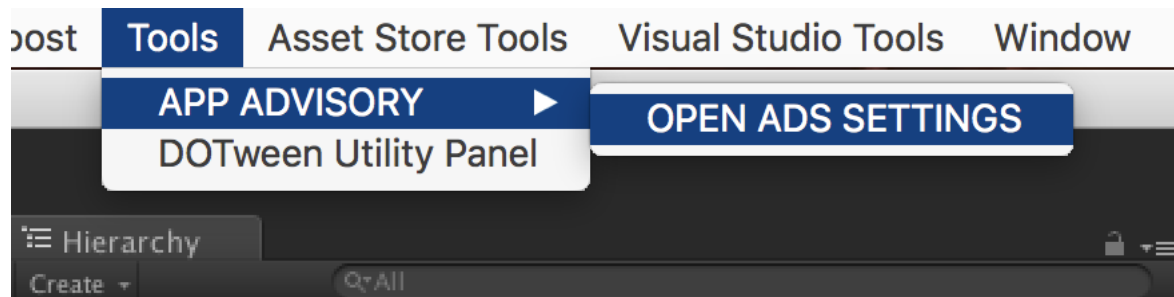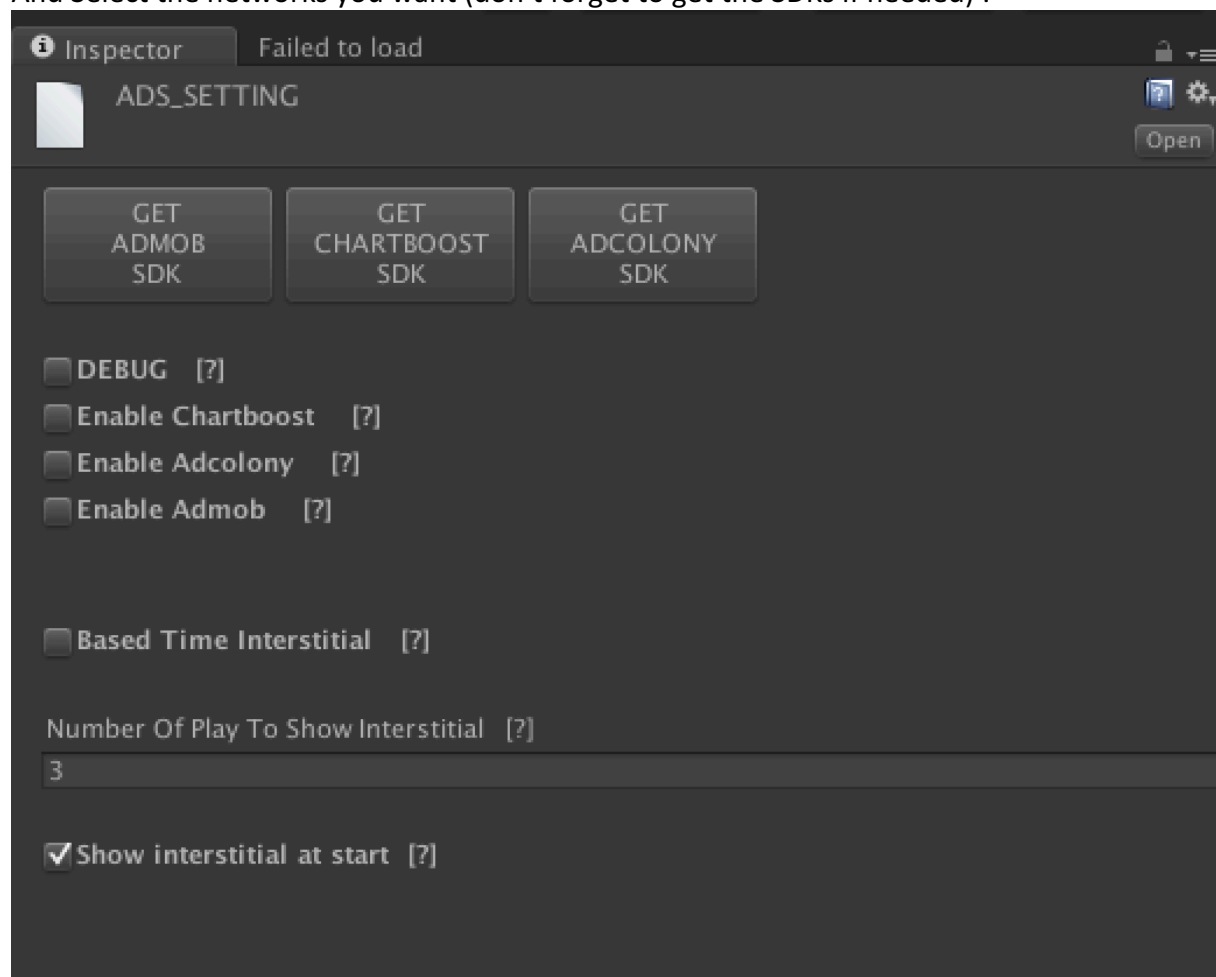ADS INTEGRATION DOCUMENTATION :

