

# UnityMonetization

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## 1 Namespace Documentation

### 1.1 UnityEngine Namespace Reference

### 1.2 UnityEngine.Advertisements Namespace Reference

#### Classes

- class [Advertisement](#)  
*Unity Ads Asset Store Package*
- class [BannerLoadOptions](#)  
*Options that can be passed to [[][]]*
- class [BannerOptions](#)

*Collection of options that can be passed to `[[Advertisements.Banner.Show]]` to be notified of events within the banner.*

- class [MetaData](#)

*Class for sending various metadata to UnityAds.*

- class [ShowOptions](#)

*Collection of options that can be passed to `[[Advertisements.Show]]` to modify advertisement behaviour.*

## Enumerations

- enum [BannerPosition](#)

*Banner position*

- enum [PlacementState](#) {  
[PlacementState.Ready](#), [PlacementState.NotAvailable](#), [PlacementState.Disabled](#), [PlacementState.Waiting](#),  
[PlacementState.NoFill](#) }

*Various states that Unity Ads placements can be in.*

- enum [ShowResult](#) { [ShowResult.Failed](#), [ShowResult.Skipped](#), [ShowResult.Finished](#) }

*ShowResult is passed to `[[ShowOptions.resultCallback]]` after the advertisement has completed.*

### 1.2.1 Enumeration Type Documentation

#### 1.2.1.1 BannerPosition

```
enum UnityEngine.Advertisements.BannerPosition [strong]
```

Banner position

#### 1.2.1.2 PlacementState

```
enum UnityEngine.Advertisements.PlacementState [strong]
```

Various states that Unity Ads placements can be in.

##### Enumerator

<a href="#">Ready</a>	Placement is ready to show ads.
<a href="#">NotAvailable</a>	Placement is not available.
<a href="#">Disabled</a>	Placement has been disabled.
<a href="#">Waiting</a>	Placement is waiting to be ready.
<a href="#">NoFill</a>	Placement has no advertisements to show.

#### 1.2.1.3 ShowResult

```
enum UnityEngine.Advertisements.ShowResult [strong]
```

ShowResult is passed to `[[ShowOptions.resultCallback]]` after the advertisement has completed.

## Enumerator

Failed	Indicates that the advertisement failed to complete.
Skipped	Indicates that the advertisement was skipped.
Finished	Indicates that the advertisement completed successfully.

## 2 Class Documentation

### 2.1 UnityEngine.Advertisements.Advertisement Class Reference

Unity Ads Asset Store Package

## Classes

- class [Banner](#)  
Unity Ads [Banner](#)

## Static Public Member Functions

- static void [Initialize](#) (string gameId)  
*Initializes the advertisement system.*
- static void [Initialize](#) (string gameId, bool testMode)  
*Initialize the advertisement system with specified gameId and testMode.*
- static bool [IsReady](#) ()  
*Returns whether an advertisement is ready to be shown for the default placement. Placements are configured per game in the UnityAds admin site, where you can also set your default placement.*
- static bool [IsReady](#) (string placementId)  
*Returns whether an advertisement is ready to be shown for specified placement. Placements are configured per game in the UnityAds admin site.*
- static [PlacementState](#) [GetPlacementState](#) ()  
*Returns the state of the default placement.*
- static [PlacementState](#) [GetPlacementState](#) (string placementId)  
*Returns the state of specified placement.*
- static void [Show](#) ()  
*Show the default placement if it is ready.*
- static void [Show](#) ([ShowOptions](#) showOptions)  
*Show the default placement if it is ready and returns the result in name="finishCallback".*
- static void [Show](#) (string placementId)  
*Show the specified placement if it is ready.*
- static void [Show](#) (string placementId, [ShowOptions](#) showOptions)  
*Show the specified placement if it is ready and returns the result in name="finishCallback".*
- static void [SetMetaData](#) ([MetaData](#) metaData)  
*Sets various metadata for the advertisement system.*

