HYPERBYTE STUDIOS

AD NETWORK SETUP GUIDE

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INTRODUCTION

Hyperbyte Game template comes with pre-installed ad network integration and the ad network can be configured with very few simple steps. Please follow this guide to setup ad monetization with this game template.

Setting Up Ad Network

This game template supports 4 different ad networks. **Unity Ads**, **AdMob**, **AppLovin Max**, and **IronSource**. Any ad network can be selected to use for the monetization. In case a different ad network needs to be used, there is an option to set a **Custom** ad network where code can be done for the ad network as per the requirement of the app.

To get started with configuration, please open Ad Settings from **Hyperbyte > Ad Settings** menu item inside the unity editor. It will look like the below image attached. This setting has 2 different parts.


Consent Setting

In case the app needs to take consent from the user to serve personalized ads, please enable User consent and set Consent Required status to "**Required All**". In case consent is not required, you can set it as "**Not Required**".

Ad Network Settings

Ad network of choice and ad configuration can be selected as per the requirement. Below is full detail about all the files within ad settings.

- **Ads Enabled :** Whether ads need to be served within the app or not. All the rest settings will get disabled if unchecked in this field.

- **Active Ad Network :** Select an ad network of choice to monetize the app. Currently, we are supporting Unity Ads, Google Mobile Ads, AppLovin Max, and IronSource.

- **Banner Ads Settings :** Banner ad should be served within the app or not and if the banner ad needs to serve, an ad should be loaded and shown automatically with initialization of the ad network.

- **Interstitial Ads Settings :** Interstitial app should be served within the app or not. Also, check "**Show Interstitial On Game Over**" if the interstitial ad needs to be shown on the game over. Checking "Show Interstitial On GamePlay Leave" will be showing interstitial ads when the user leaves the game and comes to the home screen of the app.
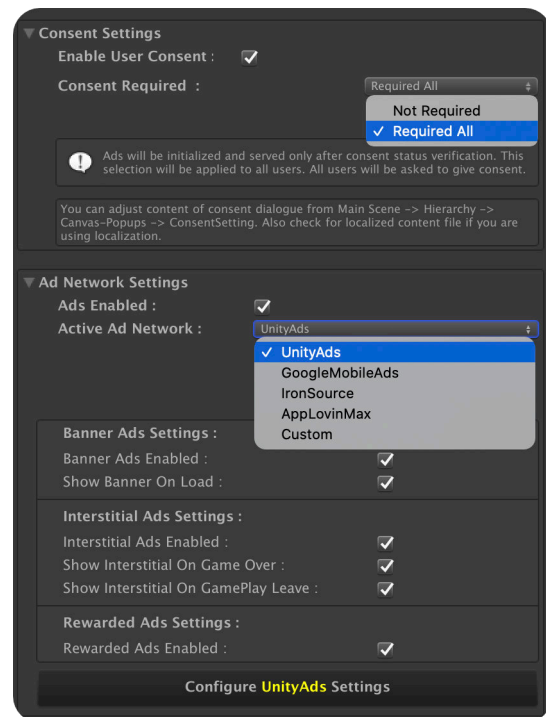
- **Rewarded Ads Settings :** Rewarded ad needs to load within the app or not. The rewarded ad is auto-configured for rescue game with this game template.
- **Configure "Active Ad Network" Settings:** Press this button to further configuration of the Selected ad network. Typically Ad Keys, Banner position, etc stuff can be configured for the selected ad network.

NOTE : *Please follow AdManager.cs script component for customizing ad serving experience and understanding ad network workflow. The code is fully commented, so should be easy to understand.*

SETUP UNITY ADS

To order to monetize the app with Unity **Monetization SDK**, please set up a project for unity ads. First, enable Unity Ads from the services window. To open the Services Window, go to **Window > General > Services**, or click the Cloud button in the toolbar. If you have not yet linked your project with the services then please link it first. See this guide to link your project with unity Services.

*** **IMPORTANT** *** Please confirm "**Enable built-in Ads Extension**" is **disabled**. Not disabling it may lead to conflict with unity ad's Built-it extension and will throw errors. The built-in extension can be disabled by expanding the "**Advanced**" section and unchecking it. Please see the attached image.

Import Unity Monetization SDK

Please download and import **Unity Monetization SDK** from the unity asset store. The app will automatically detect the SDK and will add **HB_UNITYADS** scripting define symbol to player settings. Note, this scripting symbol is required to use Unity Monetization SDK, So please confirm its added.

