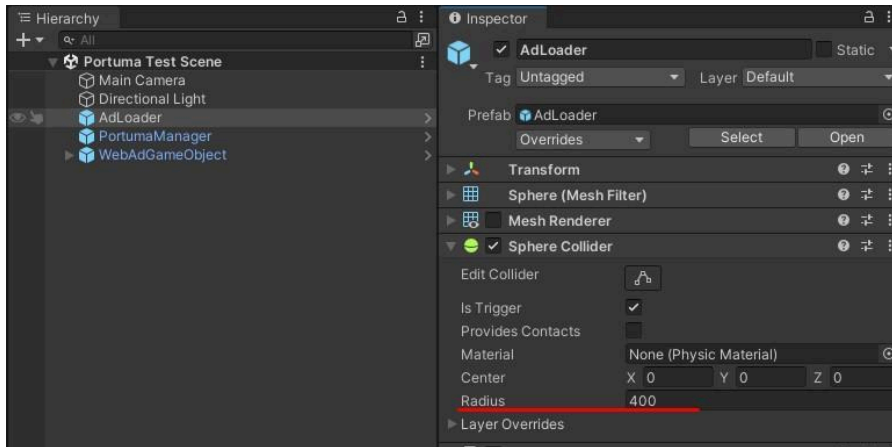


## Setting up the SDK

To install the SDK, drag the AdLoader and PortumaManager prefabs from the Portuma > Prefab folder to the scene where you want your ads to appear.

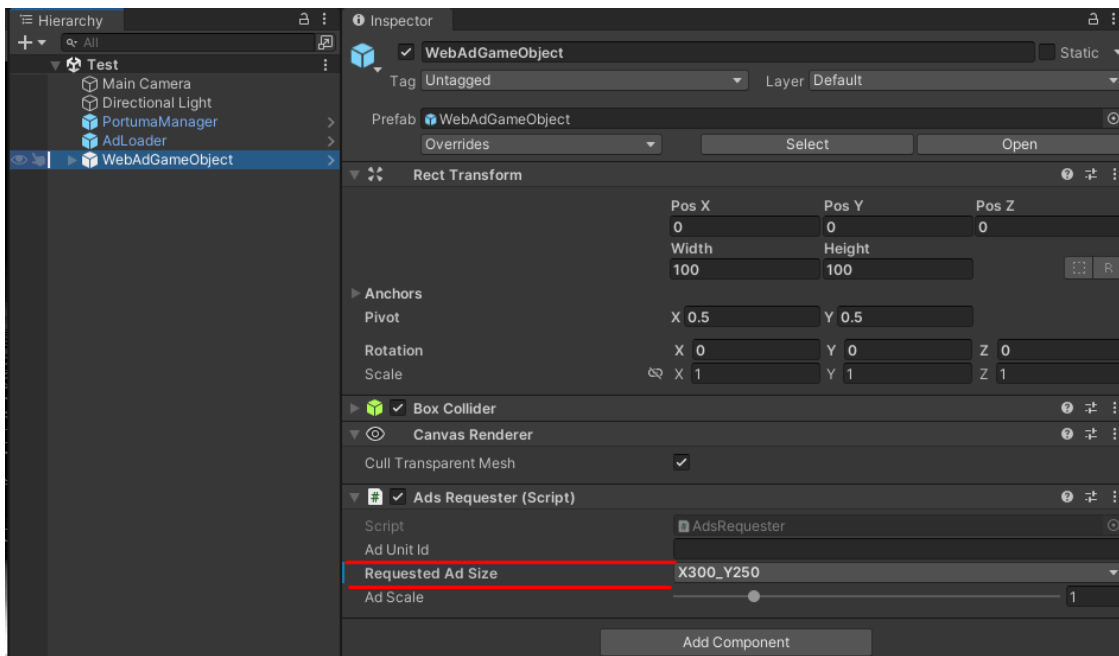


You can set the camera range by changing the radius of the sphere collider inside the AdLoader. The default size is 400, but it can vary depending on the game.



## Setting up the Ads

From Portuma > Prefab, drag and drop the WebAdGameObject into your scene.