## Properties

- static bool `isInitialized` [get, set]  
*Returns whether the advertisement system is initialized successfully.*
- static bool `isSupported` [get]  
*Returns if the current platform is supported by the advertisement system.*
- static bool `debugMode` [get, set]  
*Controls the amount of logging output from the advertisement system.*
- static string `version` [get]  
*Returns the current Unity Ads version.*
- static bool `isShowing` [get, set]  
*Returns if an advertisement is currently showing.*

### 2.1.1 Detailed Description

#### Unity Ads Asset Store Package

### 2.1.2 Member Function Documentation

#### 2.1.2.1 `GetPlacementState()` [1/2]

```
static PlacementState UnityEngine.Advertisements.Advertisement.GetPlacementState ( ) [static]
```

Returns the state of the default placement.

#### 2.1.2.2 `GetPlacementState()` [2/2]

```
static PlacementState UnityEngine.Advertisements.Advertisement.GetPlacementState (
    string placementId ) [static]
```

Returns the state of specified placement.

##### Parameters

<i>placementId</i>	Placement identifier.
--------------------	-----------------------

#### 2.1.2.3 `Initialize()` [1/2]

```
static void UnityEngine.Advertisements.Advertisement.Initialize (
    string gameId ) [static]
```

Initializes the advertisement system.

## Parameters

<i>gameId</i>	Game identifier.
---------------	------------------

## 2.1.2.4 Initialize() [2/2]

```
static void UnityEngine.Advertisements.Advertisement.Initialize (
    string gameId,
    bool testMode ) [static]
```

Initialize the advertisement system with specified gameId and testMode.

## Parameters

<i>gameId</i>	Game identifier.
<i>testMode</i>	Test mode.

## 2.1.2.5 IsReady() [1/2]

```
static bool UnityEngine.Advertisements.Advertisement.IsReady ( ) [static]
```

Returns whether an advertisement is ready to be shown for the default placement. Placements are configured per game in the UnityAds admin site, where you can also set your default placement.

## 2.1.2.6 IsReady() [2/2]

```
static bool UnityEngine.Advertisements.Advertisement.IsReady (
    string placementId ) [static]
```

Returns whether an advertisement is ready to be shown for specified placement. Placements are configured per game in the UnityAds admin site.

## Parameters

<i>placementId</i>	Placement identifier.
--------------------	-----------------------

## 2.1.2.7 SetMetaData()

```
static void UnityEngine.Advertisements.Advertisement.SetMetaData (
    MetaData metaData ) [static]
```

Sets various metadata for the advertisement system.

**Parameters**

<i>metaData</i>	Metadata container
-----------------	--------------------

**2.1.2.8 Show()** [1/4]

```
static void UnityEngine.Advertisements.Advertisement.Show ( ) [static]
```

Show the default placement if it is ready.

**2.1.2.9 Show()** [2/4]

```
static void UnityEngine.Advertisements.Advertisement.Show (
    ShowOptions showOptions ) [static]
```

Show the default placement if it is ready and returns the result in name="finishCallback".

**Parameters**

<i>showOptions</i>	Various show options, including resultCallback.
--------------------	---

**2.1.2.10 Show()** [3/4]

```
static void UnityEngine.Advertisements.Advertisement.Show (
    string placementId ) [static]
```

Show the specified placement if it is ready.

**Parameters**

<i>placementId</i>	Placement identifier.
--------------------	-----------------------

**2.1.2.11 Show()** [4/4]

```
static void UnityEngine.Advertisements.Advertisement.Show (
    string placementId,
    ShowOptions showOptions ) [static]
```

Show the specified placement if it is ready and returns the result in name="finishCallback".

**Parameters**

<i>placementId</i>	Placement identifier.
<i>showOptions</i>	Various show options, including resultCallback.

### 2.1.3 Property Documentation

#### 2.1.3.1 debugMode

```
bool UnityEngine.Advertisements.Advertisement.debugMode [static], [get], [set]
```

Controls the amount of logging output from the advertisement system.

