

1/ Import Very Simple Ads

Very Simple Ads Monetization & Mediation...

Category: Scripting/Integration
Publisher: App Advisory
Rating: ★★★★★ (36)
Price: \$11.09

Import

"Very Simple Ads" is a feature that lets you serve ads to your apps from multiple sources, including the AdMob Network, third-party ad networks, and house ad campaigns. "Very Simple Ads" helps maximize your fill rate and increase your monetization by sending ad requests to multiple networks to ensure you find the best available network to serve ads.

NO CODING REQUIRED

ALL NETWORKS INCLUDED ARE FREE TO USE




COMPLETE AND POWERFUL MONETIZATION AND MEDIATION SYSTEM





Easy monetizing system for mobile (Apple's iOS - iPhone, iPad, iPod Touch, iPad Pro and

Banners and Interstitials with Admob and Chartboost


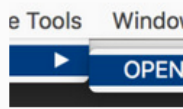
Ads with Unity Ads and ADColony

Rewarded Videos with Unity Ads, ADColony and Chartboost





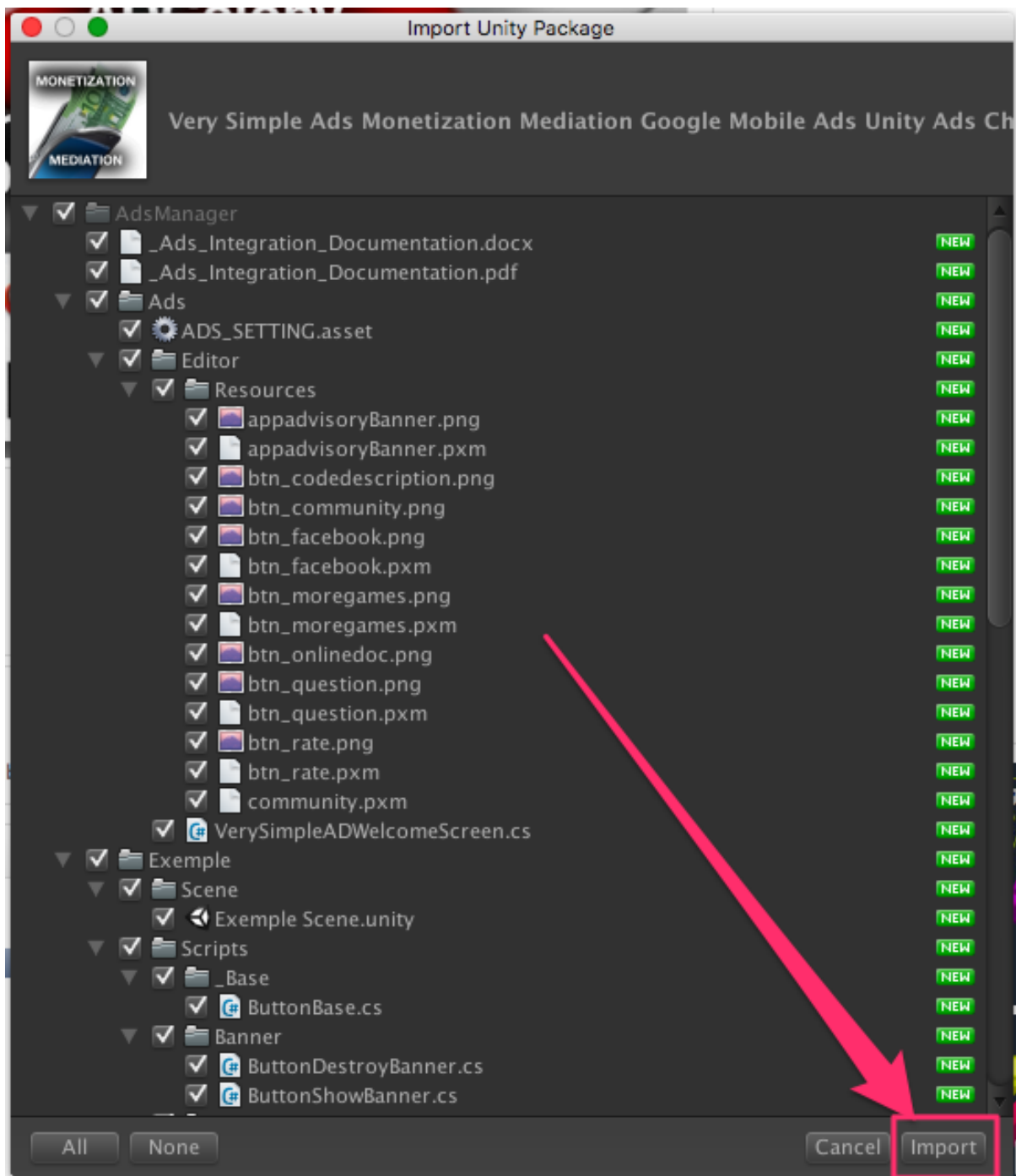
Tools Window



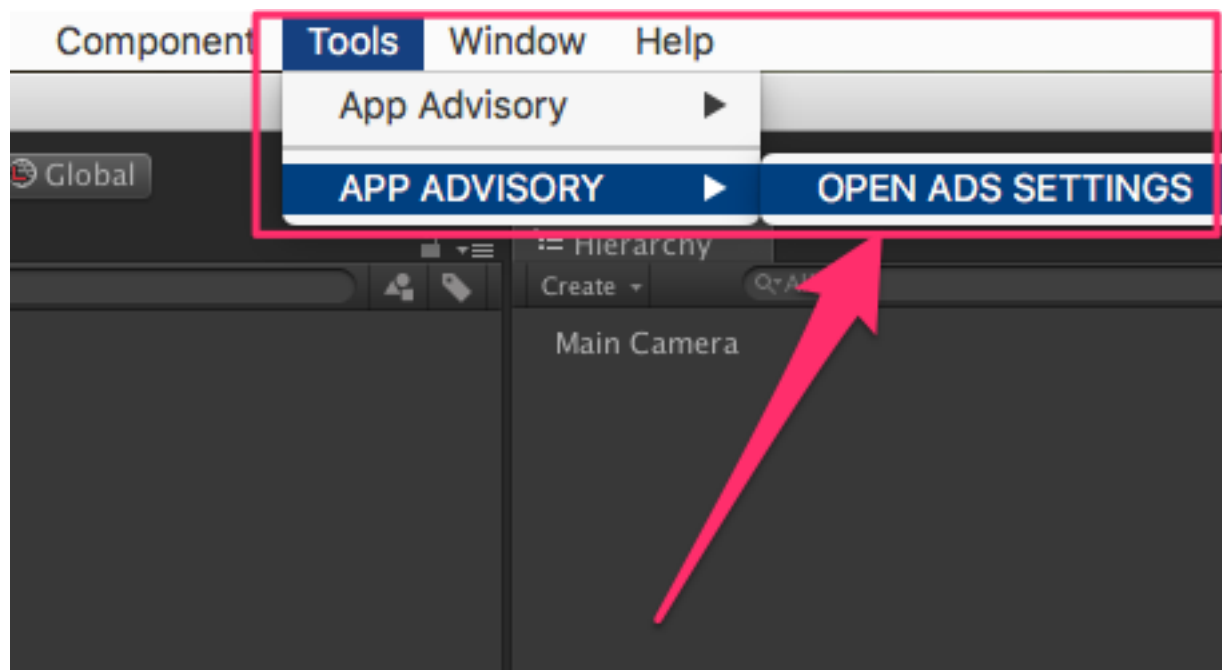
Version: 1.0.1 (Mar 28, 2016) Size: 2.2 MB
Originally released: 21 March 2016
Package has been submitted using Unity 5.0.1, and 5.3.4 to improve compatibility within the range of these versions of Unity.

