PlayProbe Unity SDK

Sessions, telemetry, in-game surveys and screenshot-attached feedback, reporting straight to your PlayProbe dashboard.

`io.playprobe.sdk` `v0.1.0` `Unity 6000.0+` `Pro plan`

---

01 What the SDK does

Drop one prefab into your first scene, call `StartSession()`, and everything a playtest produces arrives in the dashboard without you building any of the plumbing.

FEATURE	WHAT YOU GET
Sessions	A run of your game, standalone or handed off from a specific tester's dashboard session.
Passive analytics	Average and minimum FPS, plus an optional position heatmap of any transforms you register.
Events	Your own gameplay events, buffered and batched. Unity errors too, if you opt in.
Mid-game surveys	Registered in code, rendered by the SDK, submitted the moment the player answers.
Instant Feedback	A report form with a screenshot and a hardware profile attached, opened from a floating button or your own UI.
Consent	An opt-in gate that collects and sends nothing at all until the player agrees.

Your game
PlayProbeManager, one `DontDestroyOnLoad` singleton

→

api.playprobe.io
Six HTTPS endpoints, JSON in and out

→

Your dashboard
Sessions, results, heatmaps, feedback

> **The SDK never throws into your game**
>
> Every failure path logs a `[PlayProbe]` warning and degrades quietly: a missing config means no session, a missing prefab means no popup, a dead network means dropped events. Nothing bubbles an exception into your `Update`.

02 Requirements & the Pro plan

Unity	6000.0 or newer. The SDK awaits `AsyncOperation` directly, which Unity only supports from 2023.1 onward; 6000.0 is what it is built and tested against.
Packages	`com.unity.ugui`, which every Unity project already has. Nothing else — no Input System dependency, no third-party JSON library.
Render pipeline	Any. The UI is uGUI on its own overlay canvas and does not touch your rendering.
Account	A PlayProbe **Pro** plan, and a test with *SDK mode* enabled and a share token.

> **The SDK is a Pro feature**
>
> Sessions are refused for tests owned by a Free account — the `sdk-start-session` endpoint returns `plan_required` and the game logs a warning instead of collecting anything. Nothing crashes, but nothing is recorded either.
>
> You do not have to discover that from a shipped build. **Tools > PlayProbe > Setup** asks the backend the same question at edit time — automatically, as soon as you paste a complete token — and tells you which of the three gates is not met: plan, SDK mode, or the test being open. When it is the plan, there is a button straight to the upgrade page (https://playprobe.io/account/billing).

03 Quick start

From an empty project to a session appearing in the dashboard: about five minutes.

1

Install the package

Package Manager → **+** → *Add package from git URL…*, or point it at a local copy of the `PlayProbeSDK` folder. Dropping the folder straight into `Assets/` works too.

2

Create a test in the dashboard

On playprobe.io (https://playprobe.io/dashboard), create a test for your game and turn on **Uses SDK**. Copy the **share token** from the test's page — it is the only credential your Unity project needs.

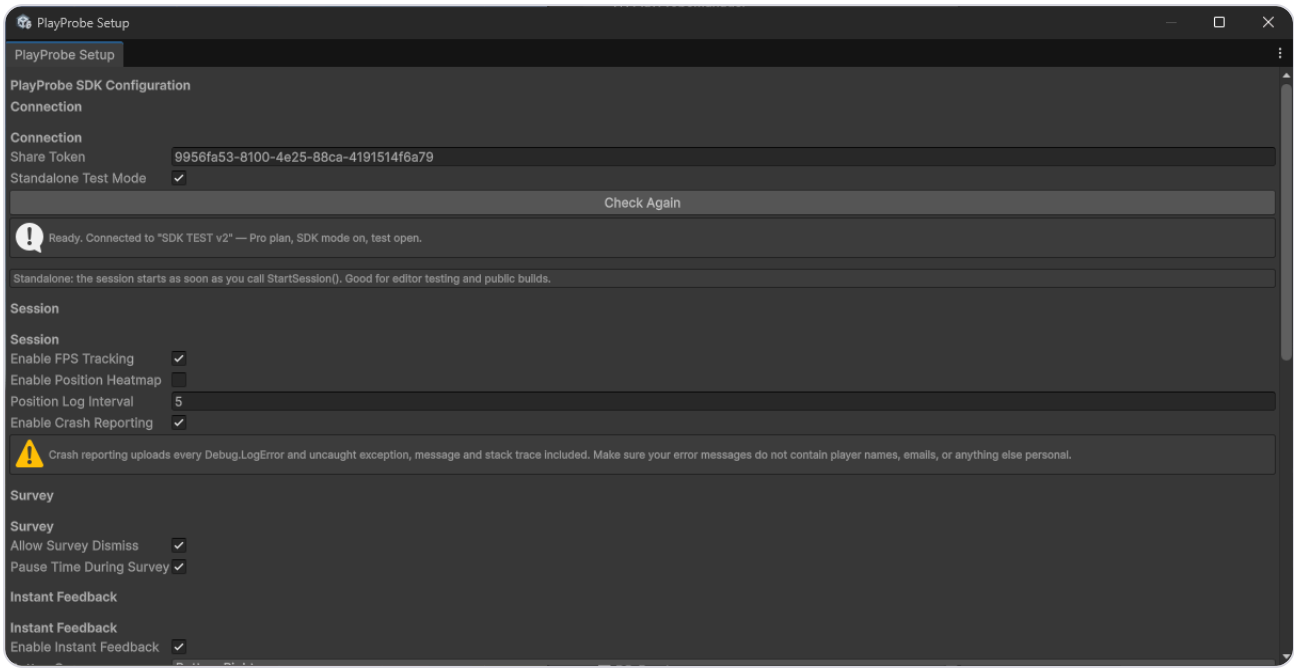
3

Open the setup window

Tools > PlayProbe > Setup. Press *Create PlayProbeConfig Asset*; it is written to `Assets/Resources/PlayProbeConfig.asset`, where the runtime looks for it.

Paste the share token. **It checks itself** the moment the field holds a complete token — a *Ready* message means a session would start right now, and anything else names the problem and, where it can, offers the button that fixes it.

Before the token is complete the window answers without touching the network: too short (with the count so far), too long, whitespace around it, or the right length but not the usual `8-4-4-4-12` shape. **Check Again** re-runs the check on demand — the one you want after switching the test to SDK mode or upgrading the account, since the token itself has not changed.



The setup window is the only place you need to visit to configure the SDK — every field here is a property on the config asset.