#### 2.1.3.2 isInitialized

```
bool UnityEngine.Advertisements.Advertisement.isInitialized [static], [get], [set]
```

Returns whether the advertisement system is initialized successfully.

#### 2.1.3.3 isShowing

```
bool UnityEngine.Advertisements.Advertisement.isShowing [static], [get], [set]
```

Returns if an advertisement is currently showing.

#### 2.1.3.4 isSupported

```
bool UnityEngine.Advertisements.Advertisement.isSupported [static], [get]
```

Returns if the current platform is supported by the advertisement system.

#### 2.1.3.5 version

```
string UnityEngine.Advertisements.Advertisement.version [static], [get]
```

Returns the current Unity Ads version.

The documentation for this class was generated from the following file:

- /Users/stevenb/Desktop/git/com.unity.ads/UnityEngine.Advertisements/Advertisement.cs

## 2.2 UnityEngine.Advertisements.Advertisement.Banner Class Reference

Unity Ads [Banner](#)



## Static Public Member Functions

- static void [Show](#) ()  
*Shows the banner with the default placement ID and no callbacks.*
- static void [Show](#) ([BannerOptions](#) options)  
*Shows the banner with the default placement ID and will fire the callback name="showCallback" on show, and name="hideCallback" on hide.*
- static void [Show](#) (string placementId)  
*Shows the banner with the given placement ID and no callbacks. and name="hideCallback" on hide.*

### 2.2.1 Detailed Description

Unity Ads [Banner](#)

### 2.2.2 Member Function Documentation

#### 2.2.2.1 [Show\(\)](#) [1/3]

```
static void UnityEngine.Advertisements.Advertisement.Banner.Show ( ) [static]
```

Shows the banner with the default placement ID and no callbacks.

#### 2.2.2.2 [Show\(\)](#) [2/3]

```
static void UnityEngine.Advertisements.Advertisement.Banner.Show (  
    BannerOptions options ) [static]
```

Shows the banner with the default placement ID and will fire the callback name="showCallback" on show, and name="hideCallback" on hide.

#### 2.2.2.3 [Show\(\)](#) [3/3]

```
static void UnityEngine.Advertisements.Advertisement.Banner.Show (  
    string placementId ) [static]
```

Shows the banner with the given placement ID and no callbacks. and name="hideCallback" on hide.

The documentation for this class was generated from the following file:

- /Users/stevenb/Desktop/git/com.unity.ads/UnityEngine.Advertisements/Advertisement.cs

## 2.3 UnityEngine.Advertisements.BannerLoadOptions Class Reference

Options that can be passed to [\[\[\[\]\]\]](#)

### Properties

- LoadCallback [loadCallback](#) [get, set]  
*Callback that is fired when when the banner is loaded and available to show.*
- errorCallback [errorCallback](#) [get, set]  
*Callback that is fired when an error occurs during banner loading. If this callback is invoked, one should assume that the banner is not loaded and one may call Load again at a later point in time.*

### 2.3.1 Detailed Description

Options that can be passed to [[]]

### 2.3.2 Property Documentation

#### 2.3.2.1 errorCallback

```
ErrorCallback UnityEngine.Advertisements.BannerLoadOptions.errorCallback [get], [set]
```

Callback that is fired when an error occurs during banner loading. If this callback is invoked, one should assume that the banner is not loaded and one may call Load again at a later point in time.

#### 2.3.2.2 loadCallback

```
LoadCallback UnityEngine.Advertisements.BannerLoadOptions.loadCallback [get], [set]
```

Callback that is fired when when the banner is loaded and available to show.

The documentation for this class was generated from the following file:

- /Users/stevenb/Desktop/git/com.unity.ads/UnityEngine.Advertisements/BannerOptions.cs

## 2.4 UnityEngine.Advertisements.BannerOptions Class Reference

Collection of options that can be passed to [[Advertisements.Banner.Show]] to be notified of events within the banner.

