

Introduction

Thanks for choosing 'Quick Ads' plugin.

This manual should help you to learn all the functions and start using it as soon as possible.

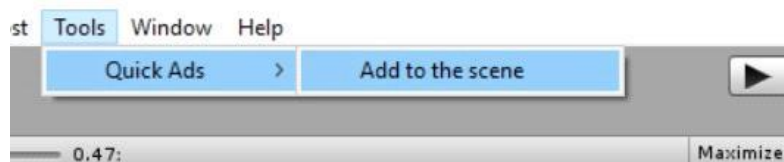
'Quick Ads' plugin saves your efforts and time for installation and integration of advertising services. It also allows you to gain maximum profit from the ad network.

We devised 'Quick Ads' as easy-to-use tool with simple interface and hope you will not face any difficulties when working with it. However, we will be happy to get your feedback or any problem reports. Please e-mail our technical support: QuickAds.unity@gmail.com.

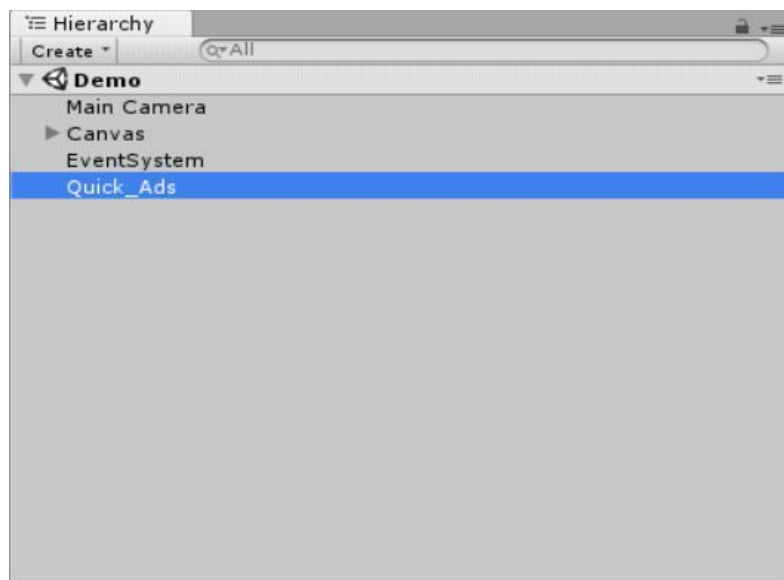
How to start

Quick Ads plugin supports only IOS and Android. Prior to starting your work, please make sure your current platform is one of the mentioned above.

The first thing you need to do is to add 'Quick Ads' prefab via the newly created Menu – Tools – Quick Ads – Add to the scene.