4

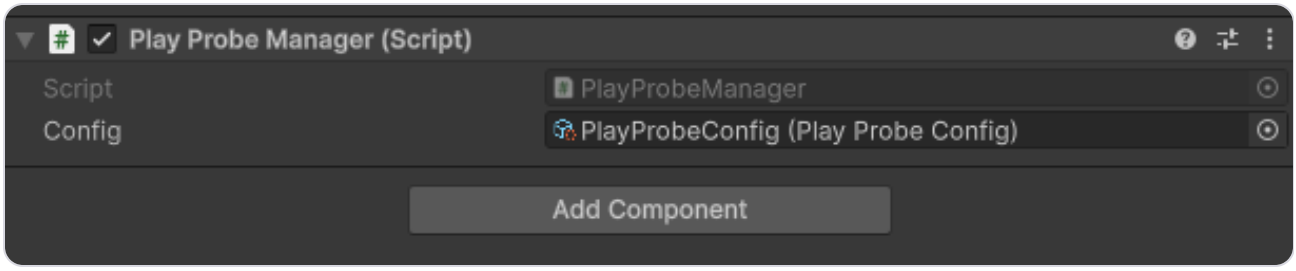
Generate the UI prefabs

Press **Create Missing UI Prefabs**. This writes the survey overlay, the feedback popup, the consent dialog and the shared pieces into the package's `Resources` folder. Skip it and the popups have nothing to spawn — everything else still works.

5

Put the manager in your first scene

Press **Create PlayProbeManager In Active Scene**. It adds the component and assigns your config to it. The object is `DontDestroyOnLoad`, so it survives every scene load after that — add it once, in the scene that loads first.



One component, one reference. Everything else is configured on the asset.

6

Start a session

```
using PlayProbe;
using UnityEngine;

public class GameFlow : MonoBehaviour
{
    private void Start()
    {
        // Register every survey BEFORE starting — the schema travels with th
        PlayProbeManager.Instance.Survey.Register("after_tutorial")
            .AddRating("How clear was the tutorial?", "tut_clarity")
            .AddText("Anything confusing?", "tut_notes");

        PlayProbeManager.Instance.StartSession();
    }

    public void OnTutorialFinished()
    {
        PlayProbeManager.Instance.ShowSurvey("after_tutorial");
    }
}
```

Press Play. The console logs `[PlayProbe] Session started successfully.` and the session appears in the dashboard.

Editor Play mode counts as a session

Sessions started from the editor are real sessions against a real test and count towards its tester limit. Keep a throwaway test for development, or close the session with `EndSession()` when you are done poking at it.

04 Where everything lives

On disk

```
Assets/PlayProbeSDK/          ← the package. Nothing here needs editing.
├── Runtime/                  PlayProbeManager and every subsystem
│   └── UI/                   screen controllers, elements, question types
├── Editor/                   setup window, prefab builder, token check
├── Data/                     wire types. Mostly internal.
├── Resources/                the 13 generated UI prefabs
├── Textures/UI/              the nine white shape sprites
└── Documentation/            this file, and the PDF built from it

Assets/Resources/             ← YOUR files. These two are yours to edit.
├── PlayProbeConfig.asset     token, toggles, privacy settings
└── PlayProbeUiTheme.asset    colours, sizes, and every string (optional)
```

> **Two folders, two owners**
>
> Config and theme live in **your** `Assets/Resources`, so a package update never overwrites them. Everything under `Assets/PlayProbeSDK` belongs to the package — including the generated prefabs, which *Rebuild All Prefabs* will happily overwrite.

At runtime

One object exists: `PlayProbeManager.Instance`. Everything else hangs off it.

REACHED THROUGH	TYPE	RESPONSIBLE FOR
`.Survey`	`PlayProbeSurvey`	Registering survey schemas against trigger keys
`.Events`	`PlayProbeEvents`	Buffering and batching custom events
`.Analytics`	`PlayProbeAnalytics`	FPS sampling and position logging
`.Feedback`	`PlayProbeFeedback`	The report form. **Null** when Instant Feedback is off.
`.Consent`	`PlayProbeConsent`	The player's decision, persisted in `PlayerPrefs`
`.AnswerTags`	`IReadOnlyList<AnswerTag>`	The tag vocabulary, delivered at session start

The prefabs

PREFAB	SPAWNED WHEN
`PlayProbeSurveyCanvas`	`ShowSurvey(key)` is called
`PlayProbeFeedbackCanvas`	`OpenFeedback()`, or the floating button is clicked
`PlayProbeFeedbackButton`	Session starts, if Instant Feedback is on
`PlayProbeStartSessionScreen`	`StartSession()` in handoff mode
`PlayProbeConsentDialog`	Consent is required and the player has not answered
`PlayProbeToast`	Anything is submitted successfully, or fails
`PlayProbeTagChip`, `PlayProbeSelectableButton`	Spawned by the screens above as they build
`PlayProbeRatingQuestion`, `…EmojiQuestion`, `…YesNoQuestion`, `…MultipleOptions`, `…TextQuestion`	One per question in a survey, by type

