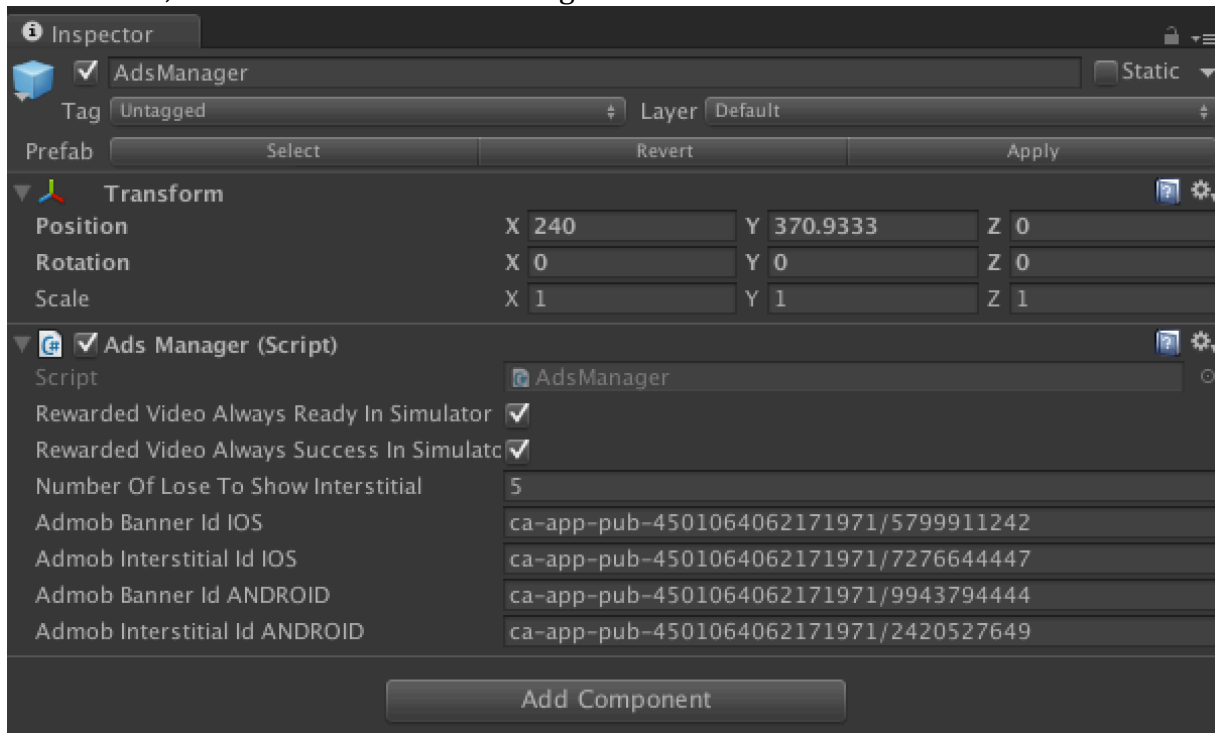


AdsManager.cs :