[Support E-mail](#) [Support Website](#) [Visit Publisher's Website](#)

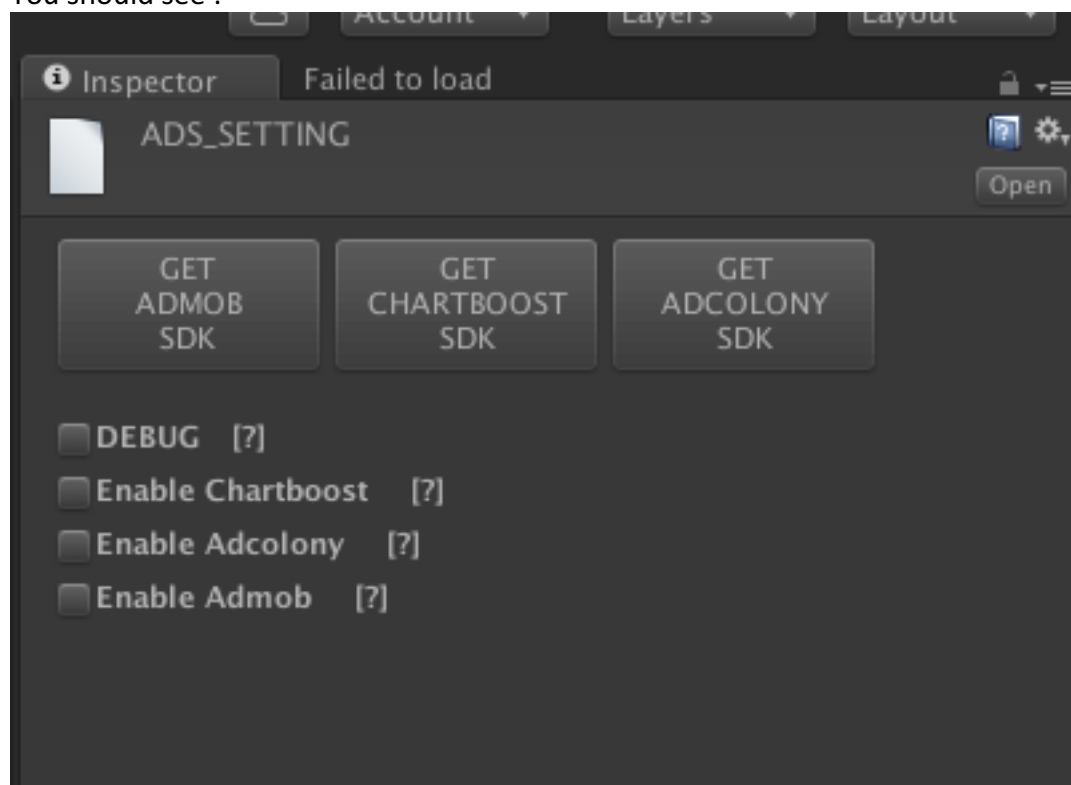
Then :



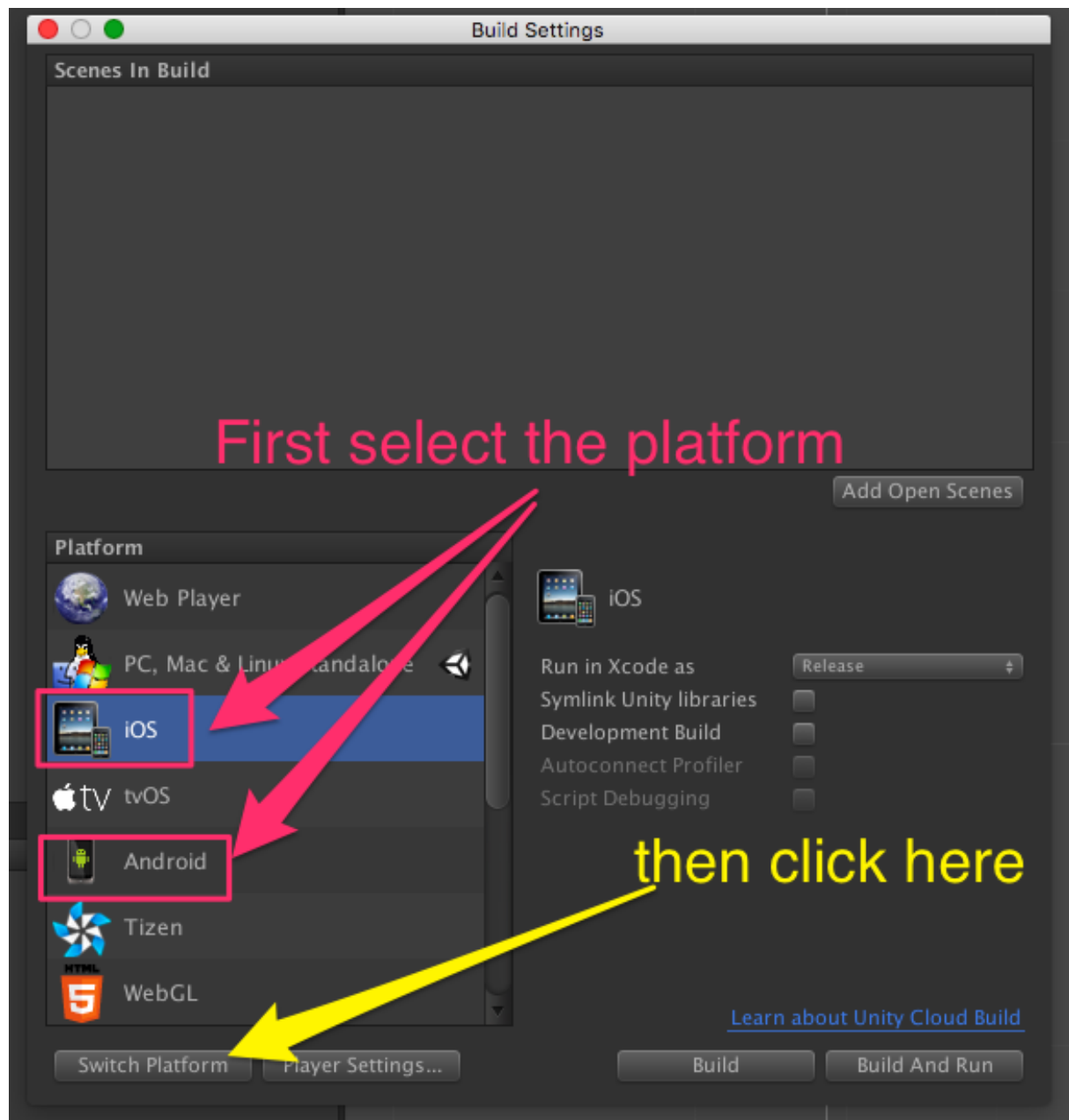
2/ Open the Ads Settings Editor :