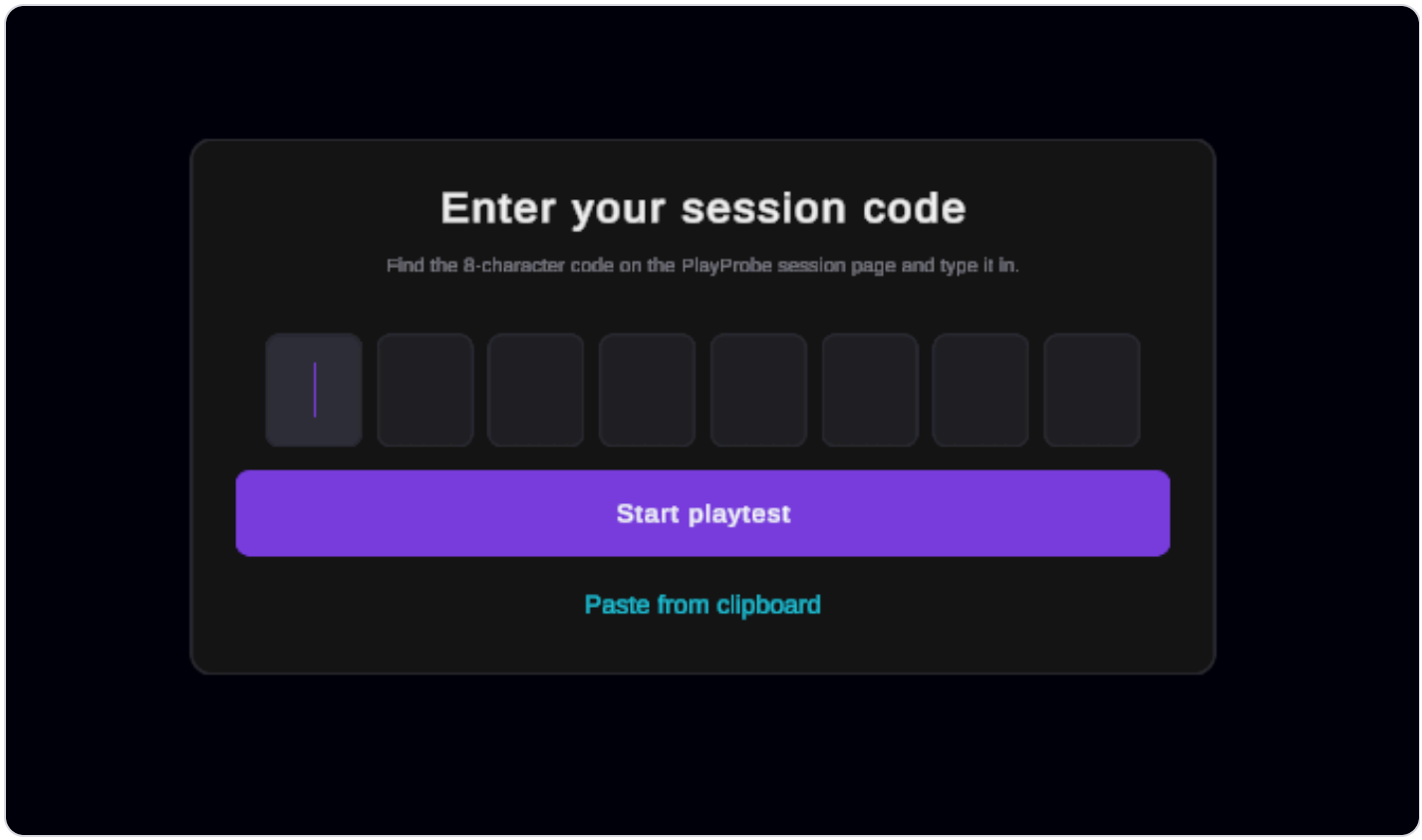
They are loaded by name with `Resources.Load`, so a prefab that is missing produces a warning and a no-op rather than an error — and one you replace with your own is picked up with no code change, as long as it still carries the matching controller component.

05 Sessions

```
PlayProbeManager.Instance.StartSession();
// ... play ...
PlayProbeManager.Instance.EndSession();   // also happens automatically on quit
```

Two modes

	STANDALONE `ISSTANDALONETEST = TRUE`	HANDOFF `ISSTANDALONETEST = FALSE`
What happens	Posts the share token and starts immediately.	Shows a code-entry screen first.
The tester	Anonymous — one session per run.	Types the eight-character code from their dashboard session page; the session is tied to them.
Use it for	Editor testing and public builds.	Recruited playtests where you already know who is playing.



Handoff mode. The code is validated before the session starts; the screen closes itself once it is live, and shows an inline error if the code is refused or expired.

`EndSession()` stops tracking, flushes whatever is buffered, removes the feedback button, and posts the duration and FPS summary. It also runs automatically when the application quits, so a player who alt-F4s still produces a complete session.

> **Register surveys before you start**
>
> The survey schema travels with the start request, and the backend replies with the question ids used at submit time. A `Register(...)` call made after `StartSession()` is not part of that exchange, and `ShowSurvey` for it will warn that the trigger key is unknown.

06 Surveys

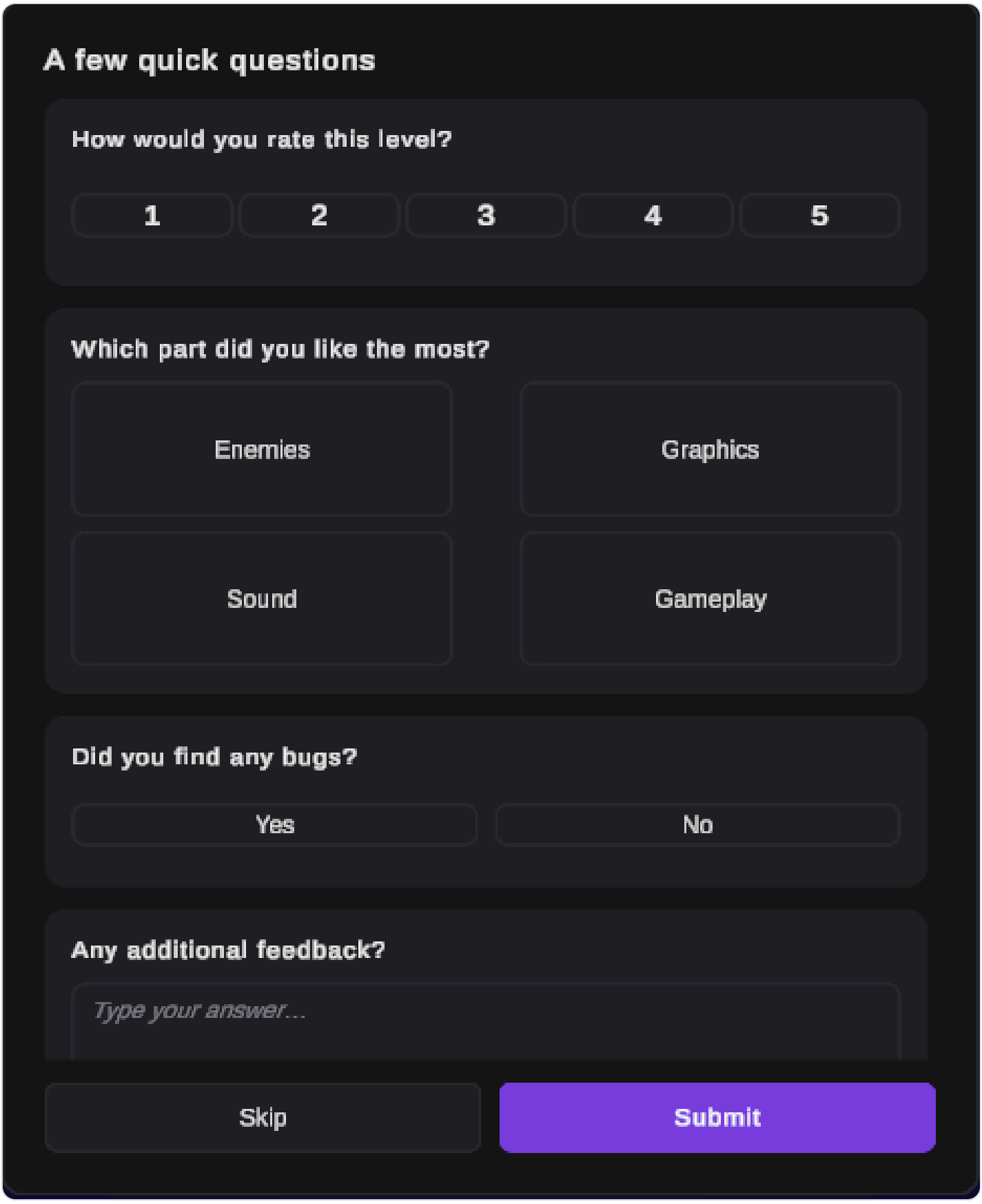
A survey is registered against a **trigger key** — a name you choose for a moment in your game — and shown when that moment arrives.