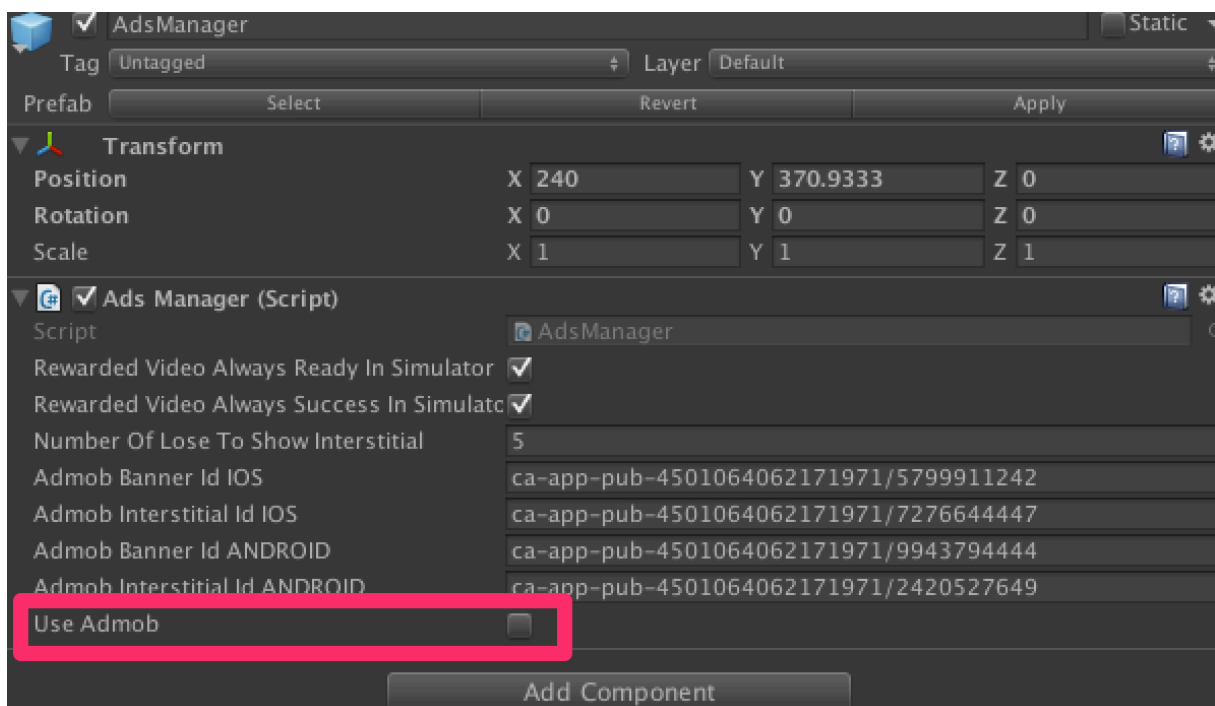
Script attached to the GameObject AdsManager, and responsible to display banners, interstitials, and rewarded videos in the game.



Please change the exemple ids and put your banner and iterstitial ids.

On iOS (iPhone and iPad), banner and interstitial are ready with iAd, and you have nothing to do.

If you want to use Admob instead iAd, please follow the instructions for Admob (see bellow), and you will have a new parameter in the editor :



Check it if you want to use Admob instead of iAd, or if you want to use Admob Mediation.

You have 3 ways to use Admob in the Asset :

- Google Mobile Ads (FREE - provide by Google and available on Github)**
- Android Native Plugin (provide by Stan's Asset and available on the Asset Store)**
- Google Mobile Ads SDK (provide by Stan's Asset and available on the Asset Store)**

Google Mobile Ads

You can find it in the Google Page :

<https://developers.google.com/admob/android/games>

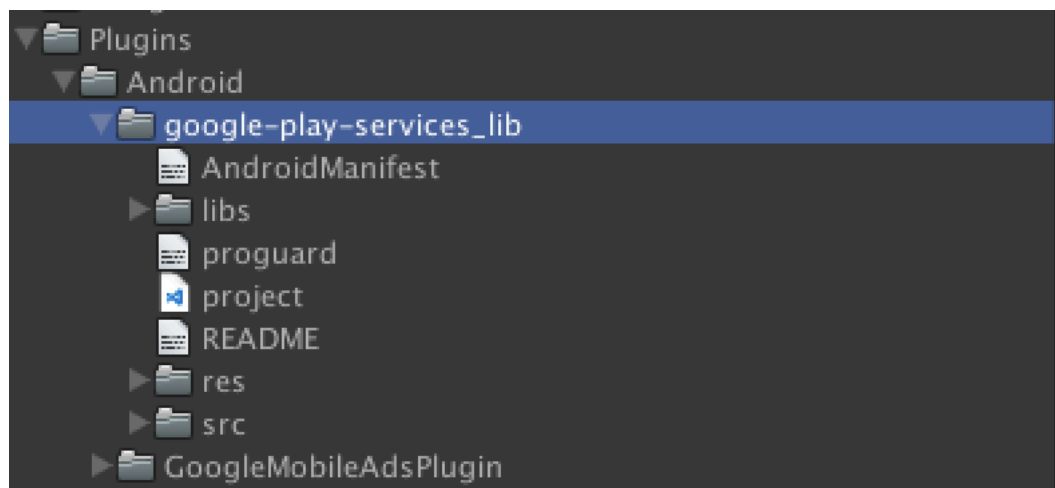
Or directly on Github:

<https://github.com/googleads/googleads-mobile-unity/releases/tag/2.3.1>

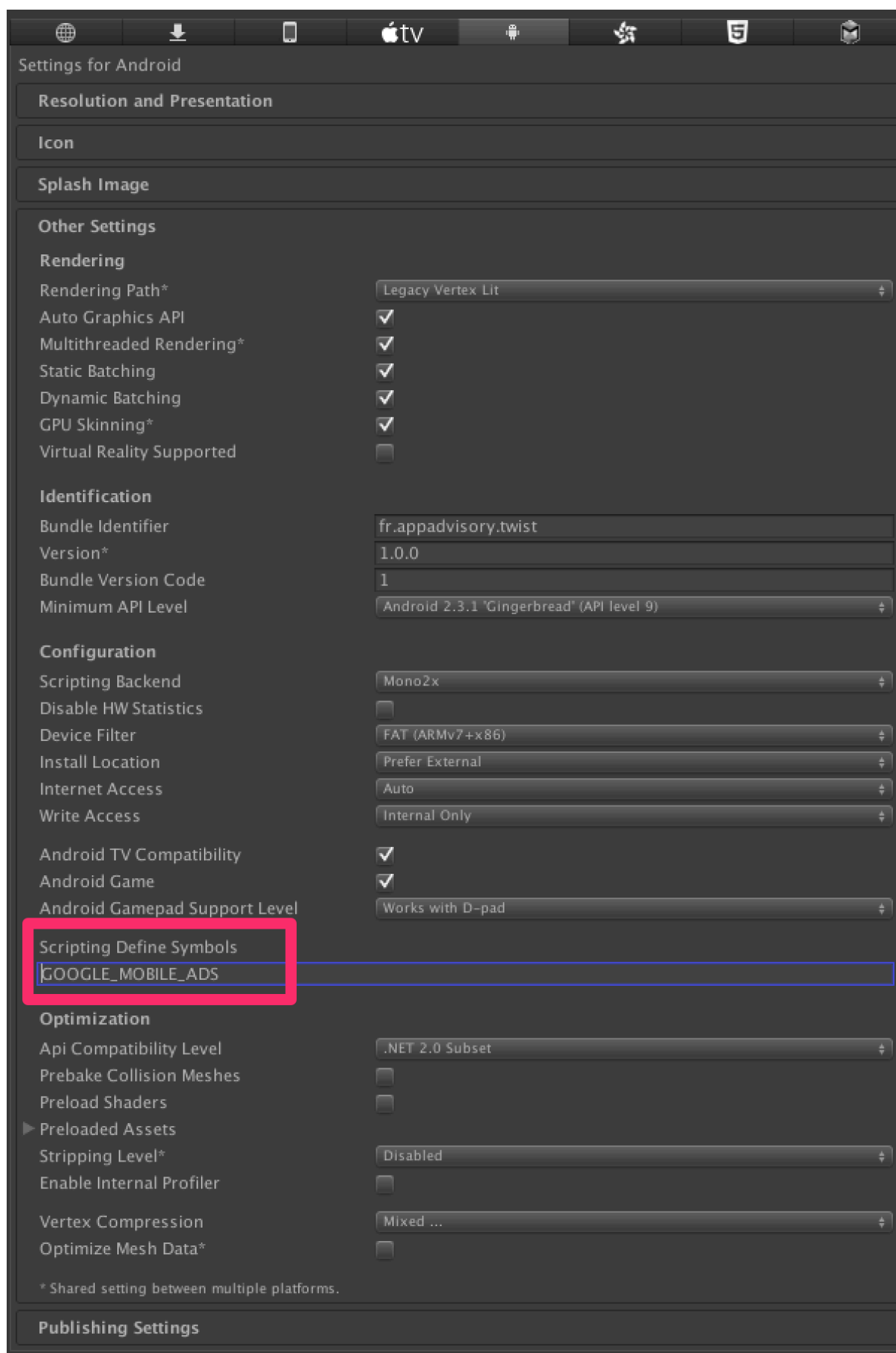
You will find the step by step integration here :

