

ADS MASTER

V2.1.1

Welcome

Hi there, thank you for purchasing Ads Master!

During the monetization of my games I have got many problem and need some advanced functions. To make this a lot easier, I created Ads Master.

If you like this package, please give it a review/rating in the AssetStore as it will help me to improve the editor.

Compatible

- Unity 5.6.1 or later
- Admob SDK v3.6.0 or later
- Facebook Audience v4.22.0 or later
- UnityAds 2.0 or later
- Vungle a4.0.3 or later
- Chartboost v7.0.0 or later

Contact Infor

For bugs, feature requests and a friendly chat, you can send an email to: cs@vmodev.com

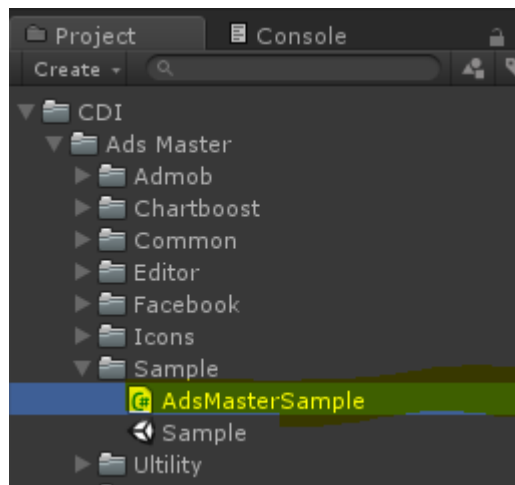
I will always answer as soon as possible but please keep in mind that I am just one guy with a normal day job.

Quick start

With Ads Master, you can do initialization in 30 seconds by some clicks and copy paste action. This is sample for simple case to help you understand how to create a sample to show interstitial, banner and rewarded for android platform in 1 minute. To unlock advanced features, read more detail document or take a look at tutorial videos. Let's go.

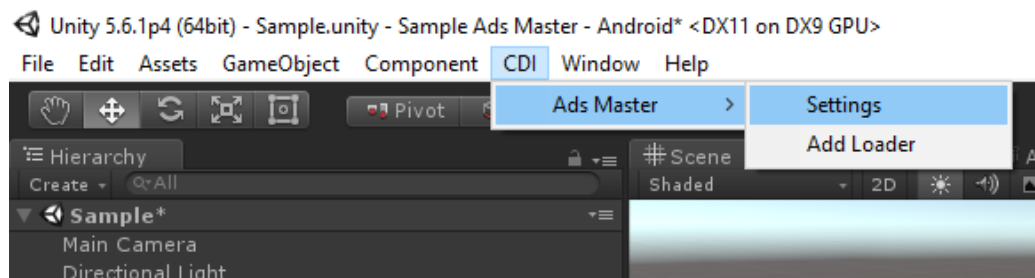
Importing

Import latest version Ads Master. If you want to see some code to understand quickly, check AdsMasterSample.cs. There are almost cases study.