You should see :

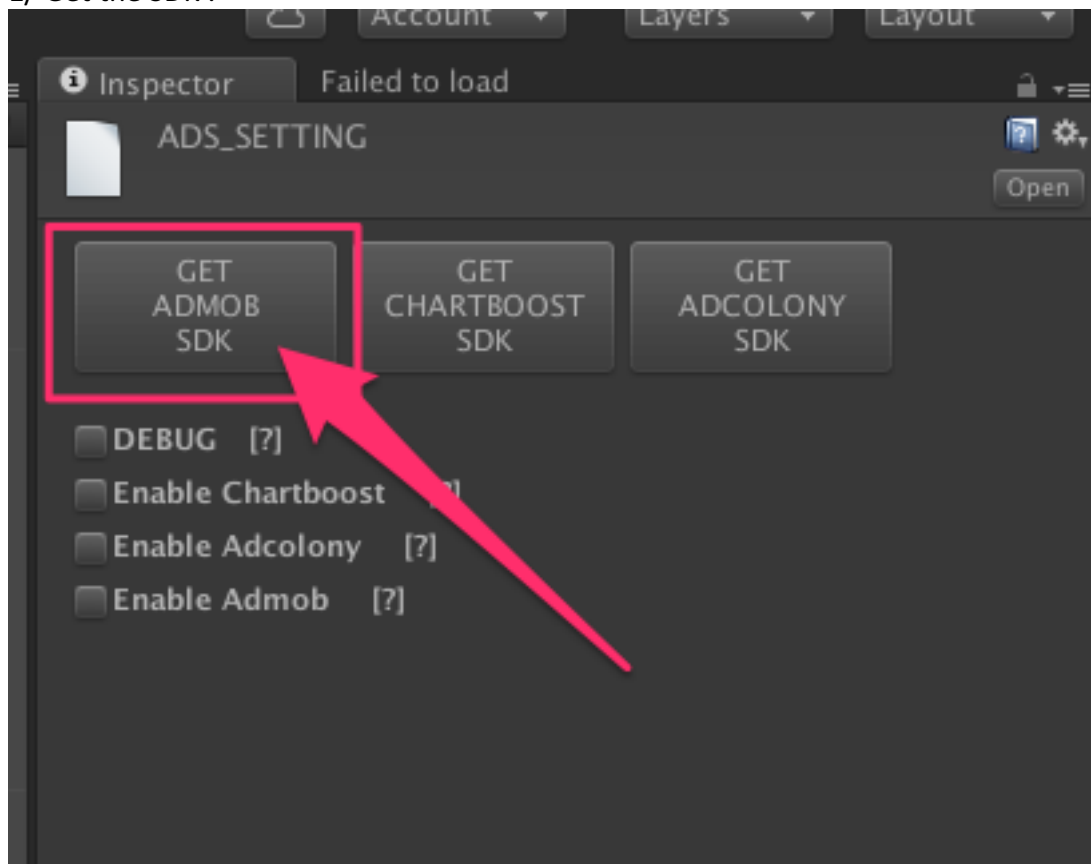


3/ Switch on a mobile platform :



ADMOB :

1/ Get the SDK :



2/ Grab the last release :

Official Unity Plugin for the Google Mobile Ads SDK

40 commits 1 branch 13 releases 4 contributors

Branch: master New pull request New file Upload files Find file HTTPS https://github.com/google Download ZIP

gradle/wrapper	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
samples/HelloWorld	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
source	Version 3.0.3 of the Google Mobile Ads Plugin	16 days ago
ChangeLog.txt	Version 3.0.3 of the Google Mobile Ads Plugin	16 days ago
GoogleMobileAds.unittypackage	Version 3.0.3 of the Google Mobile Ads Plugin	16 days ago
LICENSE	Adding LICENSE file	a year ago
README.md	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
build.gradle	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
gradlew	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
gradlew.bat	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago

README.md

Google Mobile Ads Unity Plugin

The Google Mobile Ads SDK is the latest generation in Google mobile advertising featuring refined ad formats and streamlined APIs for access to mobile ad networks and advertising solutions. The SDK enables mobile app developers to maximize their monetization in native mobile apps.

This repository contains the source code for the Google Mobile Ads Unity plugin. This plugin enables Unity developers to easily serve Google Mobile Ads on Android and iOS apps without having to write Java or Objective-C code. The plugin provides a C# interface for requesting ads that is used by C# scripts in your Unity project.




Downloads

Please check out our [releases](#) for the latest official version of the plugin.