Setup Ad Keys

Once Unity Monetization SDK imported, please open Ad Settings from **Hyperbyte > Ad Settings** menu item inside the unity editor. Now, Select **Unity Ads** as Active Ad Network DropDown and Press "**Configure Unity Ads Settings**" Button. It will open a new window with Unity Monetization specific settings.
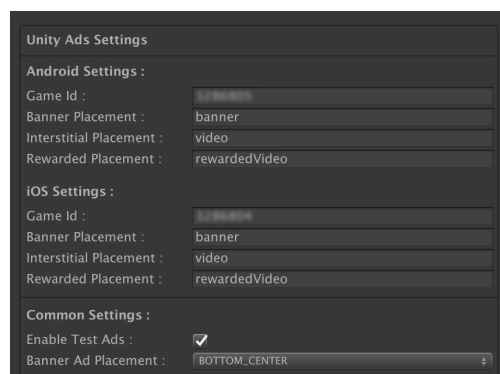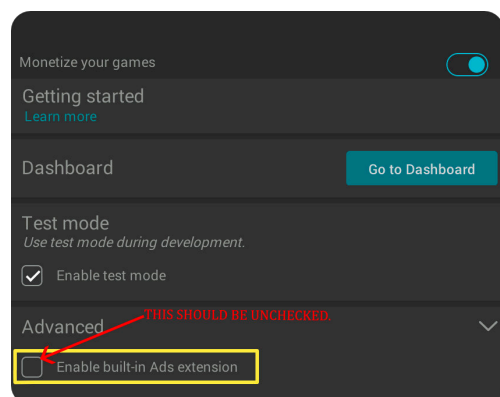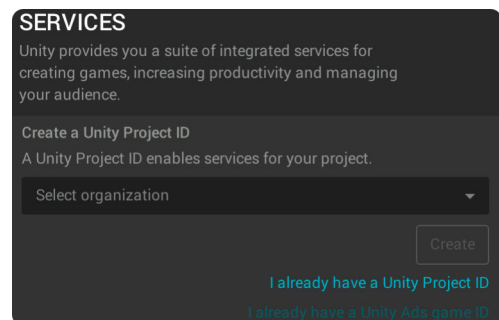
Please setup Game Id and placements for banner, interstitial and rewarded ad for both android and iOS respectively. Also please set Test mode and banner placement as per the requirement. That's all, you're all set to monetize app with unity ads.

NOTE : *Please be sure to checkout* official guide *to implement unity monetization sdk in case there is any latest updates or changes made available. Unity Monetization sdk implementation code can be modified from* **UnityAdsManager.cs** *script component.*

SETUP GOOGLE MOBILE ADS

This guide is intended for monetizing this app using the Google Mobile Ads SDK. Below is full detail about how to set up and showing ads with Google Mobile Ads SDK.

Import Google Mobile Ads SDK

Please download and import Google Mobile Ads SDK from the official site. The app will automatically detect the SDK and will add **HB_ADMOB** scripting define symbol to player settings. Note, this scripting symbol is required to use Google Mobile Ads SDK, So please confirm its added.

Set your AdMob app ID

In the Unity editor, select **Assets > Google Mobile Ads > Settings** from the menu. Enable AdMob by clicking Enabled checkbox under the Google AdMob section. Then enter your Android and iOS AdMob app ID in each field.
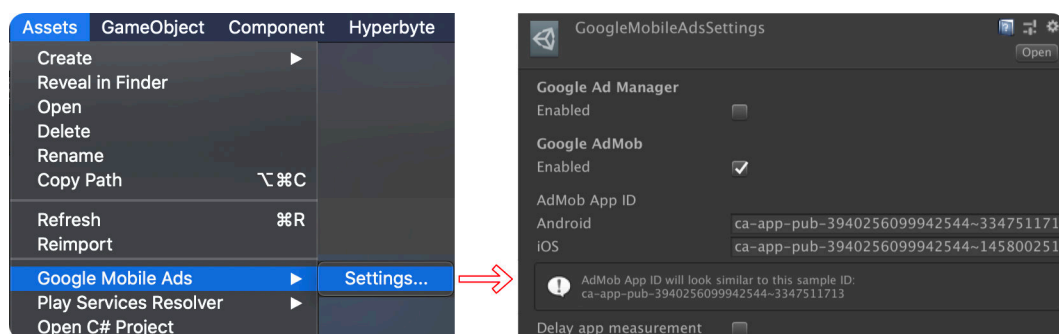
Unity Play Services Resolver

In the Unity editor, select **Assets > Play Services Resolver > Android Resolver > Resolve**. The Unity Play Services Resolver library will copy the declared dependencies into the **Assets/Plugins/Android** directory of your Unity app.