Create

```
PlayProbeManager.Instance.Survey.Register("after_level_1")
    .AddRating("How would you rate this level?", "lvl1_rating")
    .AddEmojiScale("How did the boss feel?", "lvl1_boss_feel")
    .AddYesNo("Hit any bugs?", "lvl1_bugs")
    .AddMultipleChoice("Favourite part?", "lvl1_fav",
        new[] { "Enemies", "Graphics", "Sound", "Gameplay" })
    .AddText("Anything else?", "lvl1_notes", required: false);
```

Trigger

```
PlayProbeManager.Instance.ShowSurvey("after_level_1");
```



One overlay, scrollable, built from the registered schema at the moment it opens.

Question types

METHOD	RENDERS AS	SUBMITTED AS	`REQUIRED` DEFAULT
`AddRating`	A 1–5 bar that fills up to your pick	`value_number`	true
`AddEmojiScale`	A row of five faces, one chosen	`value_number`	true
`AddYesNo`	Two buttons	`value_choice` — `"Yes"` / `"No"`	true
`AddMultipleChoice`	Options, two per row	`value_choice` — the option text	true
`AddText`	A multi-line box with the tag chooser	`value_text` + `tag_ids`	**false**

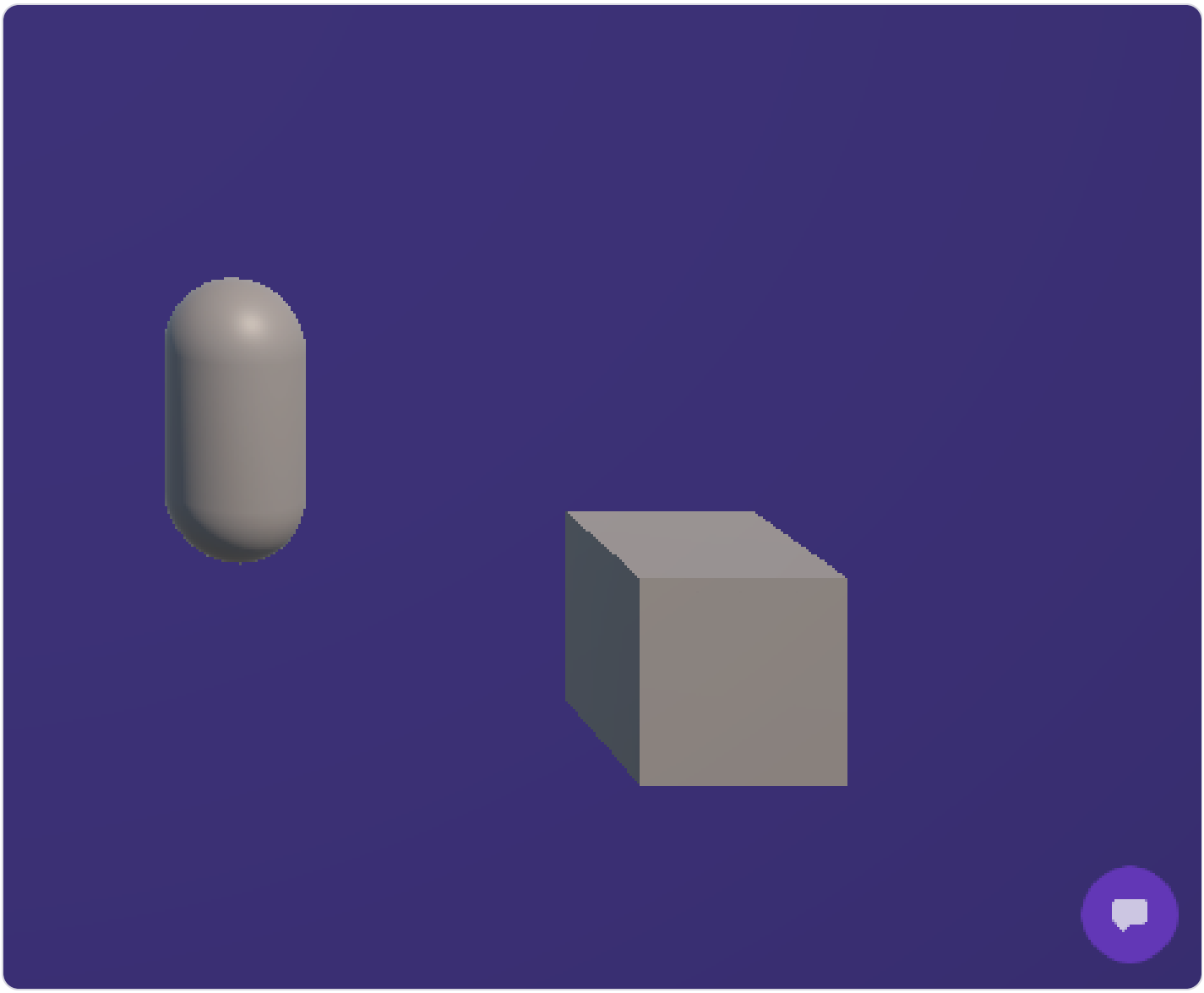
> **The second argument is a permanent id**
>
> Every `Add…` takes an `sdkQuestionId`: your own stable identifier for that question. It must be unique within the test and **must not change between builds** — it is what the backend maps answers onto.
>
> The label can change freely. Rewording `"Rate this level"` to `"How was that level?"` keeps the same results column. Changing the *id* starts a new one and orphans everything answered before.