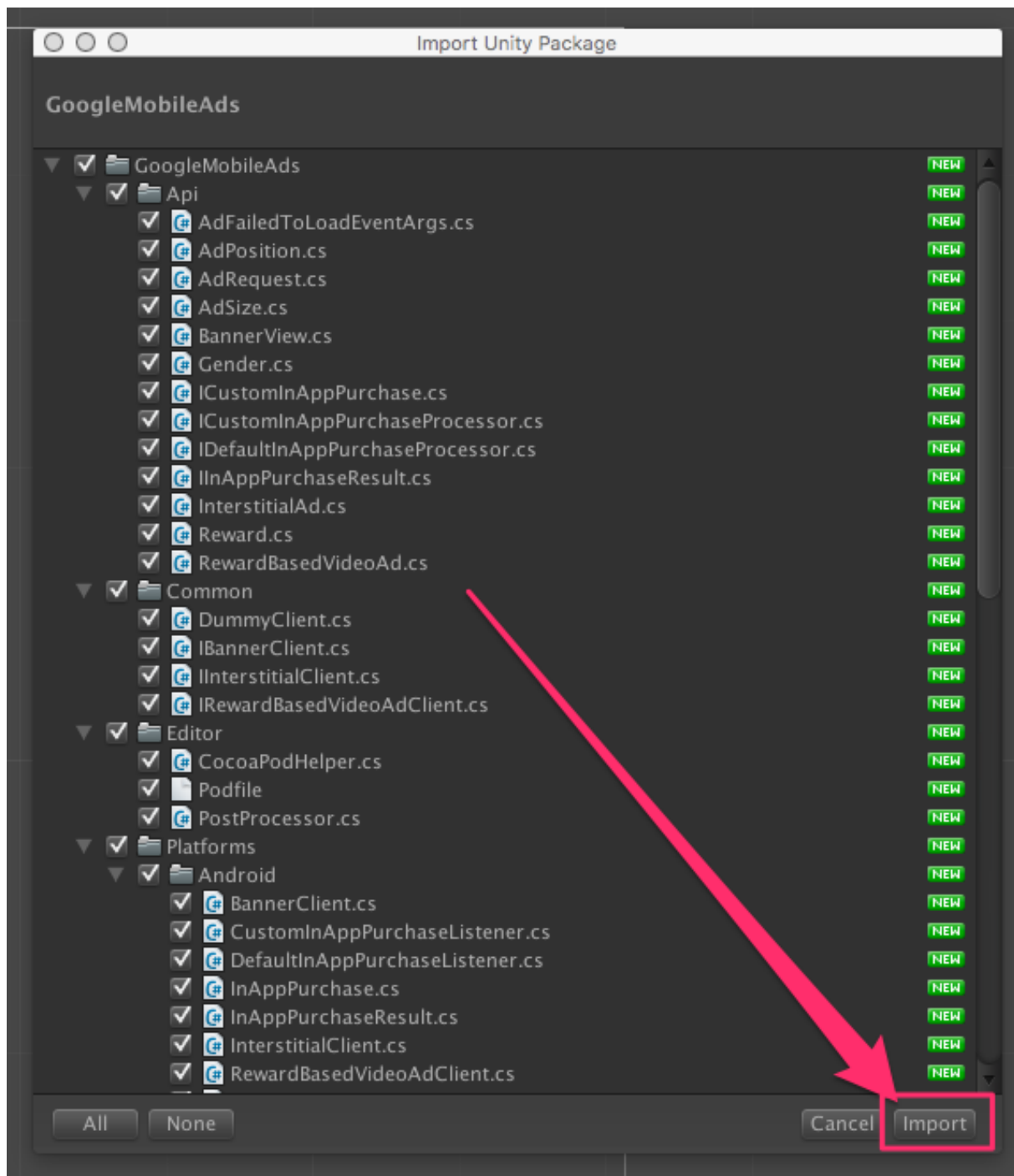
Documentation

3/ And download the SDK

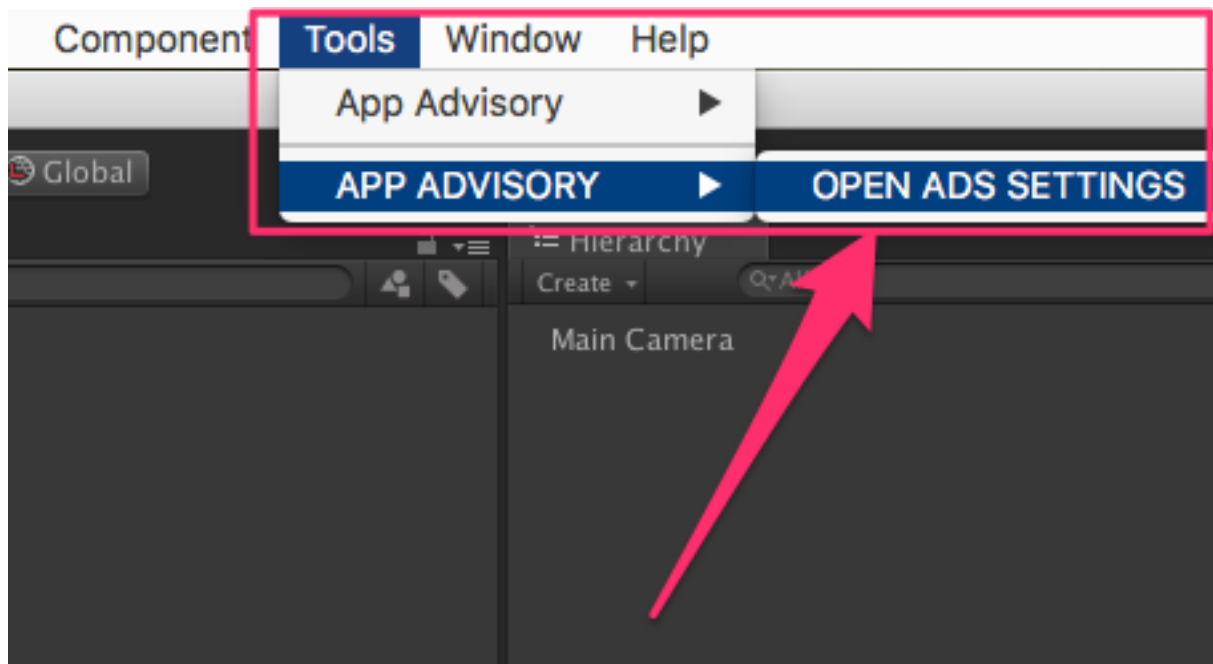
Downloads

 GoogleMobileAds.unittypackage	79.9 KB
 Source code (zip)	
 Source code (tar.gz)	

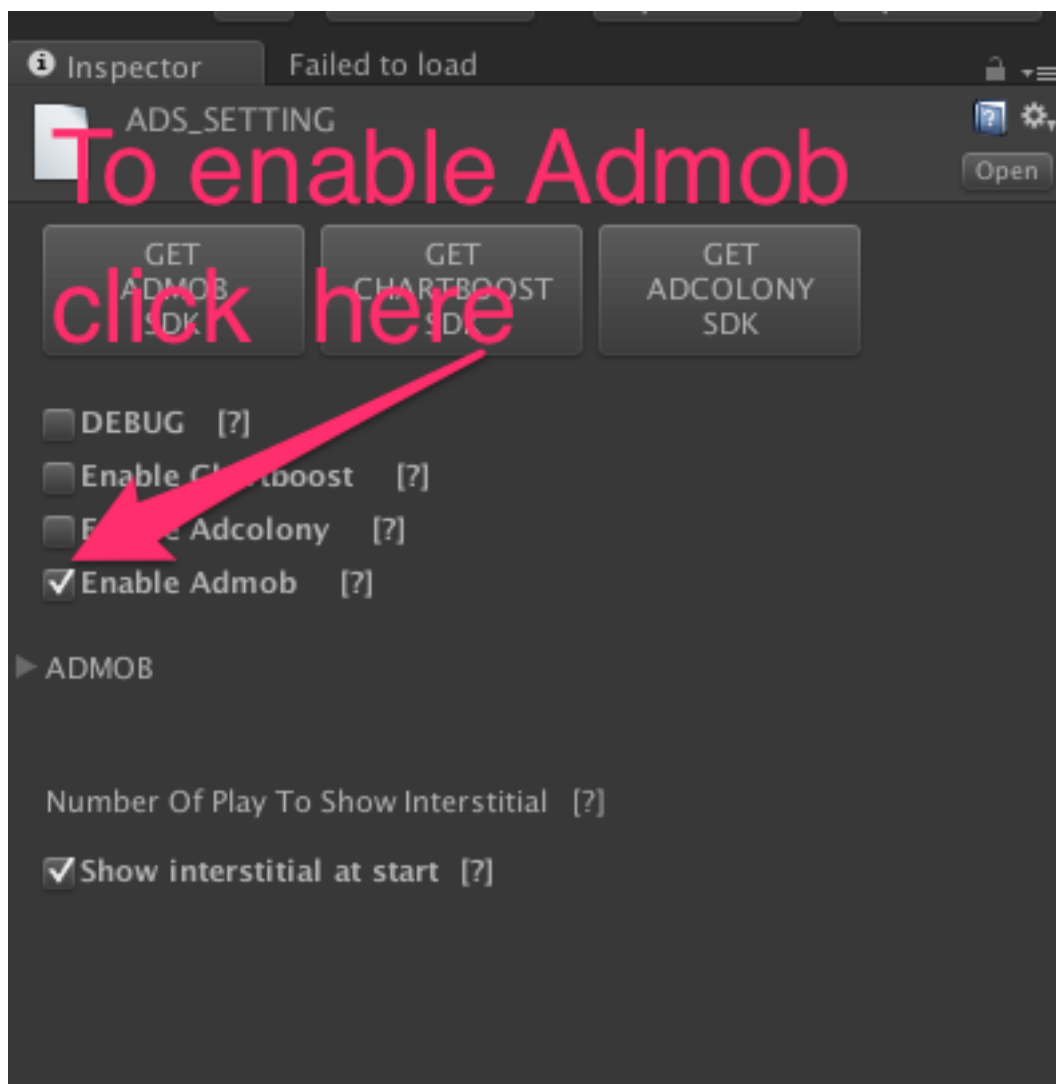
4/ Open the downloaded file (double click on it) and import it to your project :