<https://github.com/googleads/googleads-mobile-unity/tree/master/unity>

Don't forget to add the folder « google-play-services_lib » under Plugins/Android :



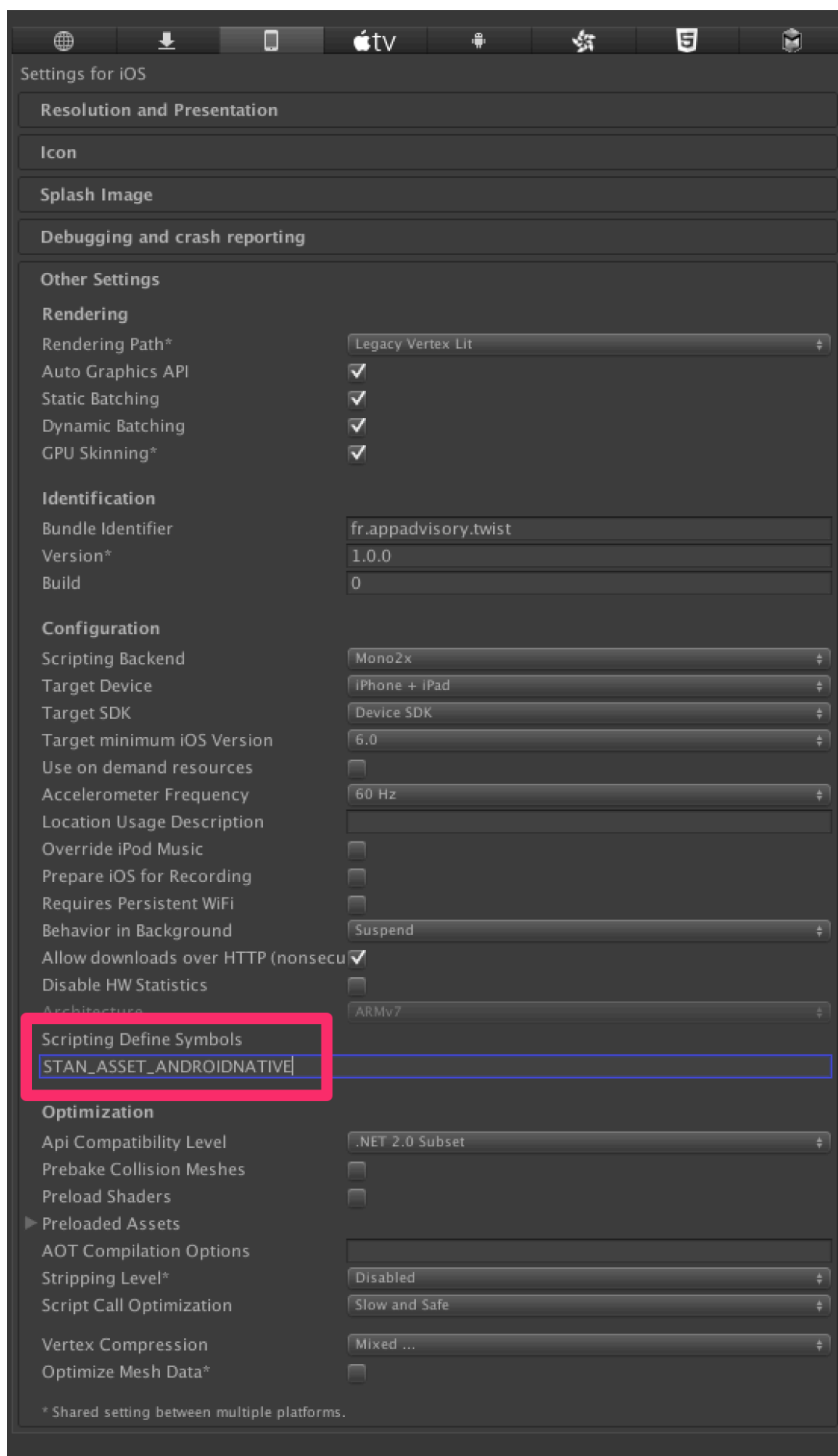
Add the Scripting Define Symbol « GOOGLE_MOBILE_ADS» here :



ADMOB - Android Native Plugin (Stan's Asset)

Get Android Native Plugin from Stan's Asset on the Asset store and install the package.