Everything is done for you :
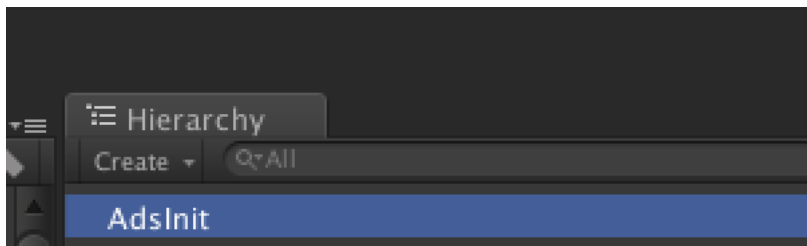

And Select the networks you want (don't forget to get the SDKs if needed) :

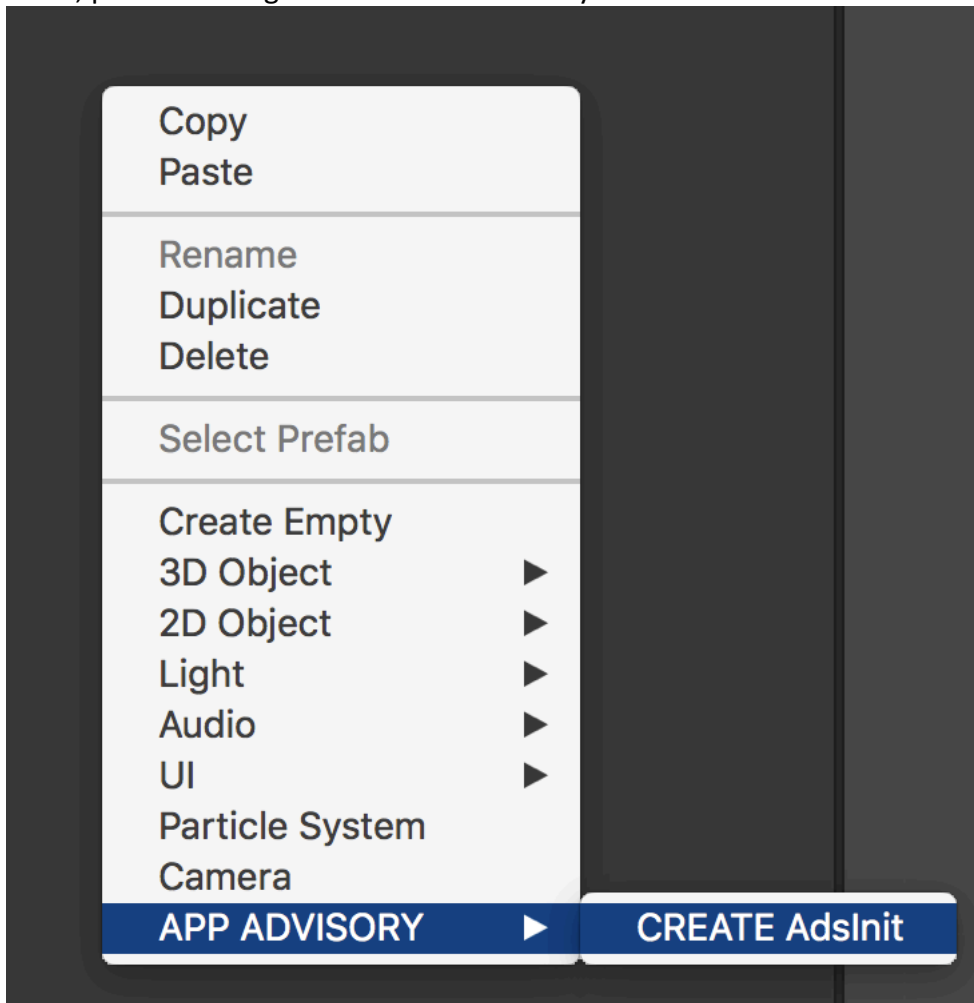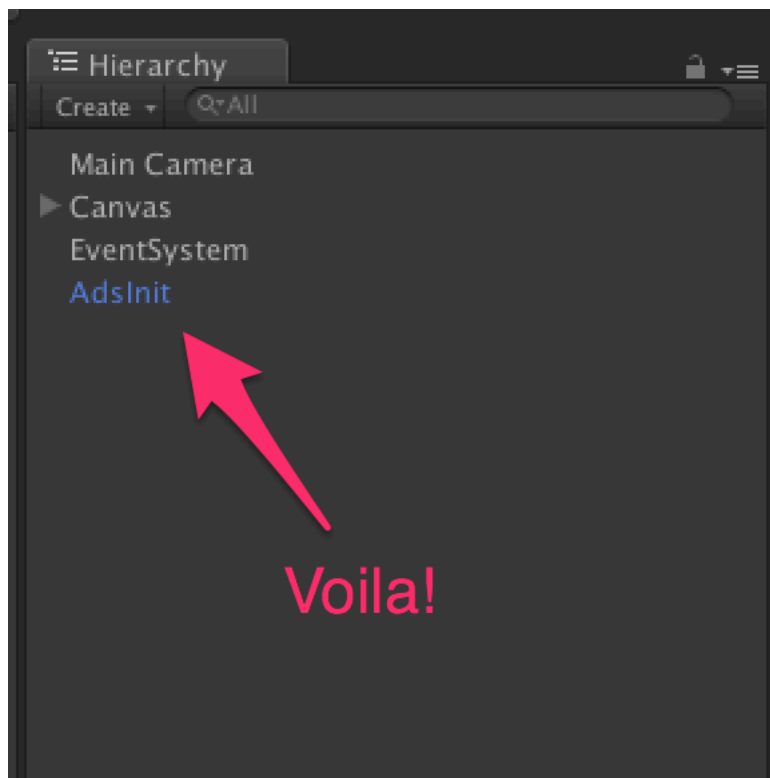For Unity Ads, please visit my website :

https://appadvisory.zendesk.com/hc/en-us

You should have a GameObject named « AdsInit » in the hierarchy view :

If not, please do a right click on the hierarchy view and :

How to check :

  -    If an interstitial is available ?
AdsManager.instance.IsReadyInterstitial()
Return a boolean : true if ready, false if not.

  -    If a video ad is available ?
AdsManager.instance.IsReadyVideoAds()
Return a boolean : true if ready, false if not.

  -    If a rewarded video is available ?
AdsManager.instance.IsReadyRewardedVideo()
Return a boolean : true if ready, false if not.