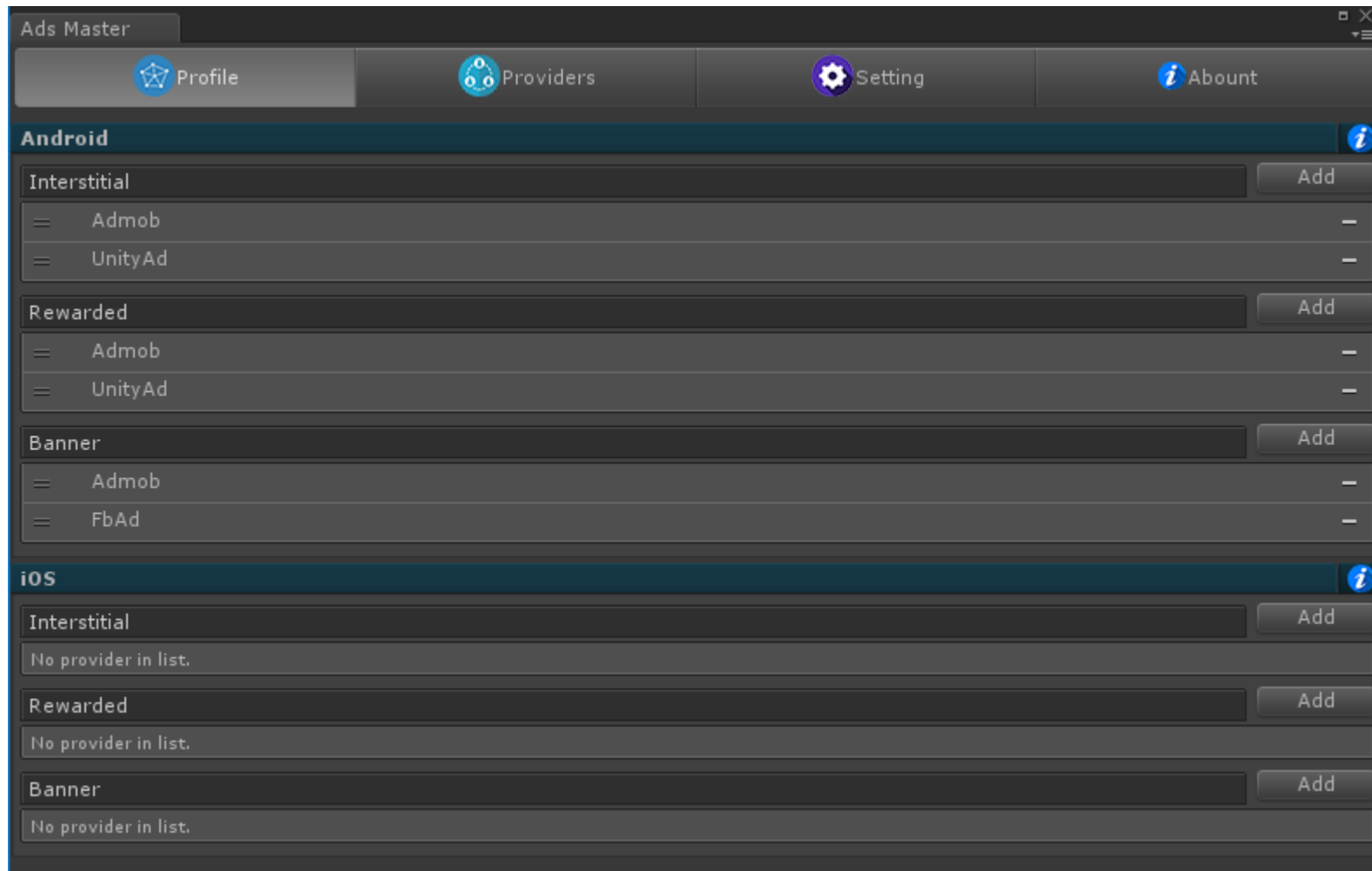
Configuration

Open settings window by choose item menu CDI => Ads Master => Settings.