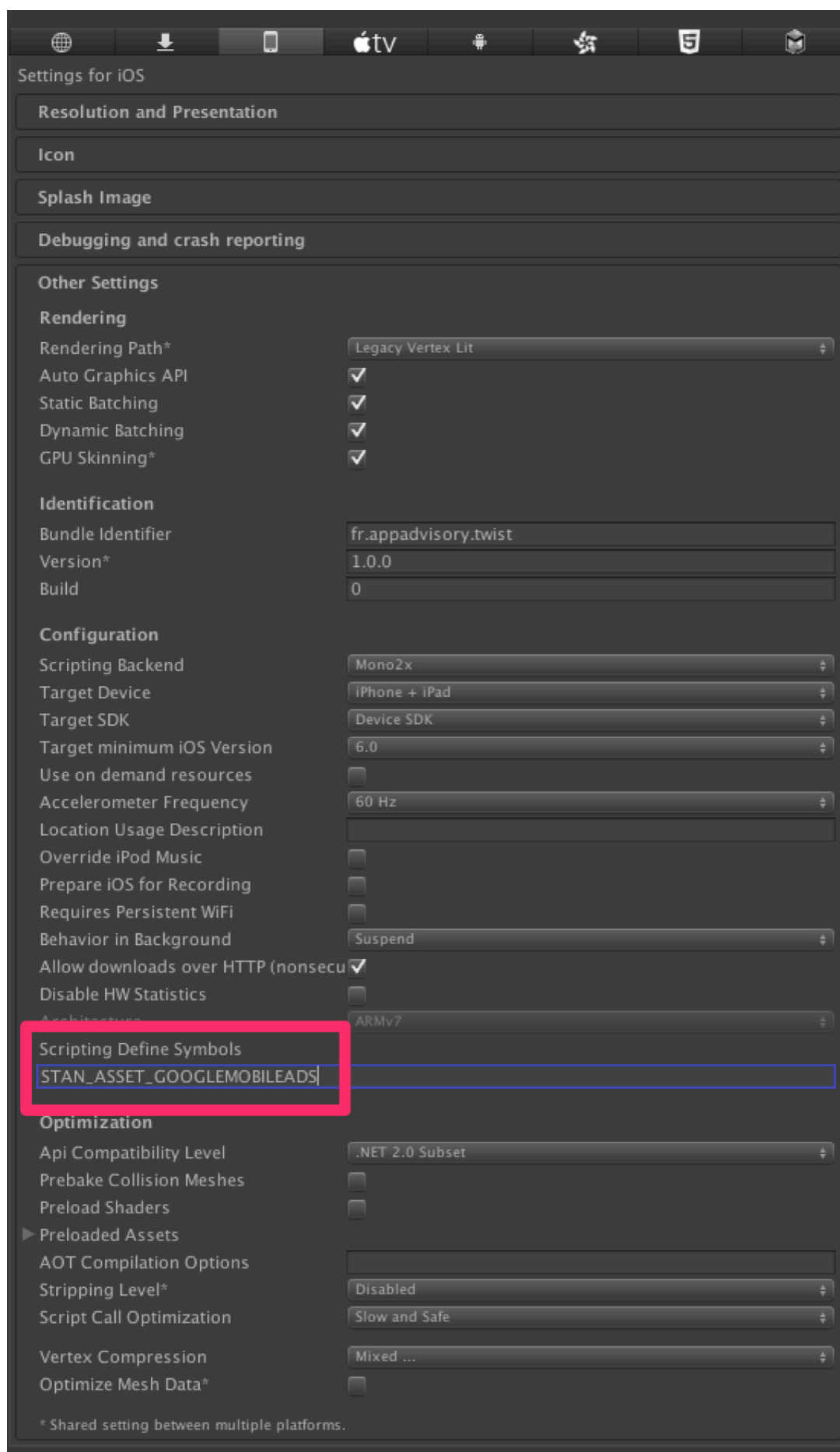
Add the Scripting Define Symbol « STAN_ASSET_ANDROIDNATIVE » here :



ADMOB – GOOGLE MOBILE ADS SDK (Stan's Asset)

Get Google Mobile Ads SDK from Stan's Asset on the Asset store and install the package.