How to show :
  -    An interstitial ?
AdsManager.instance.ShowInterstitial()
  -    A video ad?
AdsManager.instance.ShowVideoAds()
  -    A rewarded video?
AdsManager.instance.ShowRewardedVideo(() => {
  If(success)
  {
    //give a reward to the player
  }

```
        else
        {
                //the player do not complete the video
        }
})
```

OR

```
AdsManager.instance.ShowRewardedVideo(Method) ;
```

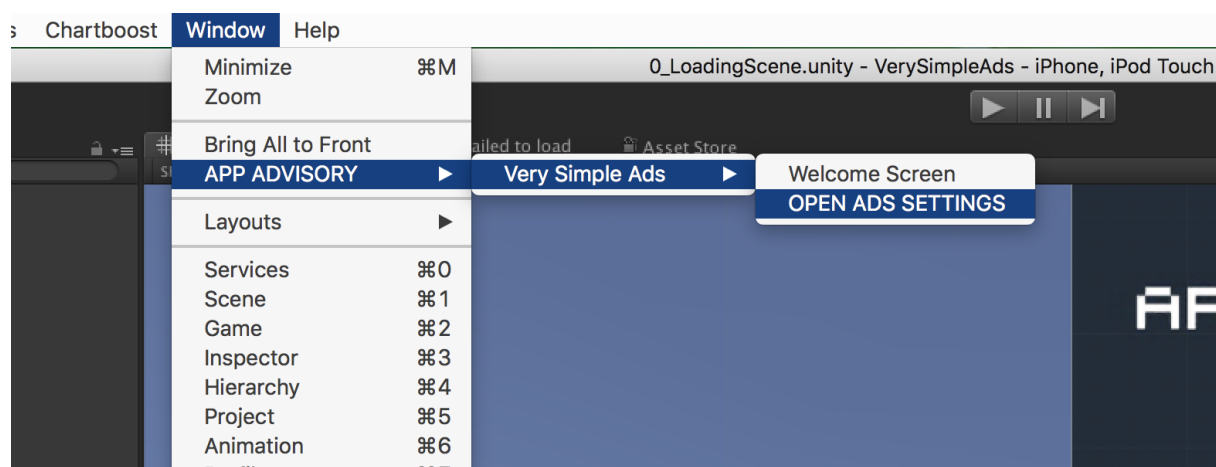And the method called is like this :

```
Void Method(bool success)
{
        If(success)
        {
                //give a reward to the player
        }
        else
        {
                //the player do not complete the video
        }

}
```
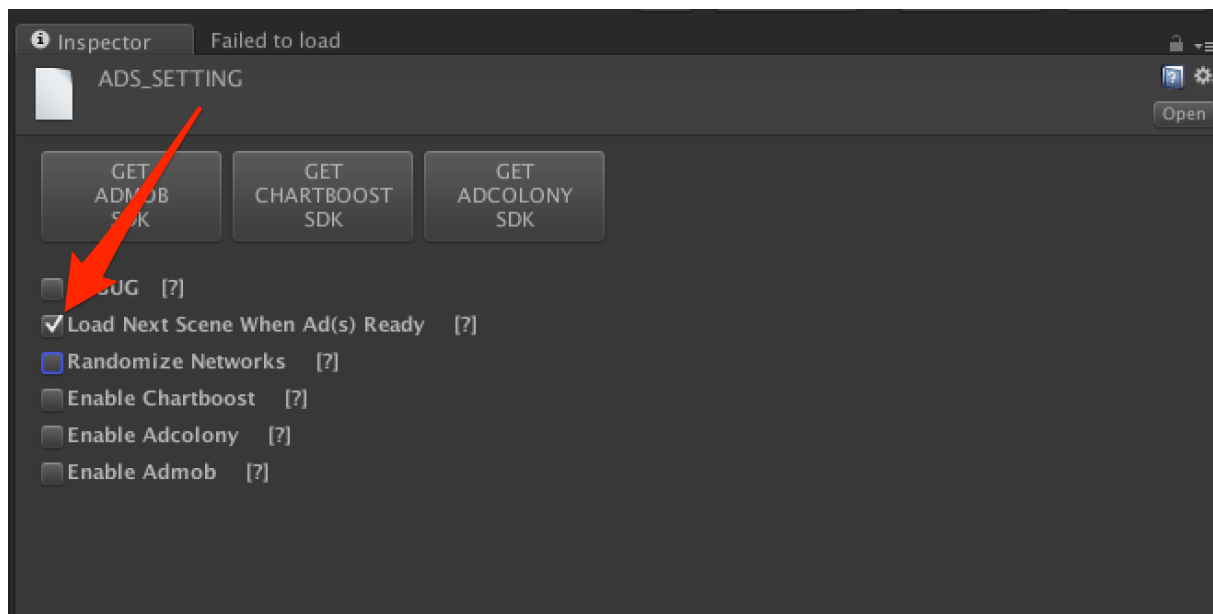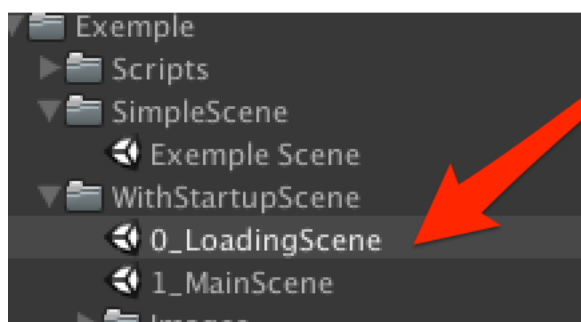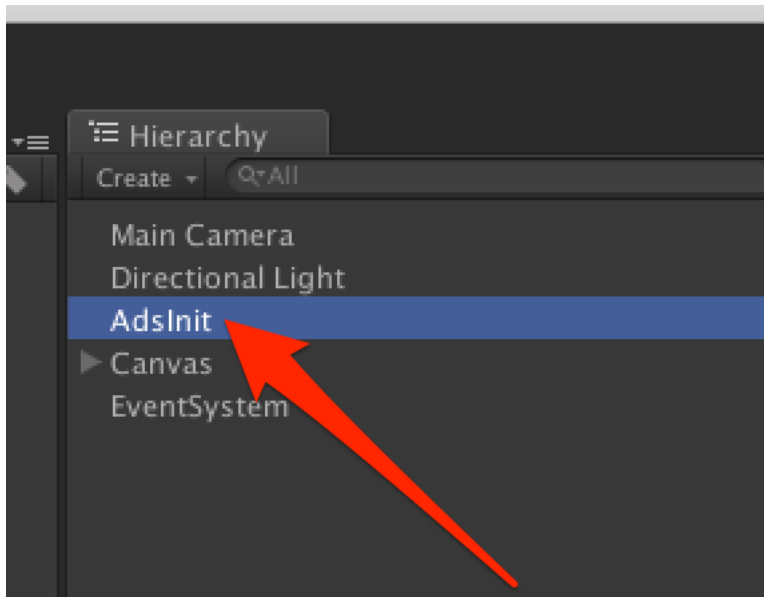
How to add a loading page to load ads before to start the game ?