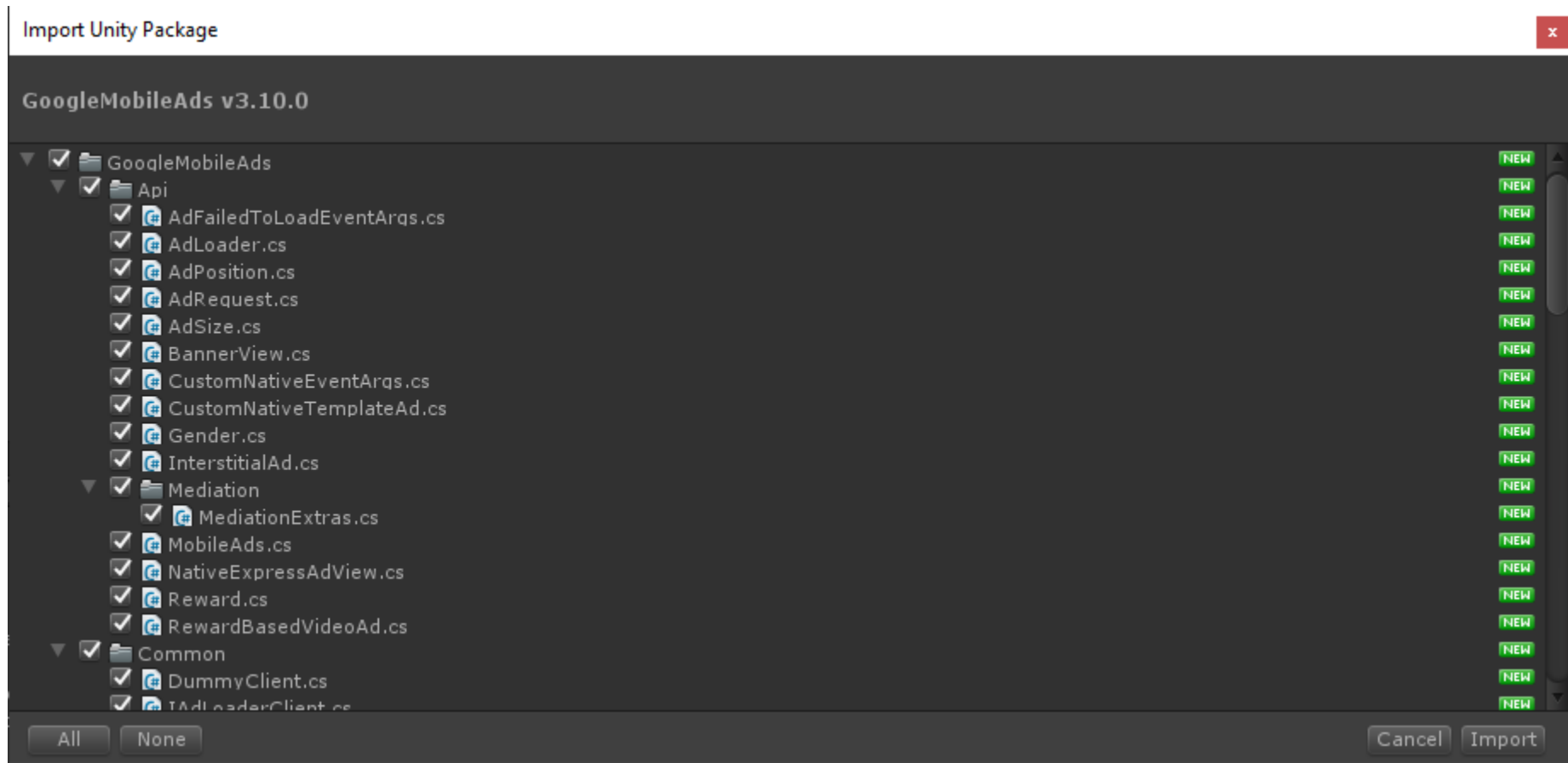
Add providers to profiles

Profile allow you make priority of providers. I added Admob, UnityAd and FbAd.

