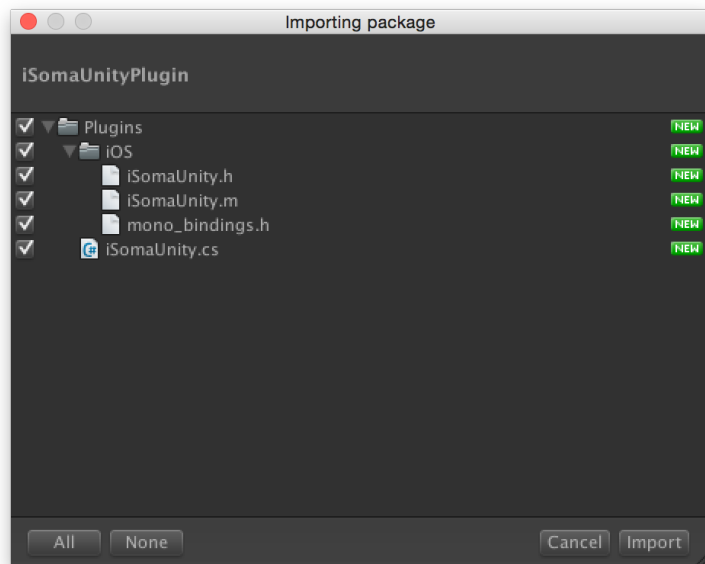# SOMA iOS Unity 4.5 Plugin Integration

1. Open your project in Unity 4.5
2. Download SOMA iOS SDK and Unzip
3. Go to UnityPlugin folder and double click iSomaUnityPlugin.unitypackage
4. It will show the following import dialog:

5. Click "Import".
6. Then Build the project for iOS and Open the Xcode project.
7. Drag and drop iSoma.framework to the Xcode project
8. Add "-ObjC" in the "Other Linker Flags" from the "Build Settings" tab of the target.
9. Make sure the following frameworks are linked with in the "Build Phase" tab of the target:
   1. UIKit
   2. Foundation
   3. StoreKit
   4. CoreTelephony
   5. SystemConfiguration
   6. MessageUI
   7. AdSupport
   8. QuartzCore
   9. CoreLocation
   10. CoreImage
   11. CoreFoundation
   12. EventKit
10. Run the project on iPhone and you will see a banner!
11. To show interstitial ads:
    1. Open iSomaUnity.cs file in the Unity editor
    2. Comment line 148 i.e. "addNewBanner (ref adSettings);"
    3. And un-comment linke 151 i.e. "addNewInterstitial(ref adSettings);"