

UnityAds

2.0

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Namespaces

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Class for sending various metadata to UnityAds.
- class [ShowOptions](#)
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

<i>placementId</i>	Placement identifier.
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2.1.2.3 static void UnityEngine.Advertisements.Advertisement.Initialize (string *gameId*) [static]

Initializes the advertisement system.

Parameters

<i>gameId</i>	Game identifier.
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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

<i>gameId</i>	Game identifier.
<i>testMode</i>	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

<i>placementId</i>	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

<i>metaData</i>	Metadata container
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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

<i>showOptions</i>	Various show options, including resultCallback.
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2.1.2.10 `static void UnityEngine.Advertisements.Advertisement.Show (string placementId)` `[static]`

Show the specified placement if it is ready.

Parameters

<i>placementId</i>	Placement identifier.
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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

<i>placementId</i>	Placement identifier.
<i>showOptions</i>	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

<i>key</i>	Metadata key.
<i>value</i>	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 receive 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 receive 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