ADS_SETTING

Open

GET ADMOB SDK	GET CHARTBOOST SDK	GET ADCOLONY SDK

☐ DUG   [?]
☑ Load Next Scene When Ad(s) Ready   [?]
☐ Randomize Networks   [?]
☐ Enable Chartboost   [?]
☐ Enable Adcolony   [?]
☐ Enable Admob   [?]

open this scene

▼ 📁 Exemple
  ▶ 📁 Scripts
  ▼ 📁 SimpleScene
    ◀ Exemple Scene
  ▼ 📁 WithStartupScene
    ◀ 0_LoadingScene
    ◀ 1_MainScene
  ▶ 📁 Images

Be sure there is an ad init
in the hierarchy.

The loading scene have to be the FIRST scene
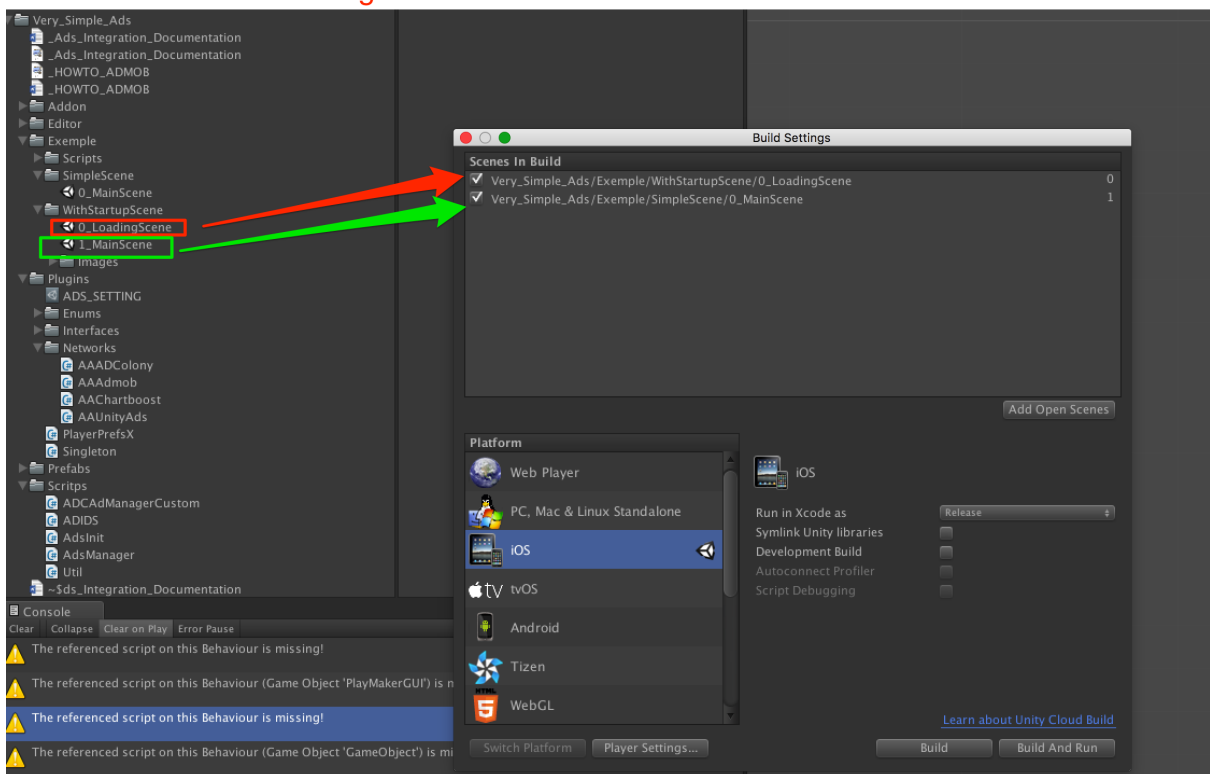
t Store

Click on play

The first scene is now opened.

...