NOTE : *The Google Mobile Ads Unity plugin dependencies are listed in* **Assets/GoogleMobileAds/Editor /GoogleMobileAdsDependencies.xml**
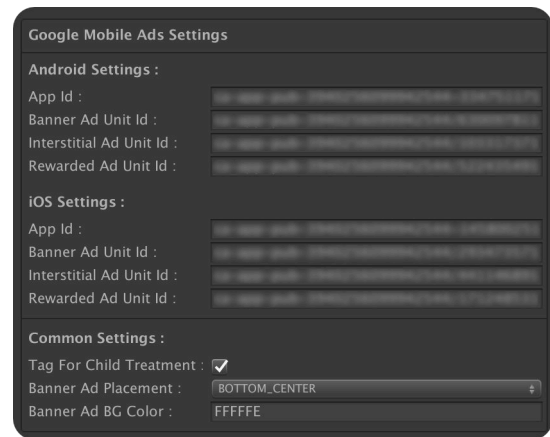
Setup Ad Keys

Once Google Mobile Ads SDK imported, please open Ad Settings from **Hyperbyte > Ad Settings** menu item inside the unity editor. Now, Select **Google Mobile Ads** as Active Ad Network Drop Down and

Press "**Configure Google Mobile Ads Settings**" Button. It will open a new window with Google Mobile Ads settings.

Please setup App Id and Ad Unit Keys for banner, interstitial and rewarded ad for both android and iOS respectively. Also please set **Tag For Child Treatment** and banner placement as per the requirement. That's all, you're all set to monetize app with Google Mobile Ads SDK.

NOTE : *Please be sure to check out the* official guide *to implementing Google Mobile Ads SDK in case there are any latest updates or changes made available. Google Mobile Ads implementation code can be modified from the **GoogleMobileAdsManager.cs** script component.*

SETUP APPLOVIN MAX ADS

This guide is intended for monetizing this app using the AppLovin Max SDK. Below is full detail about how to set up and showing ads with AppLovin Max SDK.
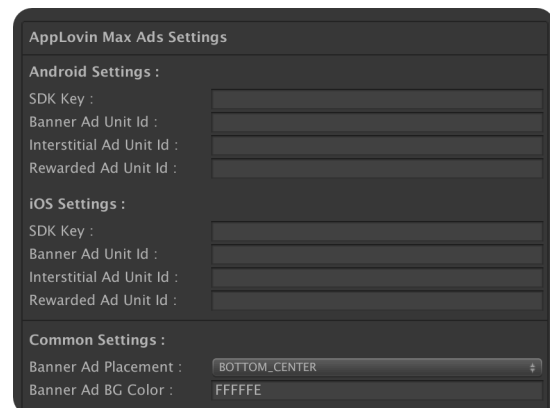
Import AppLovin Max SDK

Please download and import **AppLovin Max SDK** from the official site. You may need to sign up to open this page. The app will automatically detect the SDK and will add **HB_APPLOVINMAX** scripting define symbol to player settings. Note, this scripting symbol is required to use AppLovin Max SDK, So please confirm its added.

Setup Ad Keys

Once AppLovin Max SDK imported, please open Ad Settings from **Hyperbyte > Ad Settings** menu item inside the unity editor. Now, Select **AppLovin Max** as Active Ad Network Drop Down and Press "**Configure AppLovin Max Settings**" Button. It will open a new window with AppLovin Max settings.

Please setup SDK Key and Ad Unit Ids for banner, interstitial and rewarded ad for both android and iOS respectively. That's all, you're all set to monetize app with AppLovin Max SDK.

NOTE : Please be sure to check out the official guide to implementing AppLovin Max SDK in case there are any latest updates or changes made available. AppLovin Max SDK implementation code can be modified from the **AppLovinAdManager.cs** script component.

SETUP IRONSOURCE ADS

This guide is intended for monetizing this app using the Ironsource SDK. Below is full detail about how to set up and showing ads with AppLovin Max SDK.
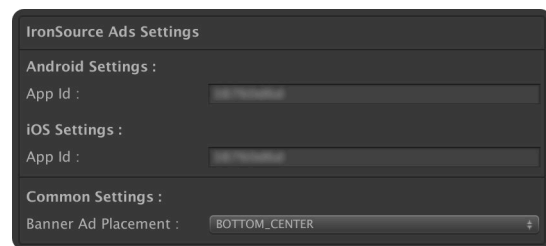
Import Ironsource SDK

Please download and import **Ironsource SDK** from the official site. You. The app will automatically detect the SDK and will add **HB_IRONSOURCE** scripting define symbol to player settings. Note, this scripting symbol is required to use AppLovin Max SDK, So please confirm its added. Ironsource SDK have some special settings regarding custom gradle setting and iOS info.plist, so be sure to read and implement that part correctly from the official implementation guide.

Setup Ad Keys

Once **Ironsource** SDK imported, please open Ad Settings from **Hyperbyte > Ad Settings** menu item inside the unity editor. Now, Select **Ironsource** as Active Ad Network Drop Down and Press **"Configure Ironsource Max Settings"** Button. It will open a new window with **Ironsource** settings.