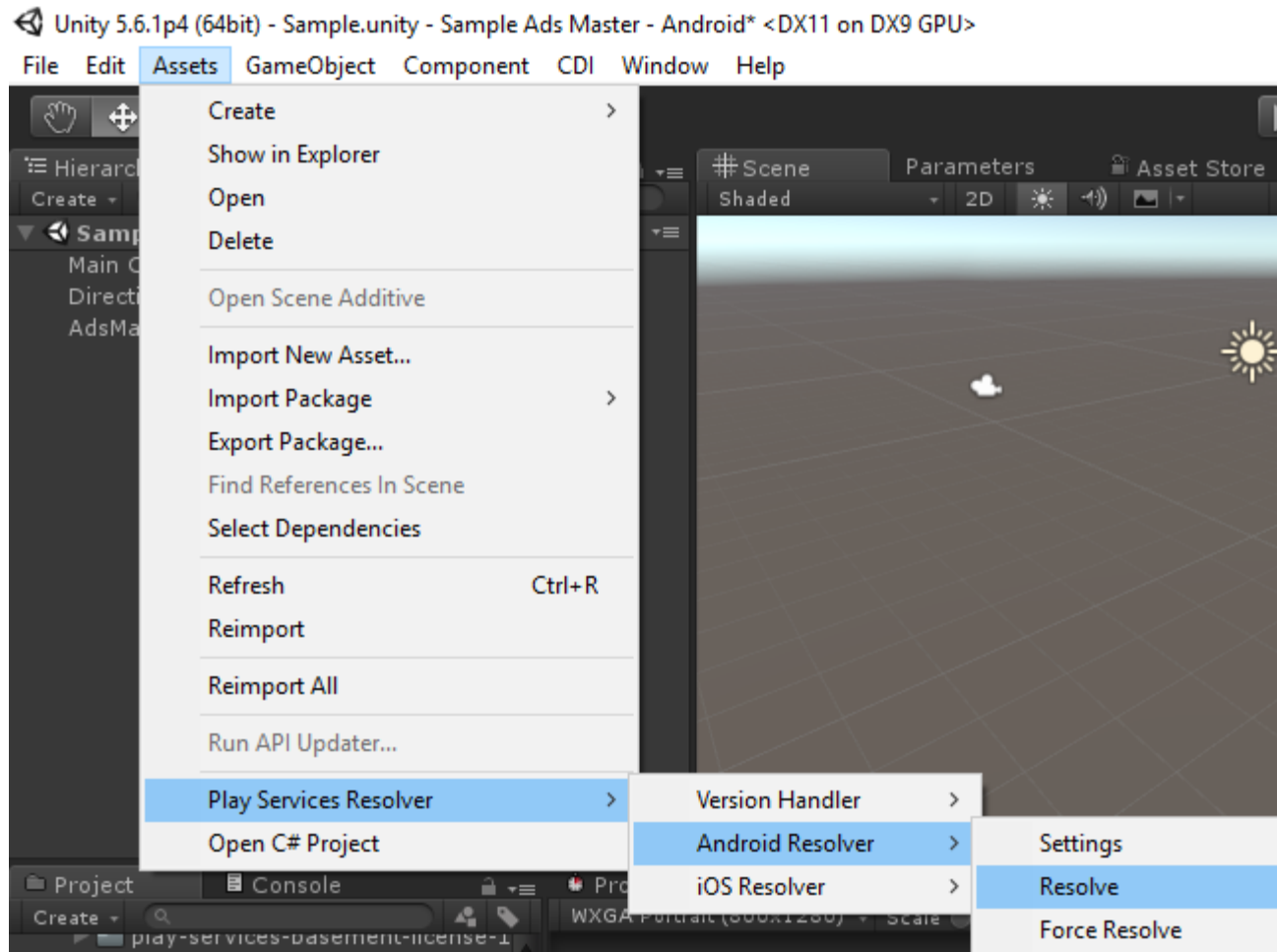


Intergrate Google Mobile Ads Plugin

[Download](#) latest Google Mobile Ads plugin and import to your project.



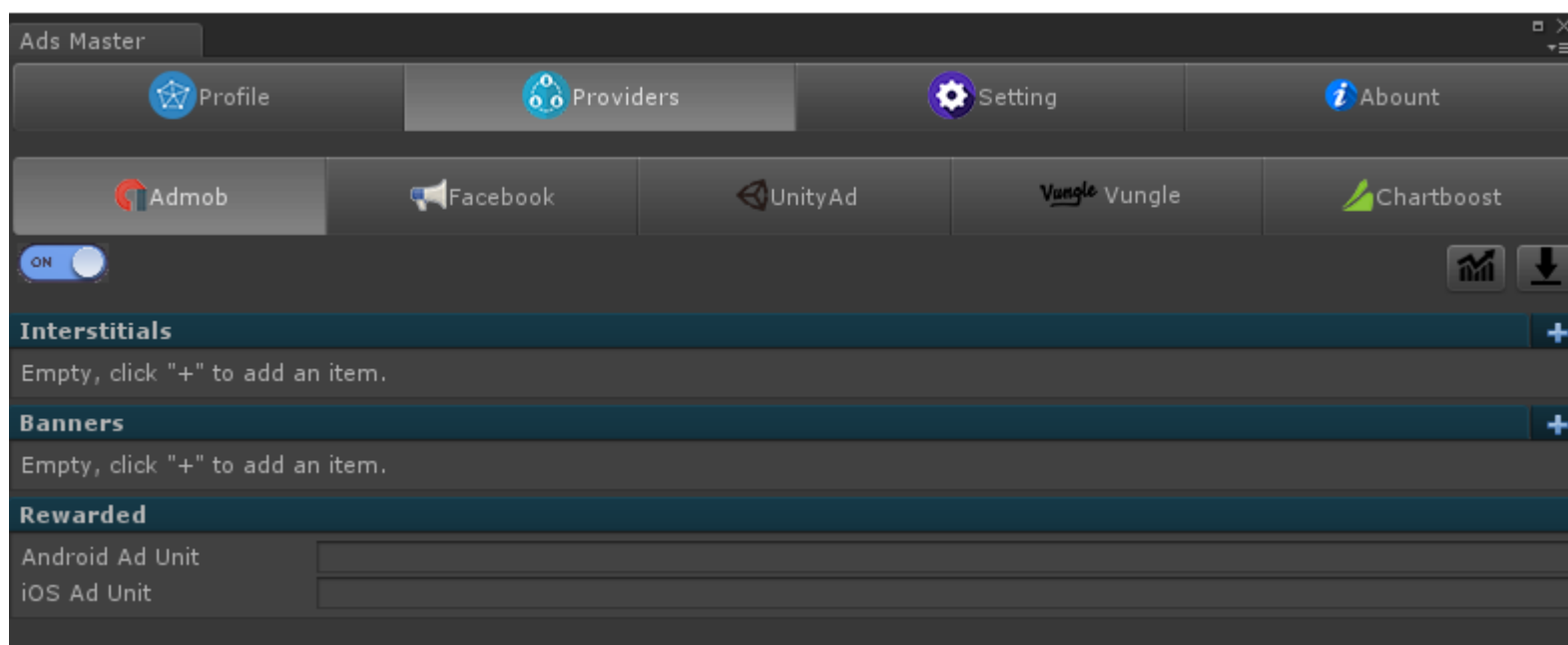
Run Play Service Resolver by click menu Assets => Player Service Resolver => Android Resolver => Resolve. It may diffirence menu for other Google Mobile Ads Plugin version.



