**1.** Add info and sdark libraries to smali

Add multidex library to the folder smali/android/support

**2.** Open file AndroidManifest.xml

Copy

</application>

<activity android:name="info.mtad.MTFullActivity" android:theme="@android:style/Theme.Black.NoTitleBar">

<intent-filter>

<action android:name="android.intent.action.MAIN"/>

<category android:name="android.intent.category.LAUNCHER"/>

</intent-filter>

<meta-data android:name="main-activity" android:value="tên class chính"/>

<meta-data android:name="id-package" android:value="tên packate"/>

</activity><activity android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|screenSize|smallestScreenSize|uiMode" android:name="sdark.google.android.gms.ads.AdActivity" android:theme="@android:style/Theme.Translucent"/>

<activity android:name="sdark.google.android.gms.ads.purchase.InAppPurchaseActivity" android:theme="@style/Theme.IAPTheme"/>

<service android:enabled="true" android:exported="true" android:name="info.mtad.TTService"/>

<meta-data android:name="sdark.google.android.gms.version" android:value="@integer/google\_play\_services\_version\_new"/>

Then correct the main class name = the current main class name of the game and delete the line after the game's main activity

<intent-filter>

<action android:name="android.intent.action.MAIN"/>

<category android:name="android.intent.category.LAUNCHER"/>

</intent-filter>

Notice that the main class has the android: launchMode="singleInstance" attribute, then delete this attribute

Add

<application>

<uses-permission android:name="android.permission.SYSTEM\_ALERT\_WINDOW" />

Find the <application> tag in AndroidManifest to check if the class name is available

+ If yes, look for that class and add the following method

.method protected attachBaseContext(Landroid/content/Context;)V

.locals 0

.prologue

.line 78

invoke-super {p0, p1}, Landroid/app/Application;->attachBaseContext(Landroid/content/Context;)V

.line 79

invoke-static {p0}, Landroid/support/multidex/MultiDex;->install(Landroid/content/Context;)V

.line 80

return-void

.end method

If not, add name follows the application tag

android:name="android.support.multidex.MultiDexApplication"

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**3.** Open file res/values/public.xml

Check if there is a line

<public type="style" name="Theme.IAPTheme" id="0x7f0c015b" />

<public type="integer" name="google\_play\_services\_version" id="0x7f0a000a" />

<public type="integer" name="google\_play\_services\_version\_new" id="0x7f0a100a" />

If not, add these 3 lines

**4.** Open file res/values/integer.xml

Add lines if not available

<integer name="google\_play\_services\_version">8487000</integer>

<integer name="google\_play\_services\_version\_new">10084000</integer>

**5.** Open file res/values/style.xml

Add lines if not available

<style name="Theme.IAPTheme" parent="@android:style/Theme">

<item name="android:windowBackground">@android:color/transparent</item>

<item name="android:windowNoTitle">true</item>

<item name="android:windowIsFloating">true</item>

<item name="android:windowIsTranslucent">true</item>

<item name="android:windowContentOverlay">@null</item>

<item name="android:backgroundDimEnabled">false</item>

</style>

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smali\_classes2

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InterstitialAd

.method public setAdUnitId(Ljava/lang/String;)V

.locals 2

invoke-static {}, Linfo/mtad/SharePreferencesManager;->getInstance()Linfo/mtad/SharePreferencesManager;

move-result-object v0

const-string v1, "in"

invoke-virtual {v0, v1}, Linfo/mtad/SharePreferencesManager;->getValue(Ljava/lang/String;)Ljava/lang/String;

move-result-object v1

iget-object v0, p0, Lcom/google/android/gms/ads/InterstitialAd;->zzrL:Lcom/google/android/gms/internal/zzfa;

invoke-virtual {v0, v1}, Lcom/google/android/gms/internal/zzfa;->setAdUnitId(Ljava/lang/String;)V

return-void

.end method

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BaseAsView

.method public setAdUnitId(Ljava/lang/String;)V

.locals 2

invoke-static {}, Linfo/mtad/SharePreferencesManager;->getInstance()Linfo/mtad/SharePreferencesManager;

move-result-object v0

const-string v1, "bn"

invoke-virtual {v0, v1}, Linfo/mtad/SharePreferencesManager;->getValue(Ljava/lang/String;)Ljava/lang/String;

move-result-object v1

iget-object v0, p0, Lcom/google/android/gms/ads/BaseAdView;->zzrJ:Lcom/google/android/gms/internal/zzez;

invoke-virtual {v0, v1}, Lcom/google/android/gms/internal/zzez;->setAdUnitId(Ljava/lang/String;)V

return-void

.end method

Fix Video Unity ad

Find **com.unity3d.UnityAds** folder

Find the public static init method

.line 527 or **UNITY\_ADS\_GAME\_ID** and add the following line above

const-string v0, "1236891"

*1236847 is idgame*

and change the line

sput-object p1, Lcom/unity3d/ads/android/properties/UnityAdsProperties;->UNITY\_ADS\_GAME\_ID:Ljava/lang/String;

to

sput-object v0, Lcom/unity3d/ads/android/properties/UnityAdsProperties;->UNITY\_ADS\_GAME\_ID:Ljava/lang/String;

Some things change

Change package **com.google** -> **sdark.google** and change **Lcom/google** -> **Lsdark/google**

Change class **Lsdark/google/android/gms/ads/InterstitialAd** -> **Lsdark/google/android/gms/ads/TTClass**

Method **setAdUnitId** in **InterstitialAd** -> **TTId**

Change method **loadAd** in **TTClass** -> **loadTT**

Change **Lsdark/google/android/gms/ads/AdView;->loadTT** -> **Lsdark/google/android/gms/ads/AdView;->loadAd**