Monetize ⌄

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Fabricio Elio Manrique (/) ❯ FirstShooterProject (/projects/72944bd2-2c3c-4584-b5de-8e0bfd0ec6d8) Switch Organization ❯ Instructions

Instructions

INTEGRATION GUIDELINES

Congratulations, your project has now been successfully set up! Next step is to make sure that you have Unity Ads properly integrated to your project. Please, check the version of Unity you are using and see the instructions below for further actions.

IOS AND ANDROID INTEGRATION (NON-UNITY)

1. Download our SDK (http://unityads.unity3d.com/help/Documentation%20for%20Publishers/Downloads)

2. Get your Game ID to be used in your code:
   - Apple App Store: **1096156**
   - Android Google Play: **1096157**

3. Integrate the SDK into your game following the instructions:
   - Integration guide for iOS (http://unityads.unity3d.com/help/Documentation%20for%20Publishers/Integration-Guide-for-iOS)
   - Integration guide for Android (http://unityads.unity3d.com/help/Documentation%20for%20Publishers/Integration-Guide-for-Android)

UNITY INTEGRATION

The following instructions are targeting Unity 5.1 and below. If you are using Unity 5.2 or greater, you can enable Unity Ads with just one click. Read Unity Manual for Unity Ads (http://docs.unity3d.com/Manual/UnityAdsHowTo.html) for more information.

1. Download the package from the Unity Asset Store (https://www.assetstore.unity3d.com/en/#!/content/21027) and import into Unity

2. Get your Game ID to be used in your code:
   - Apple App Store: **1096156**
   - Android Google Play: **1096157**

3. Integrate the SDK into your game following the Asset store integration guide (http://unityads.unity3d.com/help/Documentation%20for%20Publishers/Integration-Guide-for-Unity-Asset-Store)

OK, Got it! (/projects)

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