

MeH Advertisement Sytem

Welcome to the MeH-Ad-System Documentation!

Scene Setup

1. Add Ads Manager to Scene
2. Set up your Game IDs.

Manager Settings

| | |
|-----------------------|--|
| GameID Android | Enter your Game ID for android builds here |
| GameID IOS | Enter your Game ID for IOS builds here |
| Banner Toggle | Display Banner On or Off |
| Banner ID | Enter the ID of your banner ad here |
| Don't Destroy On Load | If this is clicked, the manager will remain there even when reloading or changing a scene. |
| Enable Test Mode | Here, only a test screen is displayed instead of advertising. |

Script Setup

For advertising without a reward:

```
MeHAds.Ads.ShowPlacement(„rewardedVideo“);
```

Replace "rewardedVideo" with the ID of your ad.

For advertising with a reward:

```
MeHAds.Ads.ShowRewardedPlacement("rewardedVideo");
```

Replace "rewardedVideo" with the ID of your ad.

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