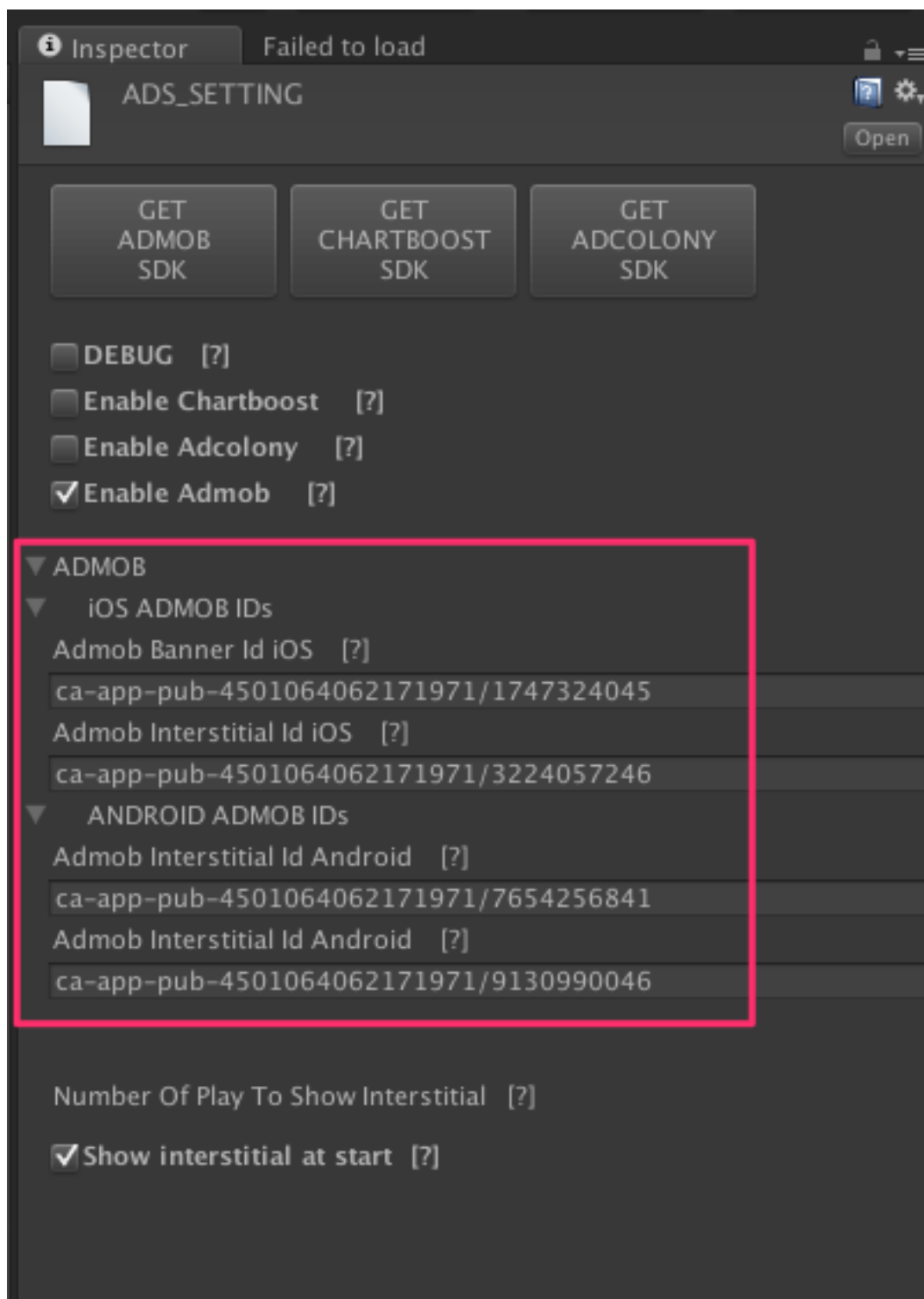
5/ Open th Ads Settings Editor again :



6/ Check the box to enable admob

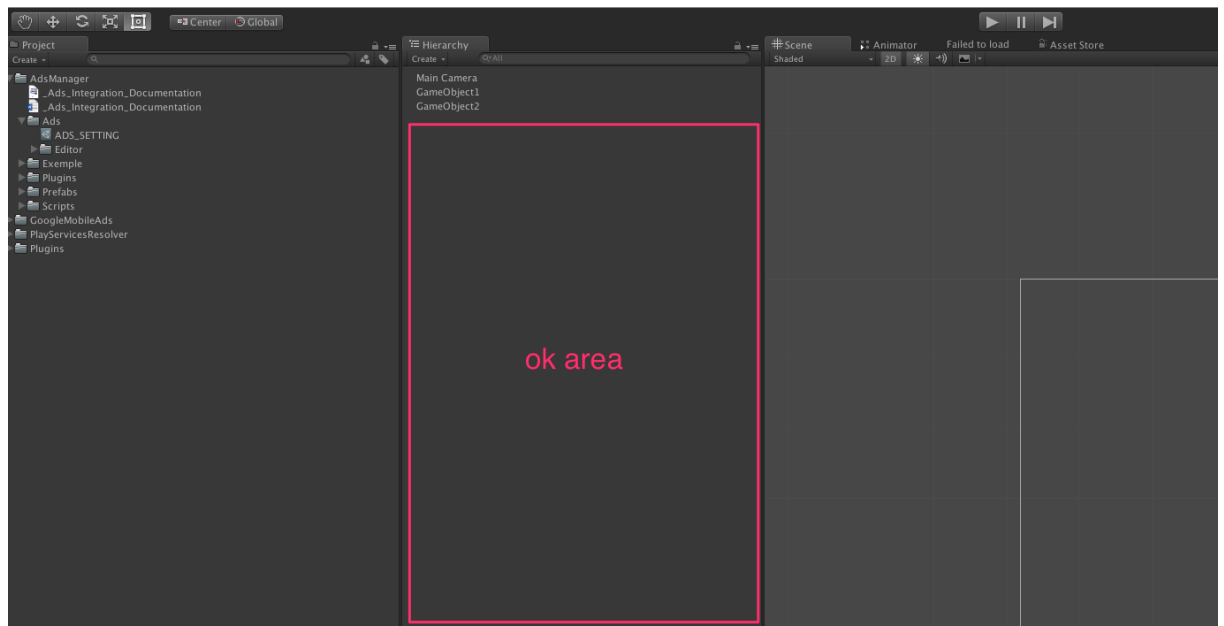


7/ Now you can enter your ids :