IronSource Ads Settings

Android Settings :
App Id :
iOS Settings :
App Id :
Common Settings :
Banner Ad Placement :   BOTTOM_CENTER

Please setup App Ids for both android and iOS respectively. That's all, you're all set to monetize app with Ironsource SDK.

NOTE : Please be sure to check out the official guide to implementing Ironsource SDK in case there are any latest updates or changes made available. Ironsource SDK implementation code can be modified from the **IronSourceAdManager.cs** script component.

SETUP CUSTOM AD NETWORK

We have an option to monetize app with ad network of choice in case inbuilt supported ad networks don't include ad network of choice. Please follow below guide to monetize app with different ad network which is not included in this app.

Please download and import Ad Network of your choice from the official site and follow the basic integration guide. Then please open **CustomAdManager.cs** script component from the project.

Update SDK Code

App will automatically invoke ad specific methods to initialize, show ads, hide ads etc. Below is full details about all methods that is pre-coded inside **CustomAdManager** script.

- **InitializeAdNetwork :** This method will be invoked automatically, please put ad network initialization code inside this method. Also be sure to invoke "**StartLoadingAds**" and its following method to load ads and prepare it for showing.

- **ShowBanner :** This method will be called automatically as per your ad setup to show banner ads within app. Please put code specific to showing banner ad inside this method if ad network supports it.
- **HideBaner :** This method will be called automatically as per your ad setup to hide ad. Please put code specific to hide banner ad inside this method if ad network supports it.
- **IsInterstitialAvailable :** This method invokes to check if the Interstitial ad is available to show or not. Please return boolean true if interstitial ad available and ready to show otherwise return false.
- **ShowInterstitial :** This method will be called automatically as per your ad setup to show interstitial ads within app. Please put code specific to showing interstitial ad inside this method if ad network supports it.
- **IsRewardedAvailable :** This method invokes to check if the rewarded ad is available to show or not. Please return boolean true if rewarded ad available and ready to show otherwise return false.
- **ShowRewarded :** This method will be called automatically as per your ad setup to show rewarded ads within app. Please put code specific to showing rewarded ad inside this method if ad network supports it.

Handing CallBacks

We Strongly recommend reviewing **AdManager.cs** to see how ad callback works. Please invoke the relevant callback to AdManager to forward it to handle ads. We've provided sample snippets inside **CustomAdManager** script to make it easy to understand.

SHOWING ADS

The app is already setup to show Banner ads, Interstitial ads when the player leaves game and game over. Rewarded as is configured to show for rescue game. In case there is a requirement to show ads at different times and places, please follow the below guide.

Show Banner Ad

To show banner ad, please Invoke ShowBanner method with the instance of AdManager. like this. *AdManager.Instance.ShowBanner();*

Please invoke HideBanner method to **hide banner** like this : *AdManager.Instance.HideBanner ();*

Show Interstitial Ad

To show interstitial ad, please Invoke ShowInterstitial method with the instance of AdManager. like this. *AdManager.Instance.ShowInterstitial();*

Before showing interstitial ads, it is recommended to check if its loaded and ready to show. It can be done like this : *bool isAvailable = AdManager.Instance.IsInterstitialAvailable();*

Show Rewarded Ad

To show rewarded ad, please Invoke ShowRewardedWithTag method with the instance of AdManager. like this. *AdManager.Instance.ShowRewardedWithTag("placementTag");*

Before showing rewarded ads, it is recommended to check if its loaded and ready to show. It can be done like this : *bool isAvailable = AdManager.Instance.IsRewardedAvailable();*

Rewarded Ads Reward Callback :

Please register *AdManager.OnRewardedAdRewardedEvent* callback to handle rewards on completion of rewarded ads.

FAQs :

- **Ads Not Showing :** Please confirm ad keys are properly setup in the settings. Also, please confirm backend is configured properly and ready to serve ads. Please also try to track debug logs in device while app is running to see the error and reason for not showing ads.

- **App Crashing After Google Mobile Ads Setup :** Google Mobile ads needs to have App Id Configured inside AndroidManifest.xml and Info.plist in android and iOS respectively. Please Confirm App Ids are added in Google Mobile Ads Setting from **Assets > Google Mobile Ads > Settings**. In case there is no such option then please grab the latest version of SDK or see official integration guide to manually add App Ids.

- **Want to Consent Settings For EEA only :** While Ad Settings only shows option to set consent as "Required All" or "Not Required". In case consent needs to show only for EEA then please add "**HB_EEA_CONSENT**" scripting define symbol and new option will be added in consent settings where you can select "**ReqiuredOnlyInEEA**".

WRAP UP

While we tried to involve most stuff in the documentation, though, in case if you have any further trouble, be sure to get in touch and will assist on the issue.

If you liked asset content and quality, be sure to share your feedback on the asset store. Also, be sure to get in touch for any further queries, suggestions, bugs, or feature requests.

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Email : support@hyperbytestudios.com

THANKS