Behaviour

- Required questions block submission until answered; optional ones the player skipped are left out of the submission entirely.
- `allowSurveyDismiss` controls whether the skip button appears and whether Escape closes the survey.
- `pauseTimeDuringSurvey` sets `Time.timeScale` to 0 while it is on screen. Turn it off for multiplayer, where you cannot pause the world.
- `ShowSurvey` warns and does nothing when there is no active session, or when the trigger key was never registered — which almost always means a typo, or a `Register` call that happened too late.

07 Instant Feedback

Turn on `enableInstantFeedback` and a floating button appears when the session starts. Clicking it captures the current frame, pauses the game, and opens the report form.



The corner is configurable, and the button removes itself when the session ends.

Send feedback

Tell the developer what you ran into. It goes straight to them.

Type

Short summary (optional)

What happened? What did you expect instead?

0 / 4000

Attach a screenshot of my screen

Your report is sent to the game's developer along with basic technical details about your device (operating system, CPU, GPU, memory) and, if you leave it ticked, a screenshot of your current screen.

Cancel

Send

Title, description, category, the screenshot with a preview and a toggle, the tag chooser, and the privacy notice.

Open it yourself

From a pause-menu entry, a keyboard shortcut, anywhere:

```
PlayProbeManager.Instance.OpenFeedback();
```

Don't want the floating button at all? Delete `PlayProbeFeedbackButton.prefab` from the package's `Resources` folder and drive it from your own UI.

Skip the popup entirely

```
PlayProbeManager.Instance.SubmitFeedback(
    title: "Fell through the floor",
    description: "Standing on the bridge in level 2, near the second torch.",
    category: "bug",              // bug | suggestion | praise | other
    attachScreenshot: true,
    tagIds: null);
```

What a report carries

What the player typed, plus: the scene name and build index, their world position, playtime, instantaneous and average FPS, memory, quality settings, screen size, a **hardware profile** (OS, CPU, GPU, RAM), and — if the toggle is left on — a **screenshot**. The last two are why the popup shows a notice; see section 11.

SETTING	EFFECT
`enableInstantFeedback`	Master switch. When off, `Feedback` is null and `OpenFeedback()` warns.
`feedbackButtonCorner`	Which corner the floating button parks in.
`pauseGameDuringFeedback`	Freeze the game while the popup is open.
`feedbackAllowScreenshot`	Whether screenshots are possible at all. Off hides the whole block.
`feedbackScreenshotDefaultOn`	Whether the attach-screenshot toggle starts ticked.
`feedbackScreenshotMaxWidth`	Screenshots wider than this are downscaled before upload.

Categories are fixed server-side (`bug`, `suggestion`, `praise`, `other`); anything else is stored with no category. Translate the *labels* in the UI theme, not the ids. Titles cap at 200 characters, descriptions at 4000.

08 Events & analytics

Custom events

```
PlayProbeEvents events = PlayProbeManager.Instance.Events;

events.LogEvent("checkpoint_reached");                  // no value
events.LogEvent("score_gained", 250f);                  // numeric
events.LogEvent("difficulty_selected", "hard");         // text
events.LogPosition(player.position, "player", "death"); // a tagged point
```

Events are uploaded in batches: whenever 20 pile up, every 30 seconds, and on session end. A failed upload is retried three times before the batch is dropped, and the buffer is capped at 500 events so an offline player never grows the SDK's memory use without limit. `LogEvent` is a no-op with a warning when no session is active.

Analytics

```
PlayProbeAnalytics analytics = PlayProbeManager.Instance.Analytics;

analytics.SetTrackedTransform(player.transform);       // the primary subject
analytics.RegisterTrackedObject("enemy", boss);        // additional tagged objects

float average = analytics.AverageFps;
float worst = analytics.MinFps;
```

FPS is sampled every second while `enableFpsTracking` is on. Positions are logged every `positionLogInterval` seconds while `enablePositionHeatmap` is on — the primary transform plus every tagged object you registered.

Crash capture

With `enableCrashReporting`, the SDK hooks Unity's log callback and turns every `Error` and `Exception` into an event carrying the message and the stack trace.

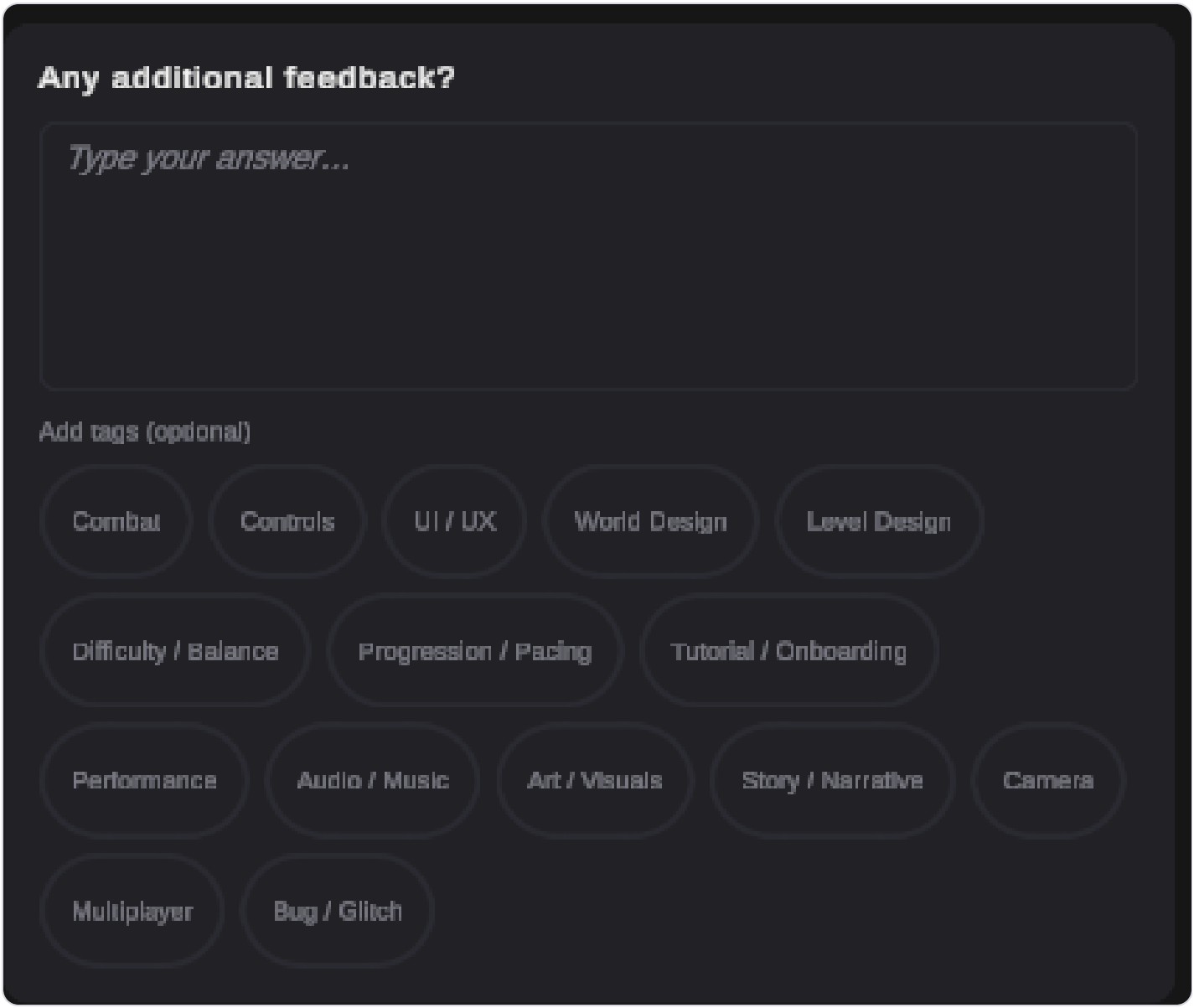
This is broader than "crashes"