### Properties

- BannerCallback [showCallback](#) [get, set]  
*Callback that is fired when when the banner is visible to the gamer.*
- BannerCallback [hideCallback](#) [get, set]  
*Callback that is fired when the banner is hidden to the gamer.*

### 2.4.1 Detailed Description

Collection of options that can be passed to `[[Advertisements.Banner.Show]]` to be notified of events within the banner.

### 2.4.2 Property Documentation

#### 2.4.2.1 `hideCallback`

`BannerCallback UnityEngine.Advertisements.BannerOptions.hideCallback [get], [set]`

Callback that is fired when the banner is hidden to the gamer.

#### 2.4.2.2 `showCallback`

`BannerCallback UnityEngine.Advertisements.BannerOptions.showCallback [get], [set]`

Callback that is fired when when the banner is visible to the gamer.

The documentation for this class was generated from the following file:

- `/Users/stevenb/Desktop/git/com.unity.ads/UnityEngine.Advertisements/BannerOptions.cs`

## 2.5 `UnityEngine.Advertisements.Metadata` Class Reference

Class for sending various metadata to UnityAds.

### Public Member Functions

- `Metadata` (string `category`)  
*Constructs an metadata instance that can be passed to the `Advertisement` class.*
- void `Set` (string key, object value)  
*Sets new metadata fields.*
- object `Get` (string key)  
*Returns the stored metadata key.*
- `IDictionary< string, object > Values` ()  
*Returns the stored metadata.*

### Properties

- string `category` [get]  
*Metadata category.*

### 2.5.1 Detailed Description

Class for sending various metadata to UnityAds.

### 2.5.2 Constructor & Destructor Documentation

#### 2.5.2.1 Metadata()

```
UnityEngine.Advertisements.Metadata.Metadata (
    string category )
```

Constructs an metadata instance that can be passed to the [Advertisement](#) class.

### 2.5.3 Member Function Documentation

#### 2.5.3.1 Get()

```
object UnityEngine.Advertisements.Metadata.Get (
    string key )
```

Returns the stored metadata key.

#### 2.5.3.2 Set()

```
void UnityEngine.Advertisements.Metadata.Set (
    string key,
    object value )
```

Sets new metadata fields.

#### Parameters

<i>key</i>	Metadata key.
<i>value</i>	Metadata value. Must be JSON serializable.

#### 2.5.3.3 Values()

```
IDictionary<string, object> UnityEngine.Advertisements.Metadata.Values ( )
```

Returns the stored metadata.

## 2.5.4 Property Documentation

### 2.5.4.1 category

```
string UnityEngine.Advertisements.Metadata.category [get]
```

Metadata category.

The documentation for this class was generated from the following file:

- /Users/stevenb/Desktop/git/com.unity.ads/UnityEngine.Advertisements/MetaData.cs

## 2.6 UnityEngine.Advertisements.ShowOptions Class Reference

Collection of options that can be passed to [[Advertisements.Show]] to modify advertisement behaviour.

### Properties

- Action< [ShowResult](#) > [resultCallback](#) [get, set]  
*Callback to receive the result of the advertisement.*
- string [gamerSid](#) [get, set]  
*Add a string to specify an identifier for a specific user in the game.*

### 2.6.1 Detailed Description

Collection of options that can be passed to [[Advertisements.Show]] to modify advertisement behaviour.

### 2.6.2 Property Documentation

#### 2.6.2.1 gamerSid

```
string UnityEngine.Advertisements.ShowOptions.gamerSid [get], [set]
```

Add a string to specify an identifier for a specific user in the game.

#### 2.6.2.2 resultCallback

```
Action<ShowResult> UnityEngine.Advertisements.ShowOptions.resultCallback [get], [set]
```

Callback to receive the result of the advertisement.

The documentation for this class was generated from the following file:

- /Users/stevenb/Desktop/git/com.unity.ads/UnityEngine.Advertisements/ShowOptions.cs

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