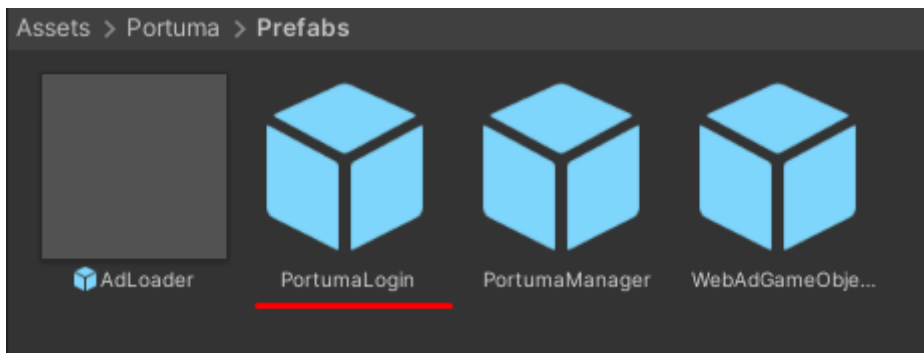


By default, it should look like this. In the Publisher Panel, create an ad, copy the ad unit ID, and configure it to match the ad type.

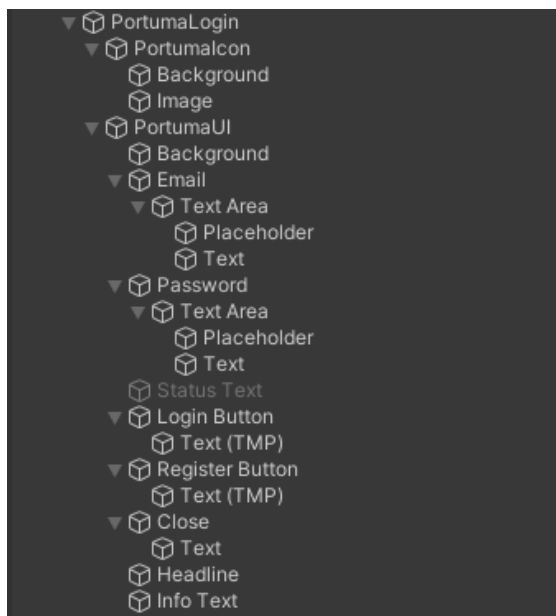
Follow the next step if you want to import Play Watch and Earn.

## Setting up Portuma Login

If you want to import Play Watch and Earn, you need to set up the login system. Open Portuma>Prefab folder. Drag Portuma Login to your menu screen.



Customize the Portuma Login prefab to your liking by adjusting features such as size, color, or placement to suit your preferences.

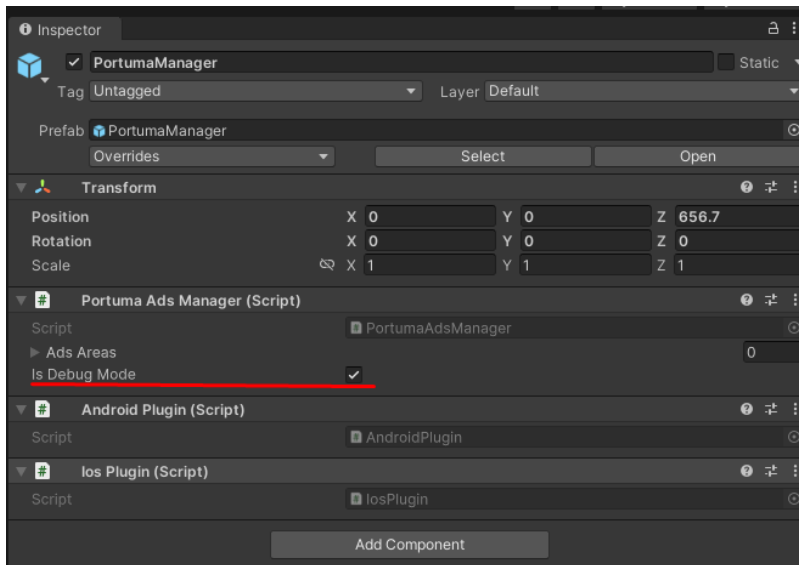


Portumalcon is the button that opens the PortumaUI, where players can log in to their Portuma account.

## **Play Watch Earn for Players**

Players should first register through this link: <https://player.portuma.com/>, or they can click on the Register button in the Portuma Login, which will redirect them to the website to create an account. Players should then verify their account and log in to the game using that account. After that, every time the player sees an ad, they will earn Portokens, which can be cashed out once they reach a certain amount.