Add the Scripting Define Symbol « STAN_ASSET_GOOGLEMOBILEADS» here :



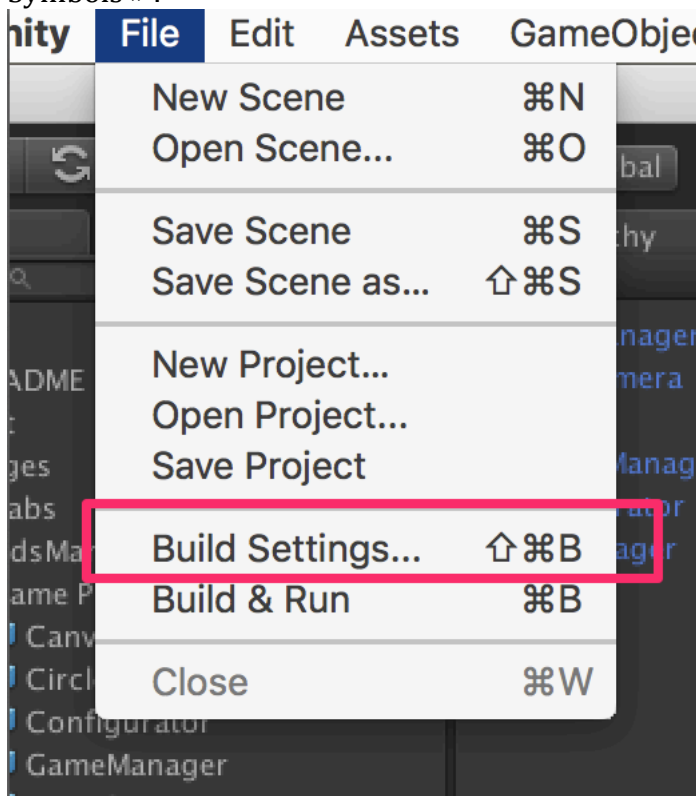
iAD

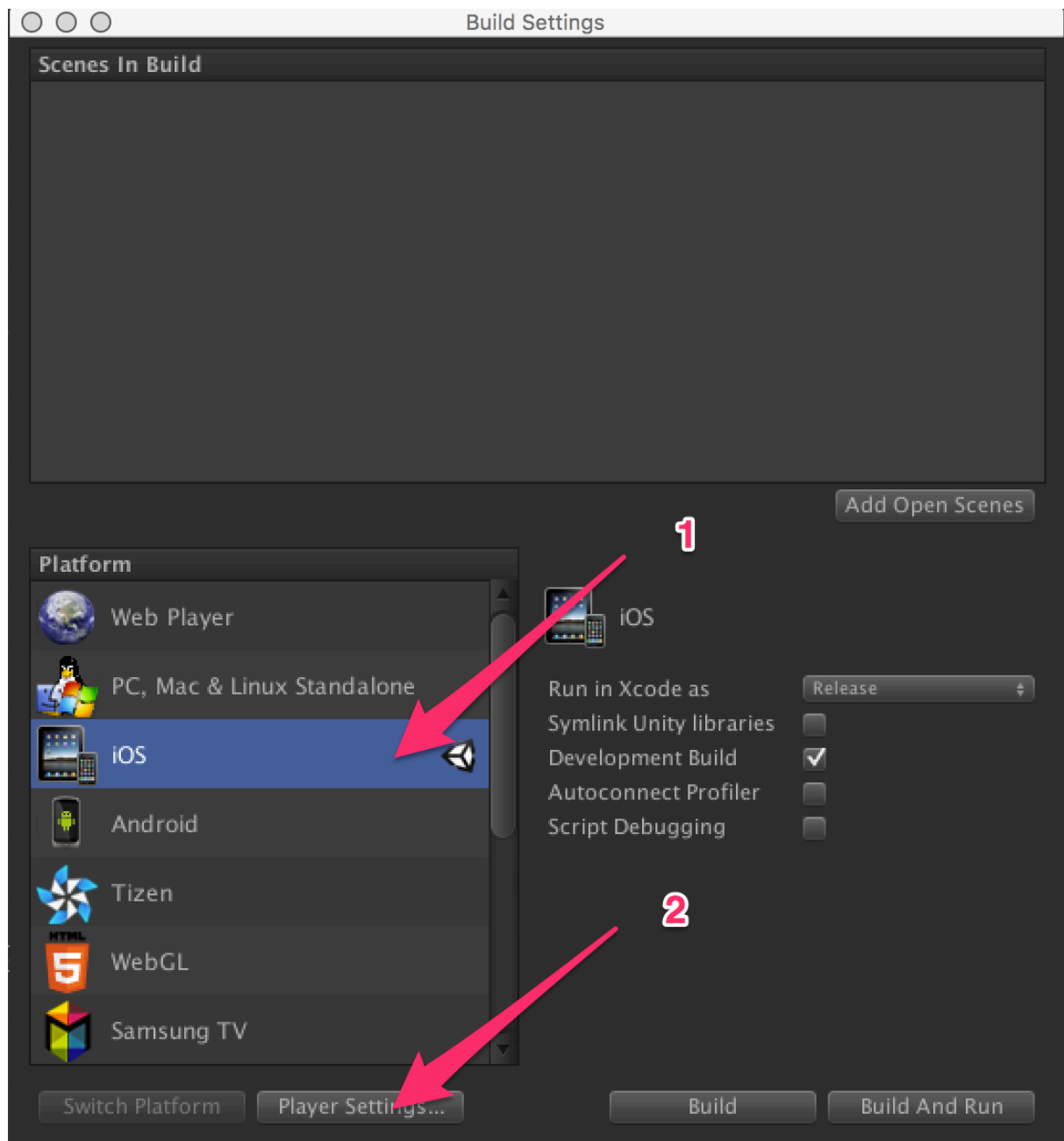
You have nothing to do.