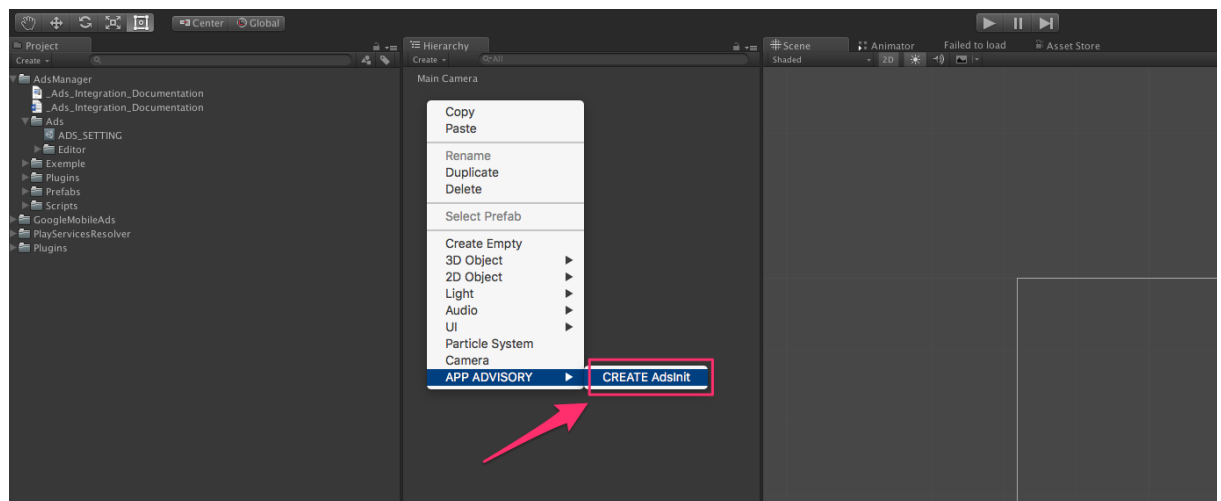


8/ You have to add the Adslnit to your scene now ! To do that :

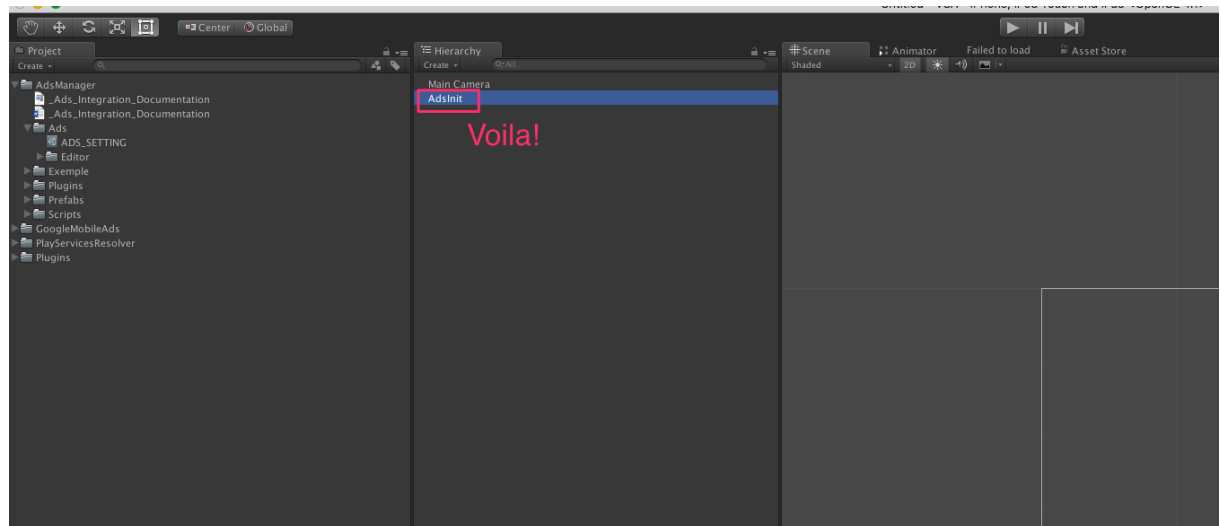
- Right click on an empty space on the hierarchy (= not on a game object) :



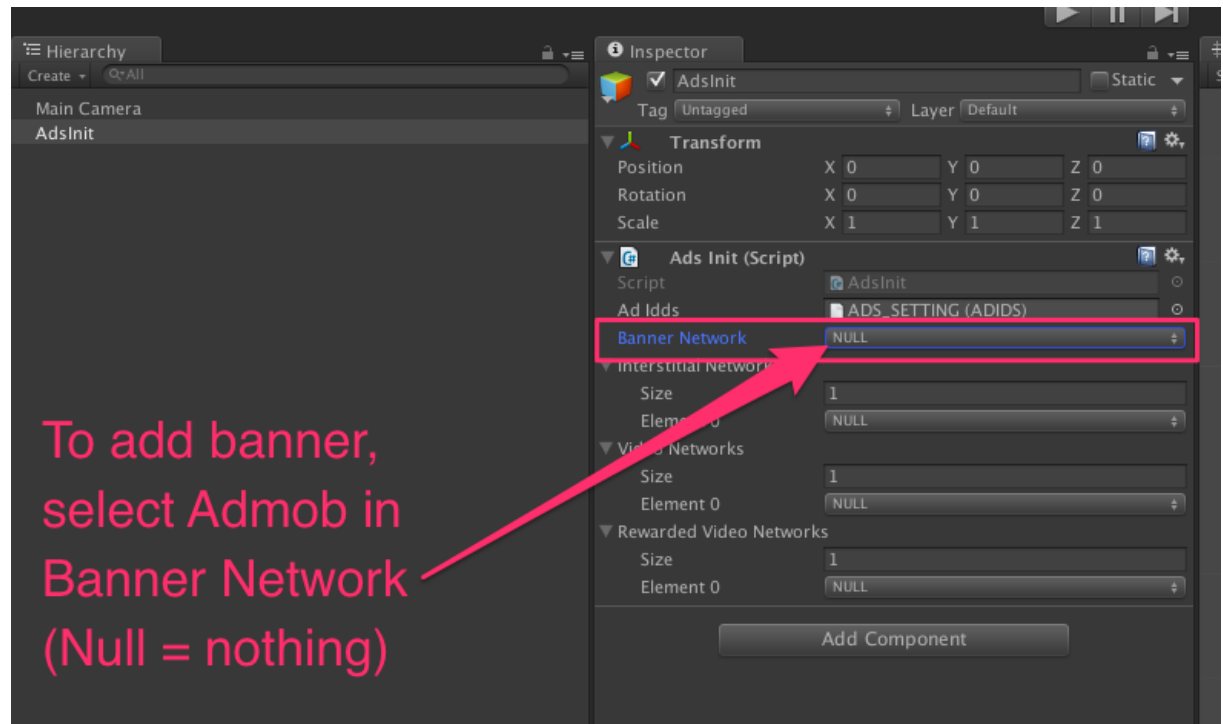
- And then select « CREATE Adslnit » :