It uploads *every* `Debug.LogError`, message and stack trace included. If your error messages contain player names, account emails, or save paths with a username in them, those go too. Audit your error logging before enabling it, or leave it off.

09 Answer tags

A tag vocabulary managed in PlayProbe — Combat, UI/UX, Performance, and so on — lets testers label what an open-ended answer is *about*, so results can be grouped by theme. The active list arrives with the start-session response:

```
IReadOnlyList<AnswerTag> tags = PlayProbeManager.Instance.AnswerTags;
// AnswerTag { id, slug, label, sort_order }
```



Chips size to their own label and wrap onto as many rows as they need.

The built-in UI already handles this: `PlayProbeTagSelector` renders the chips on open-ended survey questions and in the feedback popup, and writes the chosen ids into the submission. When the test has no tags configured, the whole chooser hides itself.

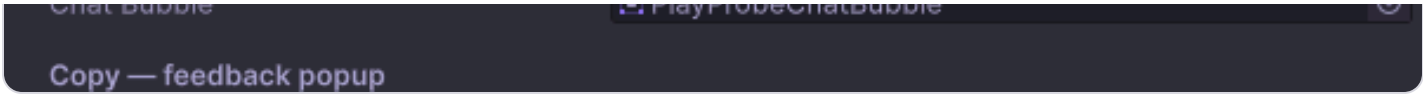
Tags are always optional, at most three per answer by default, and the backend drops ids that are not in the active vocabulary. They are ignored on anything other than free-text answers and feedback.

10 The UI layer

Every PlayProbe screen is **generated from one asset** rather than hand-built. That asset is `PlayProbeUiTheme`, and it holds the palette, the type scale, the metrics, and **every user-facing string the SDK shows**.

```
Tools > PlayProbe > UI > Create Theme Asset      → Assets/Resources/PlayProbeUiTheme
   ... edit colours, sizes, and every string ...
Tools > PlayProbe > UI > Rebuild All Prefabs
```


Play Probe Ui Theme (Play Probe Ui Theme)
Open
Script
PlayProbeUiTheme
Palette
Scrim
Surface
Surface Raised
Border
Primary
Accent
Danger
Success
Text
Text Primary
Text Muted
Text On Primary
Font
None (TMP_Font Asset)
Font Size Title
30
Font Size Heading
22
Font Size Body
18
Font Size Caption
14
Metrics
Reference Resolution
X 1920
Y 1080
Panel Width
720
Panel Padding
32
Spacing
16
Control Height
52
Corner Radius
10
Sprites
Button Fill
PlayProbeButton
Button Outline
PlayProbeButtonOutline
Panel Fill
PlayProbePanel
Panel Outline
PlayProbePanelOutline
Pill Fill
PlayProbePill
Pill Outline
PlayProbePillOutline
Circle Fill
PlayProbeCircle
Checkmark
PlayProbeCheck



Translating the SDK means editing one asset. There is no second place to look.

Colours are read at runtime as well as at build time, so changing `primary` restyles selection states immediately without a rebuild; changing sizes or copy needs the rebuild. If no theme asset exists, the SDK falls back to the built-in PlayProbe dark theme — you never *have* to create one.

The two menu items

Create Missing Prefabs	Writes only prefabs that do not exist. Safe: it never touches one you customised.
Rebuild All Prefabs	Overwrites all of them, after asking. This is what you run after editing the theme.

The sprite set

The shapes — rounded rectangles, capsules, the checkmark and the speech bubble — come from nine PNGs in `Textures/UI`. They are **white with an alpha shape**, because Unity multiplies a Button's colour block by its target graphic's colour: tint both and the two multiply together, so the brand purple comes out muddy and the disabled state loses its alpha. One white sprite gives correct normal, hover, pressed and disabled states for every colour.

- Interactive things (buttons, inputs, toggles) keep a white image and take their colour from the colour block. Non-interactive things (panels, the scrim, question cards) colour their image directly, because there is no colour block to do it for them.
- Borders are a separate ring Image rather than uGUI's `Outline` effect — that effect draws the graphic four times at an offset, which smears rather than strokes on a rounded corner.
- The corner radius does not depend on the PNG's resolution: the builder derives `pixelsPerUnitMultiplier` from the sprite's own 9-slice border, so re-exporting at any size still lands on the `cornerRadius` in the theme.

Drop replacement PNGs into the package's `Textures/UI/` folder under the same filenames and the prefab builder assigns them to the theme's empty sprite slots. A slot you have already filled is left alone, so pointing one at your own artwork survives a rebuild. Leave a slot empty and that shape falls back to Unity's built-in `UISprite`.

Two components worth knowing about

`PlayProbeCapsuleImage` keeps pill shapes round. A 9-sliced sprite draws its corners at a fixed size, so a pill can only be truly round at one height — and a tag chip and the feedback button are different heights. When the top and bottom borders together exceed the element, Unity scales them to fit, so the corner keeps its width but loses height and the round end flattens into an ellipse. This component recomputes the multiplier from the height the element actually gets. It is added automatically; put it on your own Image if you build a pill-shaped control by hand.