**When you finish with the setup, you can unlock Debug Mode to enable Debug Logs for testing the SDK.**



## Use Cases

### 1- Setting up an Ad Unit

**Successful Ad Request:** When you enter the correct Ad Unit ID and the ad loads successfully, you will see the following message:

**[Portuma SDK] AdRequest: Ad request successful**

**Incorrect Ad Unit :** If the Ad Unit ID you entered is incorrect you will receive this message:

**[Portuma SDK] Ad unit ID is incorrect**

**Correct Ad Unit but wrong ad size:** If you entered correct Ad Unit but Ad Size doesn't match, you will see the following message:

**[Portuma SDK] Submitted ad sizes and AdUnit ad size do not match.**

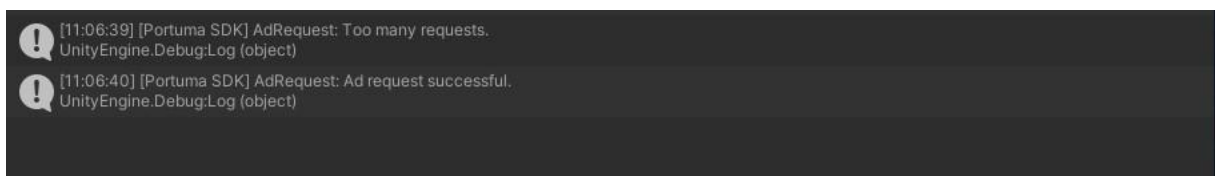
**Tip:** Always check if you've copied the correct Ad Unit ID and ensure there are no extra spaces at the end of the Ad Unit ID.

### 2- Setting up Multiple Ad Units and Using the Same ID

**Unique IDs Required:** Ad Unit IDs must be unique. Each ad GameObject should have a different Ad Unit ID.

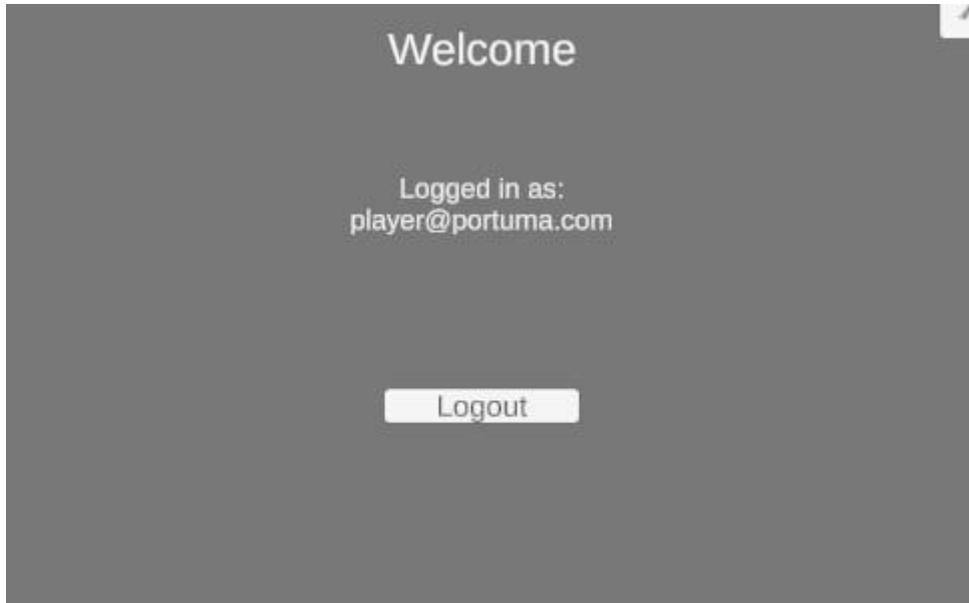
If the same Ad Unit ID is used on two different ad GameObjects, you will encounter the following error when one ad loads:

**[Portuma SDK] Ad request for "AdUnitID" is being throttled. Last request was 0.0767922 seconds ago.**



### 3- Player Login Process

**Successful Login:** If the player enters their user information correctly, they will be directed to logout panel.



### PortumaSDK Login Success

**Failed Login:** If any of the login information is incorrect, the following message will appear in the console:

#### PortumaSDK Login Failed

Additionally, on the Portuma Login UI, the player will see this message:

**Incorrect email or password. Please try again.**





## 4- Player Logout Process

**Successful Logout:** If the player successfully logs out, any saved account information will be cleared, and the player will return to the login panel.

## 5- Remember Me Toggle

**Enabled:** When the player successfully logs in, their information is saved, and the next time they open the app, they are logged in automatically.

**Disabled:** When the player successfully logs in, they will need to enter their information again the next time they log in.

### Contact:

<https://www.portuma.com/Home/Contact>

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**Portuma Publisher Website:** <https://publisher.portuma.com/>

**Portuma Website:** <https://www.portuma.com/>