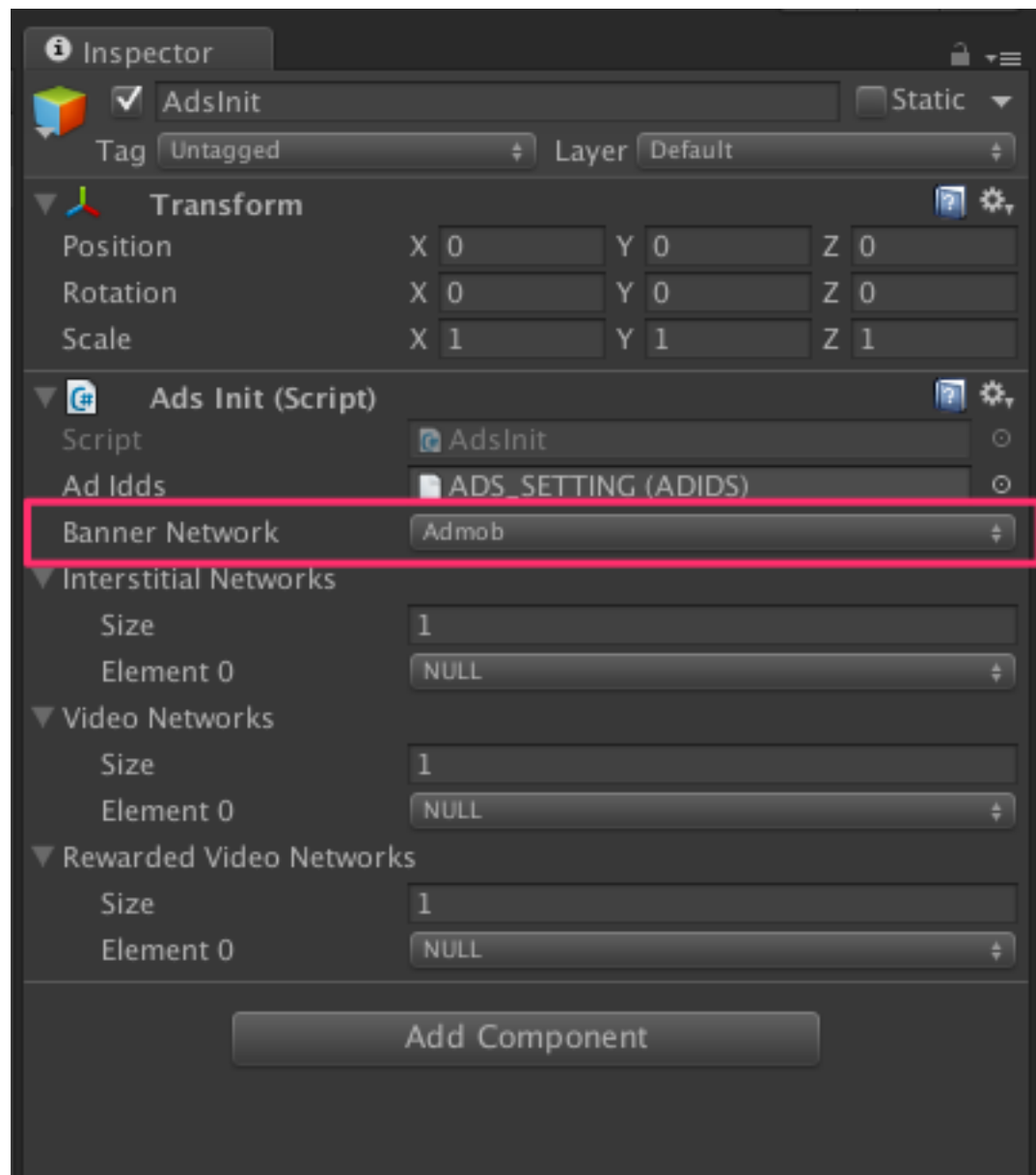
- And voilà !



9/ Set banner, interstitial etc ...



Like this :



Same things for interstitial etc...

TO SHOW INTERSTITIAL :

Import AppAdvisory.ads :

```
1 using UnityEngine;
2 using System.Collections;
3 using AppAdvisory.Ads;
```

Call this method :

```
AdManager.instance.ShowInterstitial();
```

TO SHOW REWARDED VIDEO :

Import AppAdvisory.ads :

```
1 using UnityEngine;
2 using System.Collections;
3 using AppAdvisory.Ads;
```

Call this method :

```
AdManager.instance.ShowRewardedVideo(delegate(bool isSuccess) {
    if(isSuccess)
    {
        //Rewarded the user
    }
    else
    {
        //Don't reward the user
    }
});
```

Or like this :

```
AdManager.instance.ShowRewardedVideo(RewardedVideoCallBack);
```

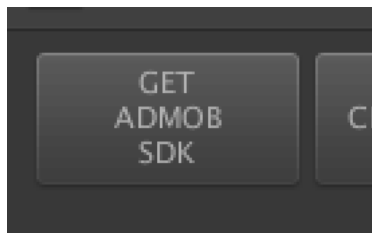
```
void RewardedVideoCallBack(bool isSuccess)
{
    if(isSuccess)
    {
        //Rewarded the user
    }
    else
    {
        //Don't reward the user
    }
}
```

ON IOS :

Build on iOS your project, then you have to import manually the Admob SDK to XCode.

For that, please download the Admob SDK :