`PlayProbeFlowLayoutGroup` is a wrapping row, which uGUI does not ship. `HorizontalLayoutGroup` keeps everything on one line and `GridLayoutGroup` wraps but forces identical cells, so "Tag" came out as wide as "Progression / Pacing". This one wraps *and* lets each child keep its own preferred width. Reuse it anywhere:

```
PlayProbeFlowLayoutGroup flow = container.gameObject.AddComponent<PlayProbeFlowLayou
flow.Spacing = new Vector2(8f, 8f);
```

Keeping your own version of a screen

Replace the prefab in the package's `Resources` folder with your own. The only requirement is that it carries the matching controller component (`PlayProbeFeedbackCanvas`, `PlayProbeSurveyCanvas`, …) with its serialized fields wired. Every one of those fields is optional — a popup with no title input, or no tag chooser, works fine.

Or skip the SDK's screens entirely: every subsystem is callable directly. Add a new question *type* by implementing `IPlayProbeQuestionElement` on a prefab in a `Resources` folder, and the survey canvas will drive it exactly like the built-in ones.

11 Privacy & consent

You are the data controller

When you ship the SDK in your game, **you** decide what is collected and why, and PlayProbe processes it on your instructions. Naming PlayProbe in your own privacy policy is your job, and so is obtaining consent where your players' laws require it. Our obligations to you are in the Data Processing Agreement (https://playprobe.io/dpa), which applies automatically through the PlayProbe Terms — no signature needed.

What the SDK collects

DATA	WHEN	NOTES
Platform, Unity version, screen size, SDK version	Session start	Coarse — `Windows`, `Android`, …
Session duration, average and minimum FPS	Session end	
Custom events you log	`LogEvent(...)`	You choose the names and values
Unity `Error`/`Exception` logs and stack traces	If `enableCrashReporting`	**Includes your own `Debug.LogError` messages**
Tracked object positions	If `enablePositionHeatmap`	In-game coordinates, not real-world location
Survey answers	On submit	Free text — tell players not to type personal details
Feedback text, scene, world position, playtime, FPS, memory	Feedback submit	
Hardware profile: OS, CPU, GPU, RAM, device model	Feedback submit	Distinctive in combination — treat it as personal data
Screenshot of the current screen	Feedback submit, if the toggle is on	Whatever is on screen is captured

The SDK does **not** collect advertising ids, contact details, precise location, or any persistent cross-app device identifier. Feedback screenshots and session recordings are deleted after 30 days. The only thing written to the device is the consent decision, in `PlayerPrefs` under `playprobe_consent`.

Gating collection on consent

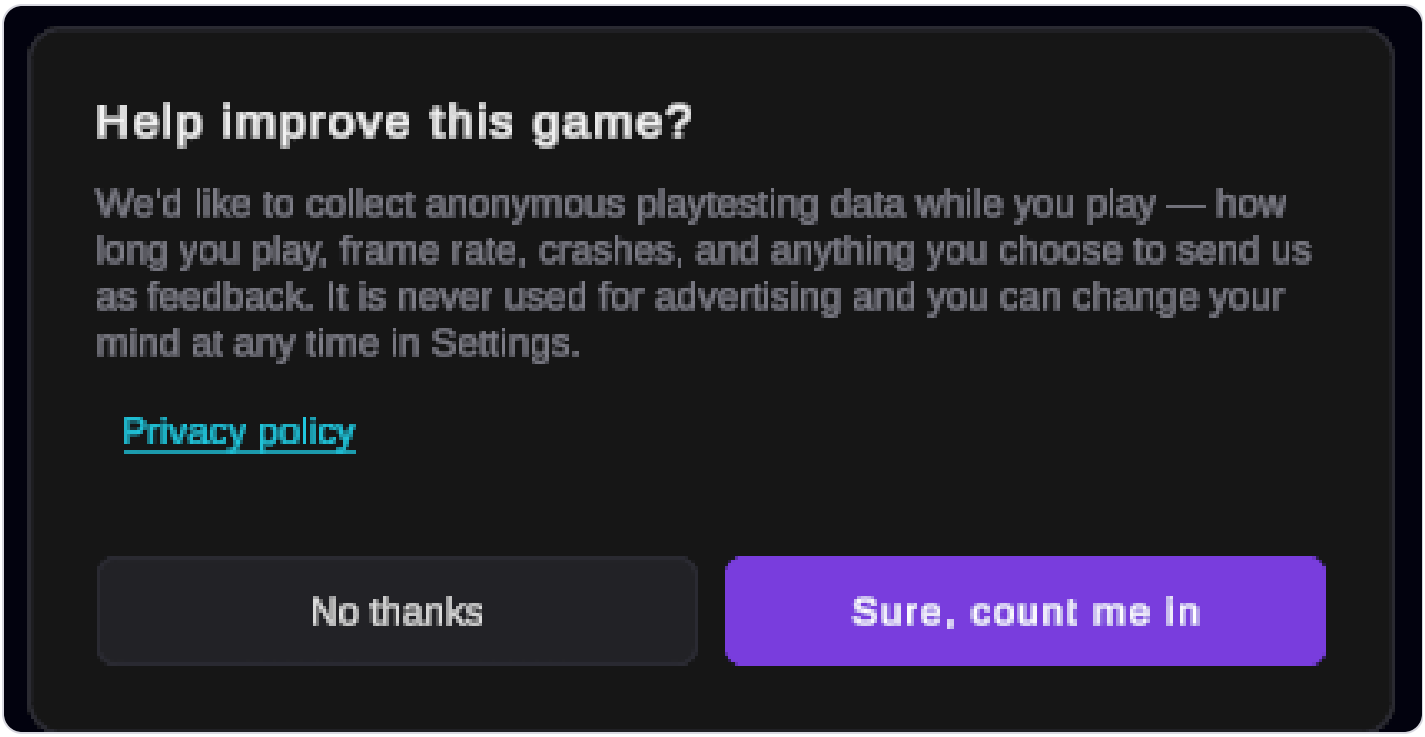
```
private void Start()
{
    // Safe to call before consent: it waits, and starts by itself once the player ag
    // No network call happens in the meantime.
    PlayProbeManager.Instance.StartSession();
}

public void OnPlayerAccepted() => PlayProbeManager.Instance.SetConsent(true);
public void OnPlayerDeclined() => PlayProbeManager.Instance.SetConsent(false);
```

With `requireConsent = true`:

- **Before consent** — `StartSession()` sends nothing and remembers it was asked. Events raised before consent are *dropped* rather than buffered, so agreeing later never uploads anything from before.
- **On** `SetConsent(true)` — the deferred session starts automatically.
- **On** `SetConsent(false)` — collection stops, buffered events are discarded rather than sent, the feedback button is removed, and an open popup is cancelled. No session-end call is made either: sending the duration and FPS summary would be more processing after the player said stop.
- The decision persists between runs. Give players a way to change their mind — an options-menu toggle calling `SetConsent` — because withdrawing has to be as easy as agreeing.