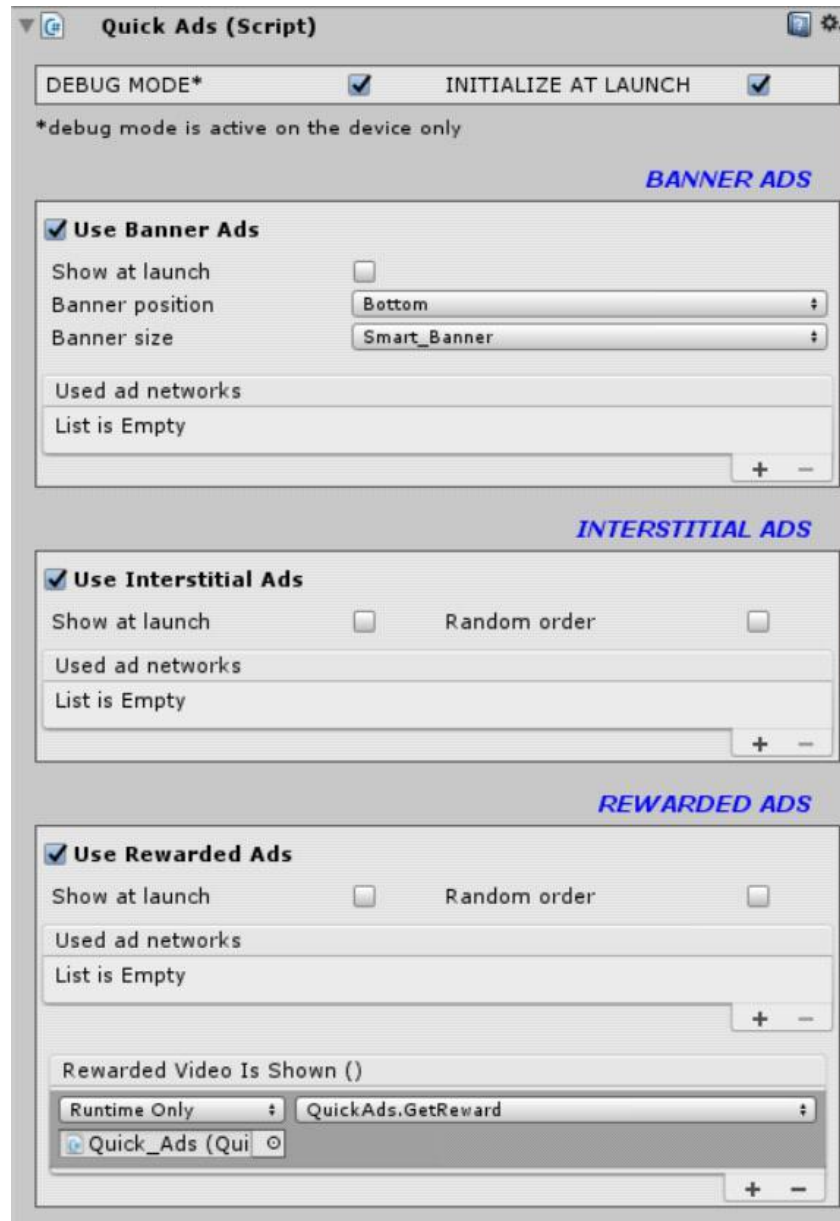


And we will get the new object on the Scene, which will control all the advertising of the game.



Quick Ads window

Let's take a look at the Inspector Window of our new object.



In the upper part of the window we can see common settings and control sections of advertising types: Banner ad, Interstitial ad and Rewarded ad.

Overview:

- **DEBUG MODE** – when it's on, all plugin's working stages will be shown on the screen of your device. You can change fonts' size in the component 'Debug Script' attached to the 'Quick Ads' object.
- **INITIALIZE AT LAUNCH** – when it's on, plugin is initializing immediately after launch. Plugin will connect the advertising network and all active ad types will be cached.

- **Use Banner Ads (or any other)** – turn it on if you use this type of ad. When it's off, calling this ad will be ignored.
- **Show at launch** – when it's on, this type of ad will be shown immediately after initialization.
- **Random order** – when it's on, advertising networks will be shown in random order, and not in the order, customized by user.
- **Used ad networks** – list of advertising networks and their order, which is used when showing the ad. If, for some reason, the network is unready to provide the ad, the call will be sent to the next network in the list, and so forth. To add or remove a network, use the buttons + and -. Drag list items to change the order of showing ads.
- **Rewarded video is shown** – event that is called when the player has fully watched the rewarded video. You can add here a method, where you specify player's reward.

ADMOB section

DISABLE ADMOB

▼ SETTINGS

Test mode* ☒

*use test mode during development

App Android ID

ca-app-pub-6160367970298065~8523877234

App IOS ID

Your App ID

Banner Android ID

Banner IOS ID

Interstitial ad Android ID

Interstitial ad IOS ID

Rewarded ad Android ID

Rewarded ad IOS ID

UNITY ADS section

DISABLE UNITY ADS

► SETTINGS

CHARTBOOST section

DISABLE CHARTBOOST

► SETTINGS

NETWORKS PLUGINS

DOWNLOAD ADMOB SDK

DOWNLOAD UNITY ADS SDK

DOWNLOAD CHARTBOOST SDK

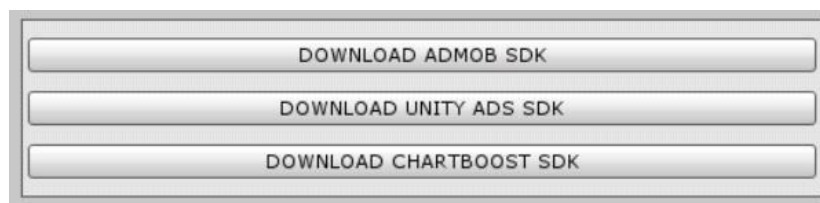
In the lower part of the window you can find ad networks control sections. There you can enable or disable the network. Fill up the settings and download the needed plugins.

Attention! Before activating the advertising network, you need to download the appropriate plugin.

How to activate the ad

Step 1. Download the plugin

Download the appropriate plugin. You can do it by pushing the button at the bottom of the window.