Please note that, a Google Mobile Ads Plugin version need to be suitable for Unity Editor. Please review official document [here](#) if you got errors.

Active Admob

Switch to provider, choose Admob tab. Turn on toggle button to active Admob.



Ads Units

Copy & parse ad unit id from [Admob Dashboard](#) to window.

Ads Master

Profile

Providers

Setting

About

Admob

Facebook

UnityAd

Vungle

Chartboost

ON

Interstitials

+

Key (optional)

Android Unit Id

ca-app-pub-3940256099942544/1033173712

IOS Unit Id

ca-app-pub-3940256099942544/4411468910

Banners

+

Key (optional)

Android Ad Unit

ca-app-pub-3940256099942544/6300978111

IOS Ad Unit

ca-app-pub-3940256099942544/2934735716

Position

Bottom

Size

Smart

Rewarded

Android Ad Unit

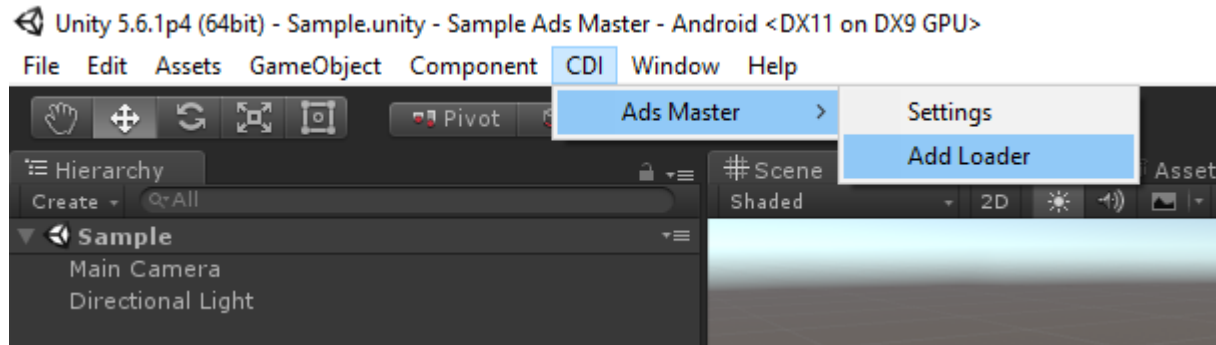
ca-app-pub-3940256099942544/5224354917

iOS Ad Unit

ca-app-pub-3940256099942544/1712485313

Add Loader to first scene

Pick CDI => Ads Master => Add Loader at the first scene. Almost done! Now you can involve ads in game.