In few seconds the second will
be open
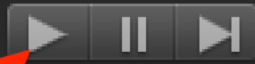
APP ADVISORY
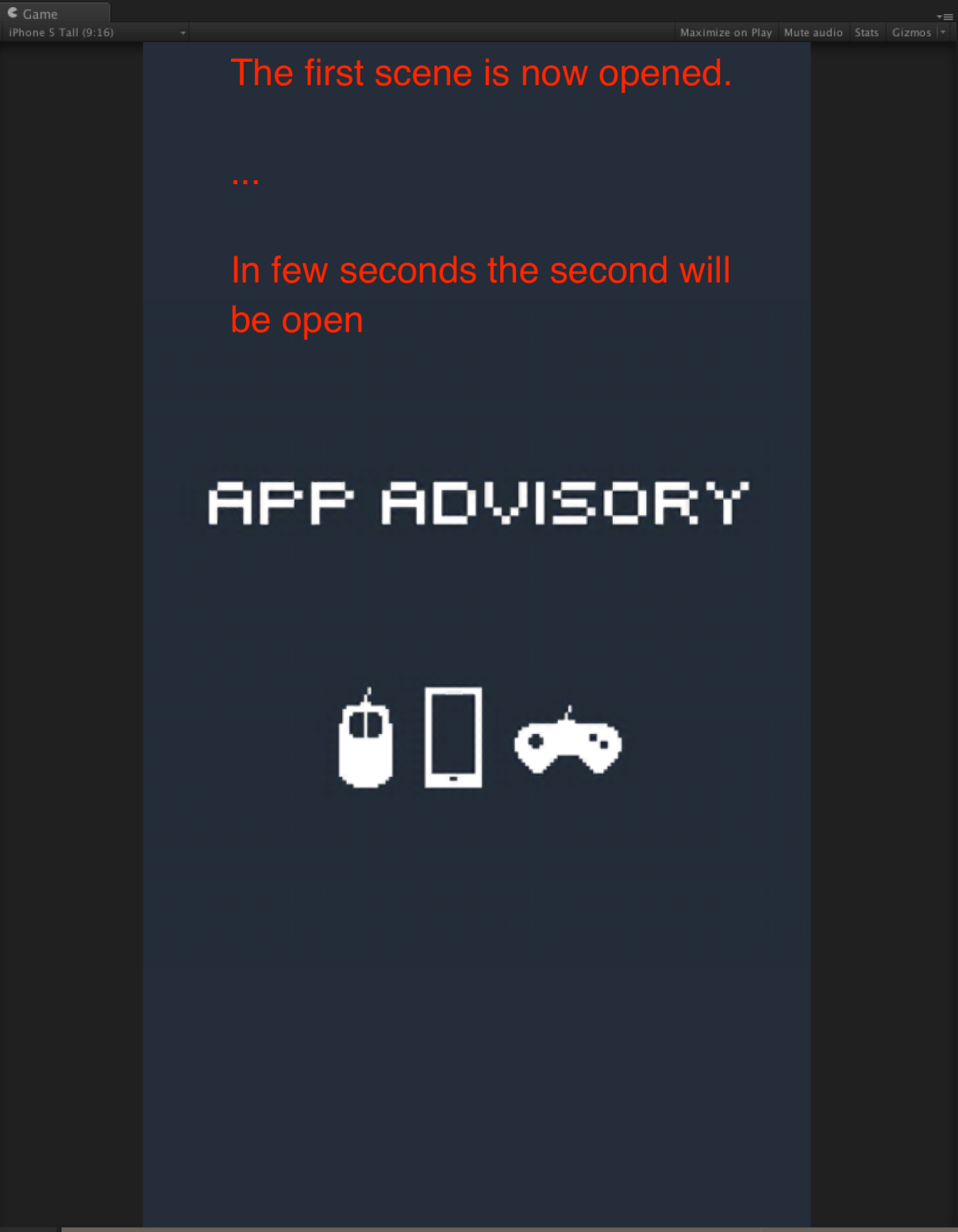
Subscribe to events :

Be notified when static interstitial is opened :

```csharp
AdsManager.OnInterstitialOpen += OnInterstitialOpened;
```

```csharp
void OnInterstitialOpened()
{
    //Do your stuff here
}
```

Be notified when static interstitial is closed:

```csharp
AdsManager.OnInterstitialClosed += OnInterstitialClosed;
```

```csharp
void OnInterstitialClosed()
{
    //Do your stuff here
}
```

Be notified when video interstitial is opened:

```csharp
AdsManager.OnVideoInterstitialOpened += OnVideoInterstitialOpened;
```

```csharp
void OnVideoInterstitialOpened()
{
    //Do your stuff here
}
```

Be notified when video interstitial is closed:

```csharp
AdsManager.OnVideoInterstitialClosed += OnVideoInterstitialClosed;
```

```csharp
void OnVideoInterstitialClosed()
{
    //Do your stuff here
}
```

Thanks !

Our other assets : http://u3d.as/9cs
Contact : contact@app-advisory.com