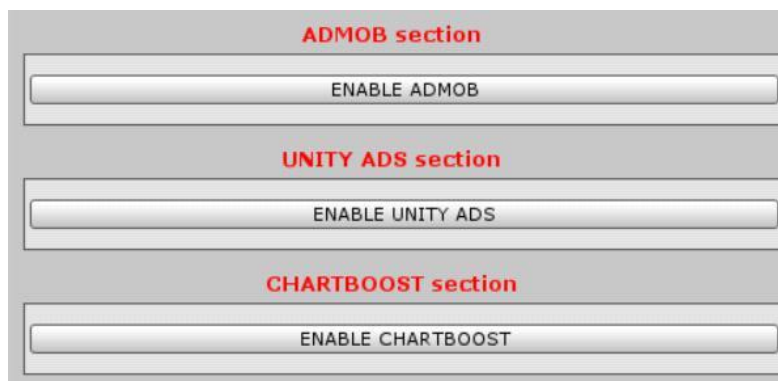


This will send you to the needed page of the advertising network, where you can download Unity Package. After the package was imported to your project, you can move on to the Step 2.

Note: if you use Unity 2017.2 or later you don't need to download this SDK.

Step 2. Activate the advertising network

You can activate the needed advertising network by pushing the right button in the ad networks section. You can use any number of networks in your game.

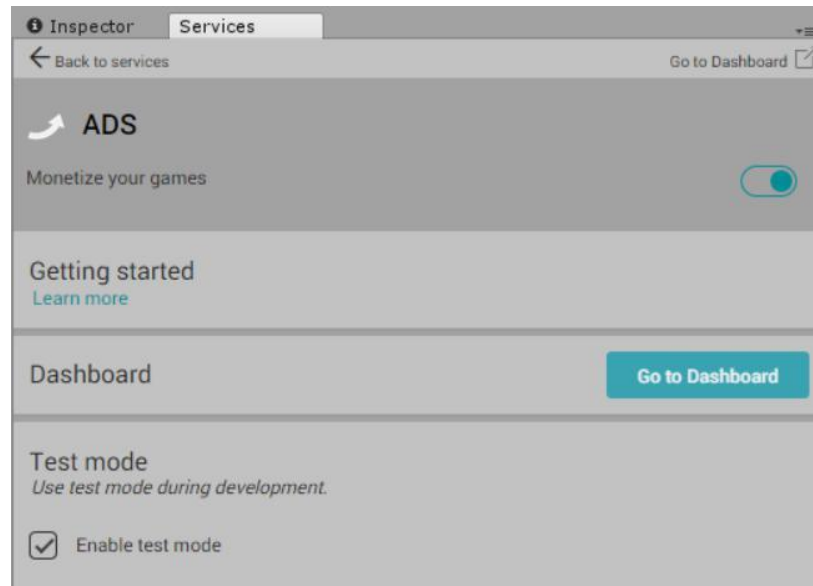


When activating the network, we receive a warning message.



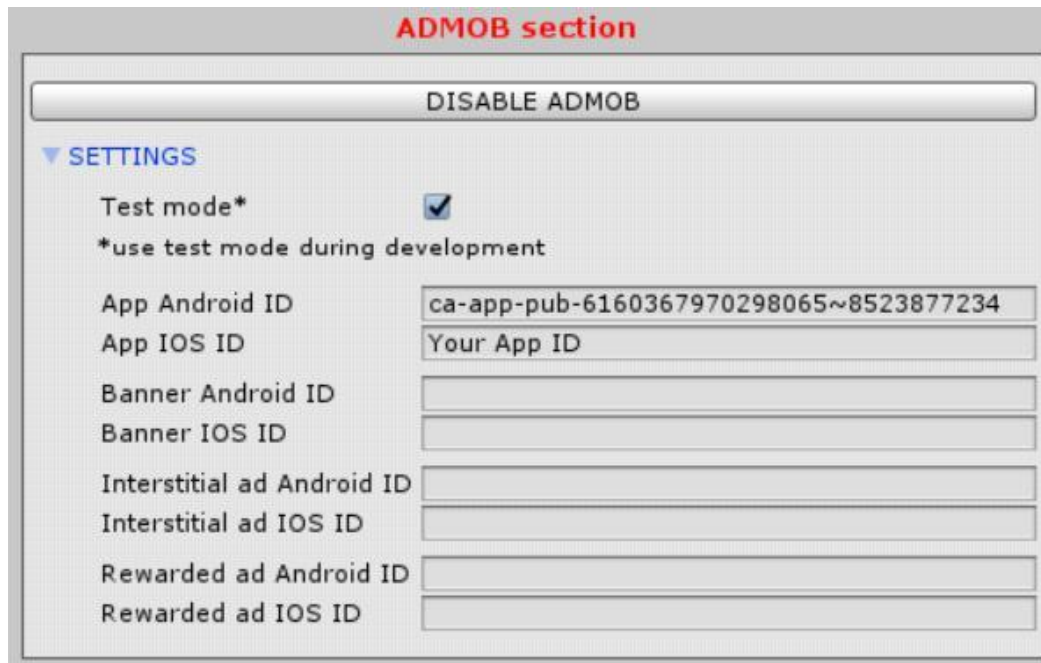
Check that you imported the right plugin and then push the 'Enable' button.