Some code to integrate ads in for game.

```
Show interstitial
AdsMaster.ShowInterstitial();

Show banner
AdsMaster.ShowBanner();

Hide banner
AdsMaster.HideBanner();

Check rewarded video
AdsMaster.HasReward();

Show rewarded video
AdsMaster.ShowReward(success => { if (success) coin++; });
```


Ads Master

Profile

Providers

Setting

Android

Interstitial

Add

FbAd

Admob

UnityAd

ChartBoost

Rewarded

Add

Admob

UnityAd

Vungle

ChartBoost

Banner

Add

Admob

FbAd

iOS

Interstitial

Add

FbAd

Admob

UnityAd

ChartBoost

Rewarded

Add

Admob

UnityAd

Vungle

ChartBoost



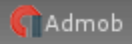
Profile



Providers



Setting



Admob



Facebook



UnityAd



Vungle



Chartboost



OFF



Ads Master

Profile

Providers

Setting

Admob



Facebook

UnityAd

Vungle

Chartboost

ON



Interstitials

+


Key (optional)

ad2

Android Unit Id

ca-app-pub-4925692916139581/1860552561

IOS Unit Id




Key (optional)

ad1

Android Unit Id

ca-app-pub-4925692916139581/1860552561

IOS Unit Id



Banners

+

Key (optional)

Android Ad Unit

ca-app-pub-3940256099942544/6300978111

IOS Ad Unit

Position


Bottom

⬆

Size

Smart

⬆



Rewarded

Android Ad Unit

ca-app-pub-3940256099942544/5224354917

iOS Ad Unit

Ads Master

Profile

Providers

Setting

Interstitial

Time Limit

☒

First Open Delay

30

Start Delay

10

Between 2 Ads

0

Skip Interstitial

☐

Required Internet

☐

Connection

Resend Delay

20

Request Timeout

30

Ad Expiration

60

Profile Mode

Interstitial

Sequence

⌵

Rewarded Video

Sequence

⌵

Banner

Sequence

⌵

Test Mode

Remember turn them off before build production.

Admob Debug

☐

Unity Ad Debug

☐

Remote Config

Client doesn't use the config is loaded from remote if it has difference data version.

Active

☐

Data Version

6

Export to Json

Editor

Language

English

⌵

Optimize monetization

Integrate multiple providers for every ad type

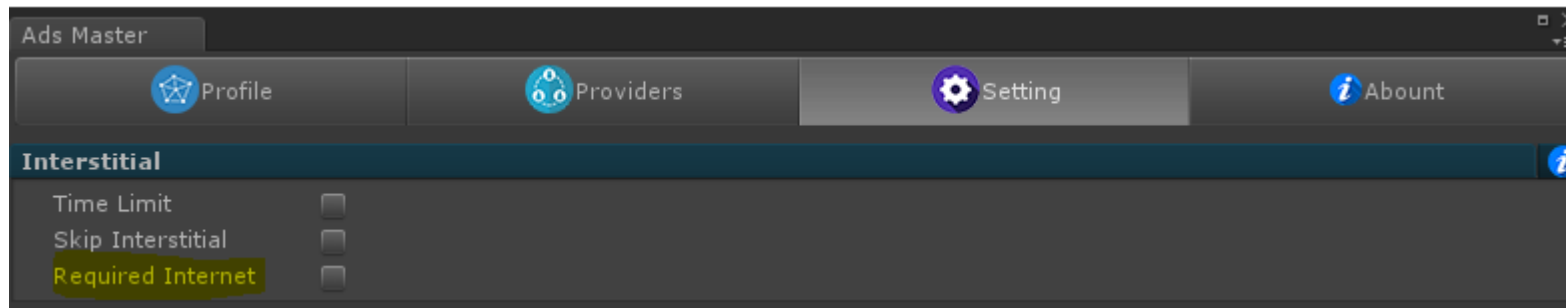
Fillrate is low for some locations for each ads provider. Integrate multiple providers for every ad type help you increase fill rate and maximum revalue.

Re-Arrange providers for best RPM (Revalue per one thousand impression)

Put the best provider for rpm in the top of the list at profile tab.

Turn on Required Internet for interstitial

User click the ads when device lost internet connection, you will get nothing. Turn it on, Ads Master just show interstitial if device has any internet connection.



Integrate biggest providers at lease

In my experience, every biggest provider has own strengths. I always integrate Admob for banner, Facebook Audience for interstitial, Unity Ads for rewarded on first profile. It might not best for you because RPM depend on any factors (locations, products, how to show ads...)

Thats it!

I hope you enjoy the window and it saved you a lot of time. Don't forget; you can reach me at cs@vmodev.com. If you like this asset, please give me rating on the AssetStore as it will help me to keep improving the Ads Master. Thanks again for buying, I love you.

Bye

Leo Nguyen