By clicking here



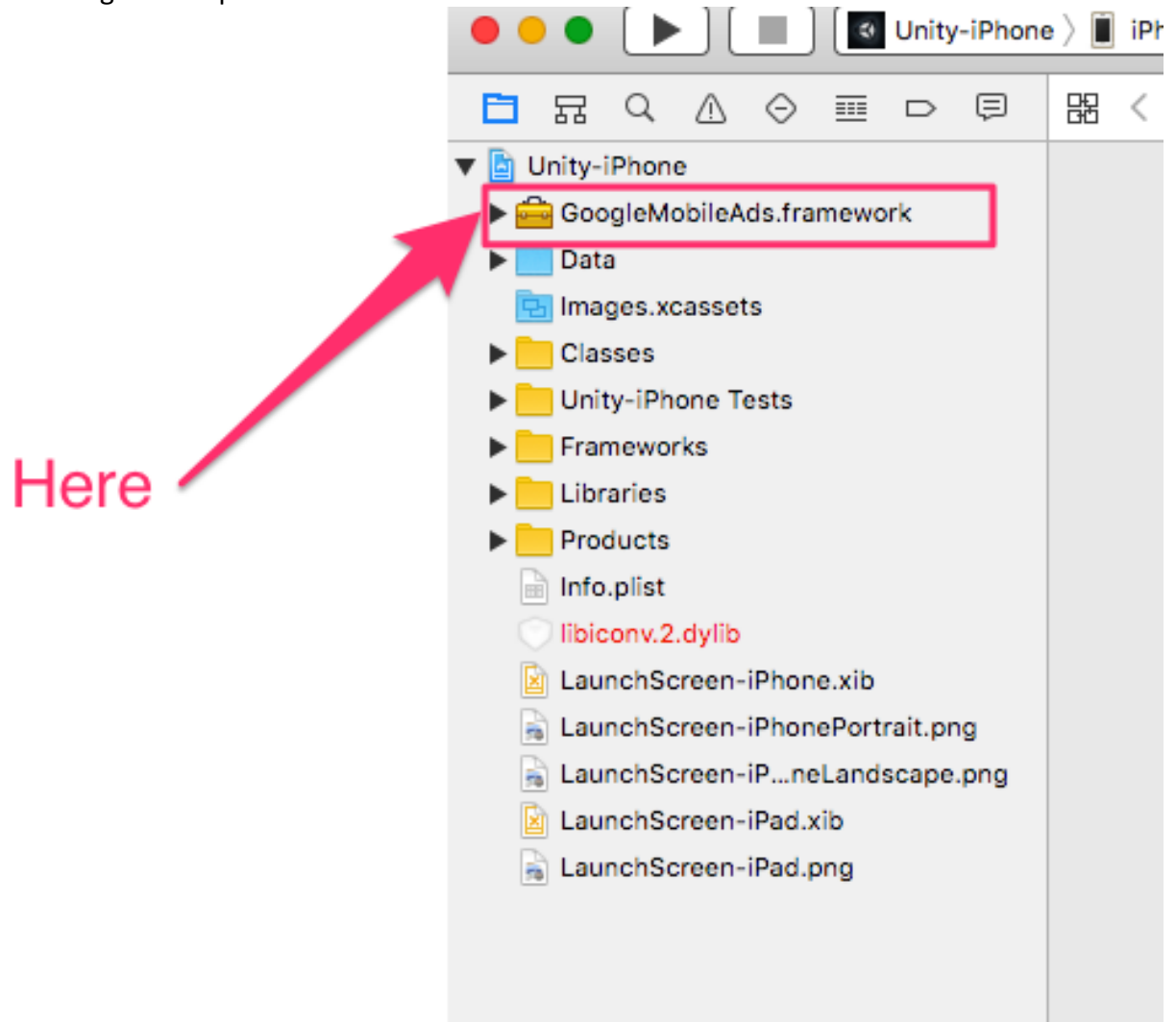
Or on this link :

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

Then find this file :



And drag and drop it in XCode :

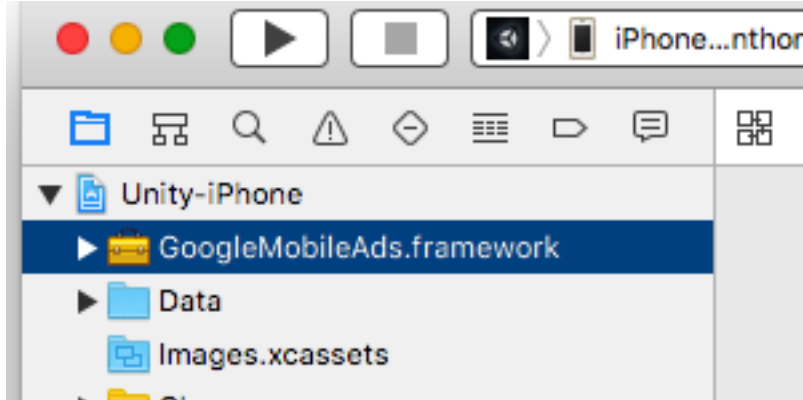


TIPS :

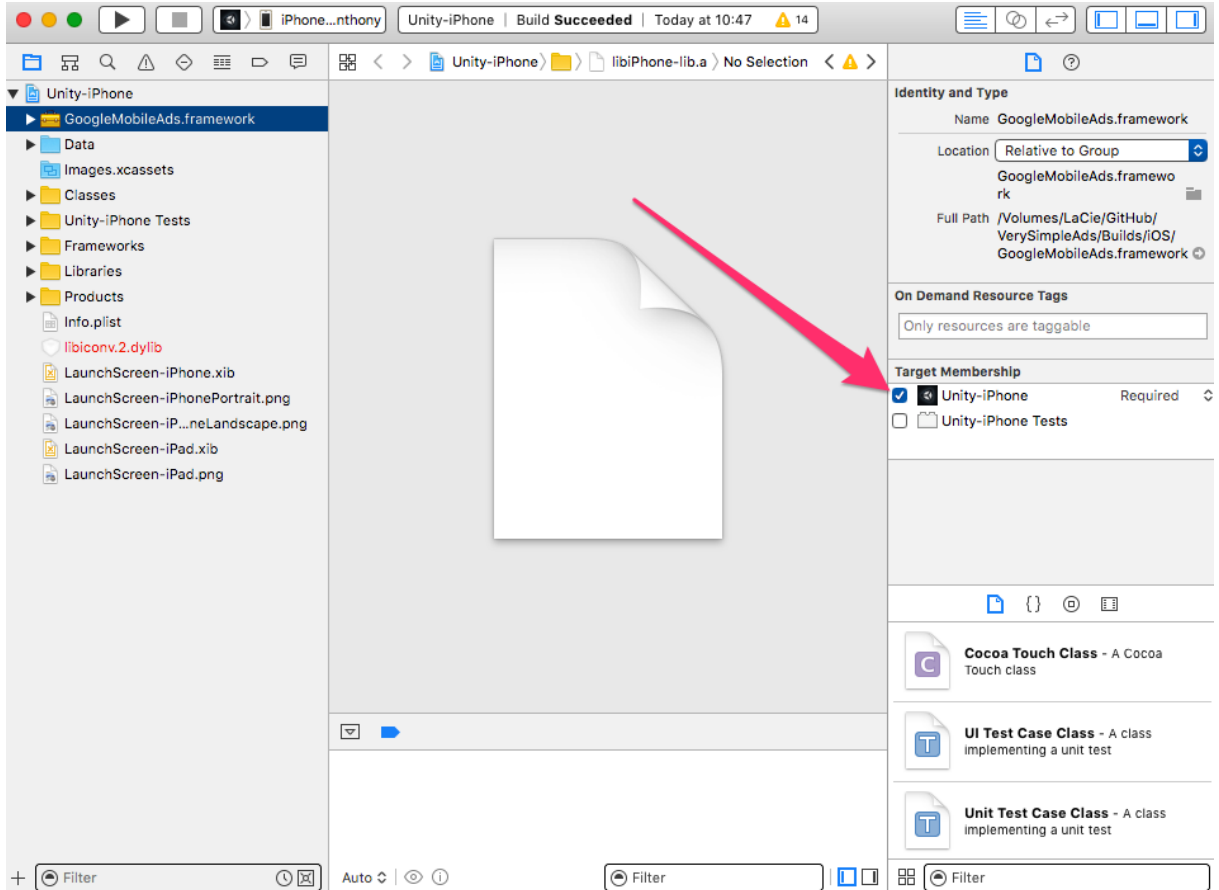
Sometimes, when you build again your project, and you chose « appen », you will have error on XCode.

To fix this :

- Select the Admob SDK :



And uncheck and check again this box :



- Do the same thing with this file :