The built-in consent dialog



Shown automatically when `requireConsent` and `useBuiltInConsentDialog` are both on and the player has not answered.

The session starts as soon as they agree; there is nothing else to write. If the player has already declined it is not shown again — re-prompting after a refusal is nagging, and in several jurisdictions a problem in itself. Call `ResetConsent()` from an options menu to give them a way back.

Showing your own prompt instead? Turn `useBuiltInConsentDialog` off, or the player sees two. You can also spawn PlayProbe's dialog yourself, at a moment of your choosing:

```
PlayProbeConsentDialog.Show(granted => ResumeWhateverYouPaused());
```

> **Read its copy before you ship it**
>
> The default text describes what the SDK collects in plain language, but it cannot know what *else* your game collects, what your legal basis is, or which market you are in. Edit it in the theme asset to match your policy. It is a starting point, not legal advice, and shipping it unchanged does not make you compliant on its own.

The share token is in your build

`shareToken` lives in a ScriptableObject inside your game, so anyone who unpacks the build can read it. That is inherent — the SDK has to authenticate somehow, and there is no secret a client can keep. The token only grants what a legitimate player has: starting sessions and submitting data to your test. It cannot read results, reach other tests, or touch your account. Close tests when a playtest is over, and rotate the token if you publish a build widely.

Before you ship

- Name PlayProbe in your own privacy policy — there is copy-paste text in `documentation.md`, section 11.
- Decide whether you need `requireConsent = true`. You probably do for EU/UK players.
- Give players a way to withdraw consent later, not just at first launch.
- Set `privacyPolicyUrl` in the config, or the link hides itself.
- Audit your `Debug.LogError` messages if crash reporting is on.
- Do not log personal data through `LogEvent` values.
- If children play your game, check the age of digital consent in your markets — it ranges from 13 to 16 across the EU.

12 Troubleshooting

The SDK never throws into gameplay. Failures log a `[PlayProbe]` warning — check the console first.

SYMPTOM	CAUSE
Nothing happens at all	No share token, or `requireConsent` is on and waiting. The console says which.
"requires a Pro plan"	The account owning the test is on Free. Upgrade, then press *Check Again* in the setup window.
Session does not start	Open the setup window and read the token banner — it distinguishes a bad token, SDK mode being off, and a closed test.
Consent prompt never appears	`useBuiltInConsentDialog` is off, the player already declined, or the prefab was never generated.
Survey does not show	The trigger key must match a `Register(...)` made *before* `StartSession()`.
Survey or feedback popup does nothing	The prefabs were never generated. Run *Create Missing Prefabs*.
UI appears but clicks do nothing	Something else in the scene covers it, or an input module is missing. The SDK creates an EventSystem when there is none.
Position heatmap is empty	`enablePositionHeatmap` is off, or no non-null transform was registered.
Custom events missing	`LogEvent` only records while a session is active.
Events stop arriving mid-session	Uploads are failing. Earlier console warnings carry the status code; after three failures a batch is dropped.
"Privacy policy" link is missing	`privacyPolicyUrl` is blank. The link hides rather than dead-ending.

13 API reference

PlayProbeManager

`static PlayProbeManager Instance`	The singleton. before its `Awa`
`bool IsSessionActive`	
`void StartSession()`	Standalone or handoff, per `isStandaloneT`
`void EndSession()`	Also happens automatically quit.
`void ShowSurvey(string triggerKey)`	
`void OpenFeedback()`	
`void SubmitFeedback(title, description, category, attachScreenshot, tagIds)`	Bypasses the popup.
`void SetConsent(bool granted)`	
`void ResetConsent()`	Forgets the decision so th player is aske again.
`bool IsCollectionAllowed`	
`string PrivacyPolicyUrl`	Your policy UR from the confi null.
`IReadOnlyList<AnswerTag> AnswerTags`	Delivered at session start.
`Survey · Analytics · Events · Feedback · Consent`	Subsystems. `Feedback` is n

when Instant
Feedback is o

Subsystems

`PlayProbeSurvey`	`Register(triggerKey)` returns a `SurveyBuilder`: `AddRating`, `AddEmojiScale`, `AddYesNo`, `AddMultipleChoice`, `AddText`.
`PlayProbeEvents`	`LogEvent(name)`, `LogEvent(name, float)`, `LogEvent(name, string)`, `LogPosition(Vector3, name, tag = null)`.
`PlayProbeAnalytics`	`SetTrackedTransform`, `RegisterTrackedObject`, `AverageFps`, `MinFps`, `HasFpsSamples`.
`PlayProbeFeedback`	`Open()`, `Submit(...)`, `Cancel()`, `IsOpen`, `PendingScreenshot`, `AllowScreenshot`, `ScreenshotDefaultOn`, `PrivacyNotice`, `PrivacyPolicyUrl`, `static Categories`, `MaxTitleLength`, `MaxDescriptionLength`.
`PlayProbeConsent`	`Status` (`Unknown`/`Granted`/`Denied`), `HasAnswered`, `Set(bool)`, `Clear()`, `event Changed`.

UI

`PlayProbeUiTheme` (`Default`, `InvalidateCache()`), `PlayProbeFlowLayoutGroup` (`Spacing`), `PlayProbeCapsuleImage` (`Apply()`), `PlayProbeConsentDialog.Show(callback)`, `PlayProbeToast.Show(message, isError)`, `PlayProbeTagSelector` (`Build()`, `SelectedTagIds`, `ClearSelection()`), `PlayProbeLinkButton` (`Target`, `ResolvedUrl`, `Open()`), `IPlayProbeQuestionElement` for custom question types.

PlayProbe Unity SDK · `io.playprobe.sdk` v0.1.0 · Unity 6000.0+
Operated by Drages Studio, Brno, Czechia · playprobe.io (https://playprobe.io) · jakub@playprobe.io

The full reference, including copy-paste privacy policy text, is in `documentation.md` alongside this file.