UnityAds

2.0

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

Enumerations

1.2.1 Enumeration Type Documentation

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

Various states that Unity Ads placements can be in.

Enumerator

    Ready   Placement is ready to show ads.

    NotAvailable   Placement is not available.

    Disabled   Placement has been disabled.

    Waiting   Placement is waiting to be ready.

    NoFill   Placement has no advertisements to show.

1.2.1.2 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

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]`

  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]`

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

Returns the state of the default placement.

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

Returns the state of specified placement.

Parameters

placement↩ Id	Placement identifier.

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

Initializes the advertisement system.

Parameters

game↩ Id	Game identifier.

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

Initialize the advertisement system with specified gameId and testMode.

Parameters

gameId	Game identifier.
testMode	Test mode.

2.1.2.5 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 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

placement↩ Id	Placement identifier.

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

Sets various metadata for the advertisement system.

Parameters

metaData	Metadata container

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

Show the default placement if it is ready.

2.1.2.9 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

showOptions	Various show options, including resultCallback.

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

Show the specified placement if it is ready.

Parameters

placement↩ Id	Placement identifier.

2.1.2.11 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

placementId	Placement identifier.
showOptions	Various show options, including resultCallback.

2.1.3 Property Documentation

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

Controls the amount of logging output from the advertisement system.

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

Returns whether the advertisement system is initialized successfully.

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

Returns if an advertisement is currently showing.

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

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

2.1.3.5   **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/brandonzarzoza/Projects/unity-ads-asset-store/UnityEngine.Advertisements/Advertisement.cs

2.2   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.

2.2.1   Detailed Description

Class for sending various metadata to UnityAds.

2.2.2   Constructor & Destructor Documentation

2.2.2.1   **UnityEngine.Advertisements.MetaData.MetaData (string *category*)**

Constructs an metadata instance that can be passed to the Advertisement class.

2.2.3   Member Function Documentation

2.2.3.1   **object UnityEngine.Advertisements.MetaData.Get (string *key*)**

Returns the stored metadata key.

2.2.3.2   **void UnityEngine.Advertisements.MetaData.Set (string *key,* object *value*)**

Sets new metadata fields.

Parameters

key	Metadata key.
value	Metadata value. Must be JSON serializable.

2.2.3.3 IDictionary<string, object> UnityEngine.Advertisements.MetaData.Values ( )

Returns the stored metadata.

2.2.4 Property Documentation

2.2.4.1 string UnityEngine.Advertisements.MetaData.category `[get]`

Metadata category.

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

- /Users/brandonzarzoza/Projects/unity-ads-asset-store/UnityEngine.Advertisements/MetaData.cs

2.3 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 recieve the result of the advertisement.
- string gamerSid `[get, set]`
    Add a string to specify an identifier for a specific user in the game.

2.3.1 Detailed Description

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

2.3.2 Property Documentation

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

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

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

Callback to recieve the result of the advertisement.

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

- /Users/brandonzarzoza/Projects/unity-ads-asset-store/UnityEngine.Advertisements/ShowOptions.cs