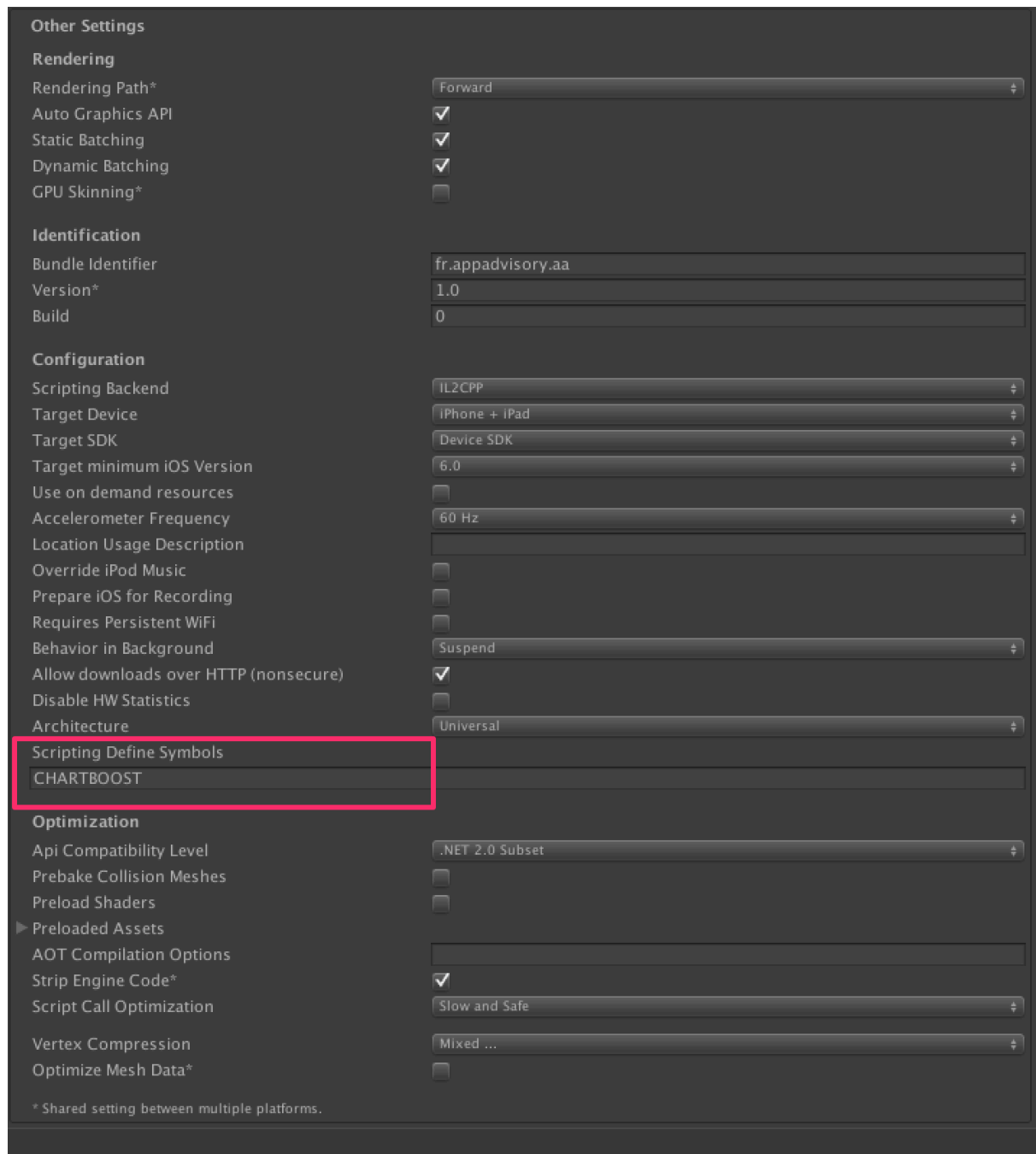
CHARTBOOST

If you want to use Chartboost, please import the Chartboost Unity plugin.

And to activate it in the game please add « CHARTBOOST » in the « Scripting Define Symbols » :





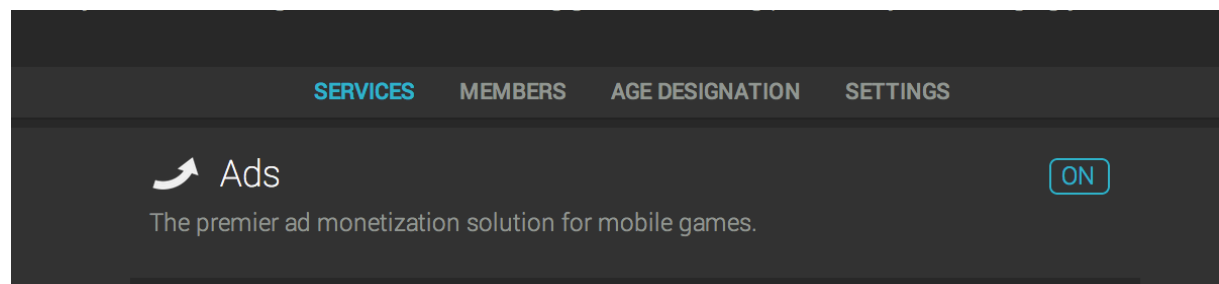
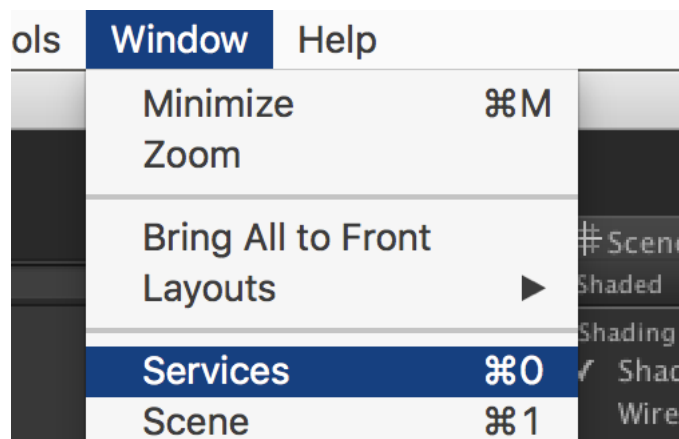


And you will be able to use Chartboost interstitials at game over and rewarded videos to unlock level.

(please refer to the Chartboost website to Configure your Chartboost ids).

UNITY ADS

If you have Unity 5.2 or above, just activate Unity Services :



If you have Unity version above 5.2, get Unity Ads from the asset store.