In case we want to enable Unity Ads we also need to enable it in the 'Services' tab.



Step 3. Fill out the settings.

After you activated the ad network, you are able to see the following settings menu.



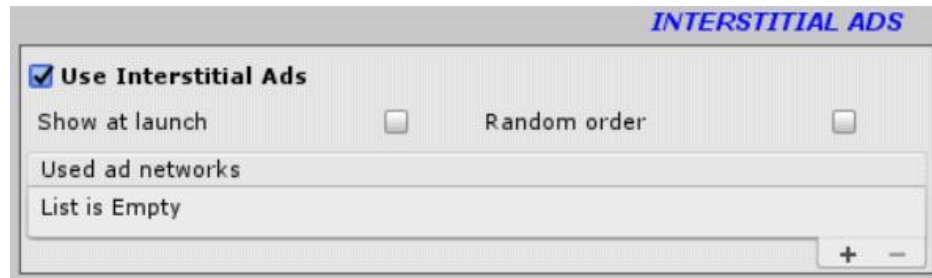
Put here ID that you received during the registration in the ad network. If you are not going to use some type of ad or use just one platform, just leave the rest of the fields empty.

Step 4. Activate the needed ad type and add the networks

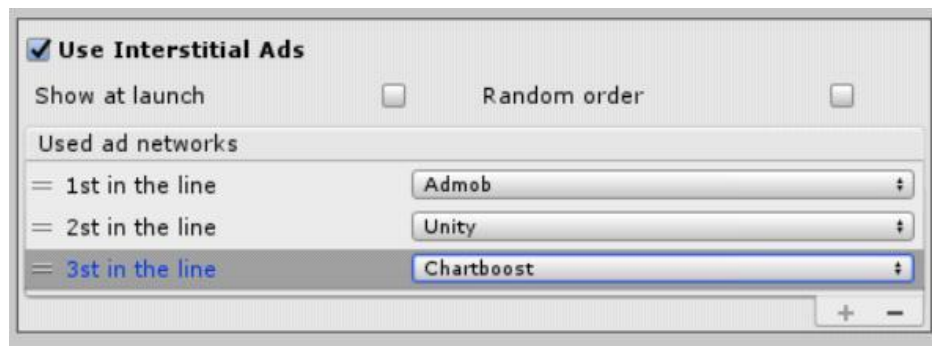
Activate the ad in the control window.



After activating the ad, you are able to see its settings.



Here you need to add the network into the list of the used ad networks by pushing the '+' button ('+' button is active only when available ad networks are activated).



Push the item in the list and choose the network you want to add.

You can drag the items in the list and define the order of calling ad networks. If, for some reason, the network is not ready to provide the ad, the call will be redirected to the next network in the list, and so forth.

The ad is activated. Now, to show the ad, you need to inscribe the appropriate method into your script.

Script commands

To use Quick Ads in your script you need to add the using of needed namespace:

```
using QAds;
```

Prior to showing the ad you need to initialize it. If in the Quick_Ads Inspector states **'INITIALIZE AT LAUNCH'**, you don't need to call this method.

- Ad Initialization

```
QuickAds.instance.Initialize();
```

After calling this method, the connection with all available links will be activated, and all active ads will be cached.

Note. After initialization you have to wait some time till the ad is enabled. So don't try to show the add immediately after initialization, wait five seconds or so.

- Show the banner

```
QuickAds.instance.ShowBanner();
```

After calling this method, the banner will appear. It will stay on the screen until the method 'RemoveBanner' is called.

- Remove the banner

```
QuickAds.instance.RemoveBanner();
```

- Show Interstitial ad

```
QuickAds.instance.ShowInterstitialAd();
```

After calling this Ad, will be sent a request for showing Interstitial Ad for the first ad network in the list. If for some reason the attempt failed, the request will be redirected to the second network in the list, and so forth.

- Show Rewarded Ad

```
QuickAds.instance.ShowRewardedAd();
```

After calling this Ad, will be sent a request for showing Rewarded Ad for the first ad network in the list. If for some reason the attempt failed, the request will be redirected to the second network in the list, and so forth.

Support

We hope you enjoyed working with our plugin. The plugin was devised easy to use, and tested to avoid any technical problems. But if you encounter any difficulties, please do not hesitate to contact our Support team: QuickAds.unity@gmail.com.