

# GG Mobile Ad Tool

This tool is meant for creating and editing ad data inside of Unity.

1. You can create ads and save them as a .json file.
2. You can also edit you created json file
3. You can also Instantiate ads from the created json files inside any canvas environment

## Setup

Step1. Download the GGMobileAdSDK package.

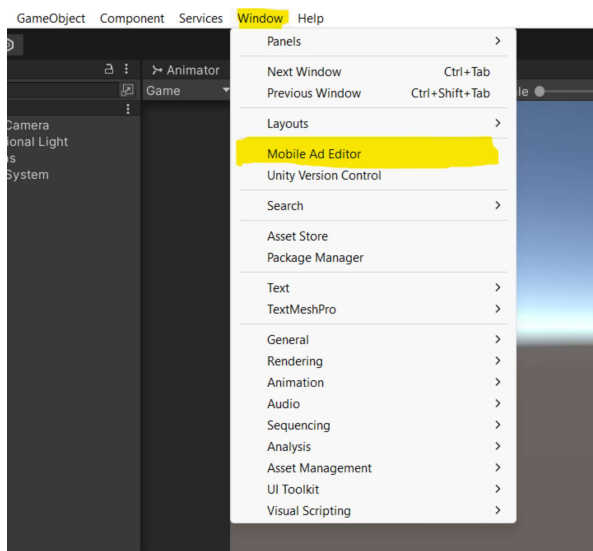
Step2. Import the package inside your unity project.

Step3. You should also import TextMeshPro essentials before you try to instantiate ads.

You are all set to use GG mobile Ad Tool.

## Opening the ad editor tool

- Go to the window-> Mobile Ad Editor

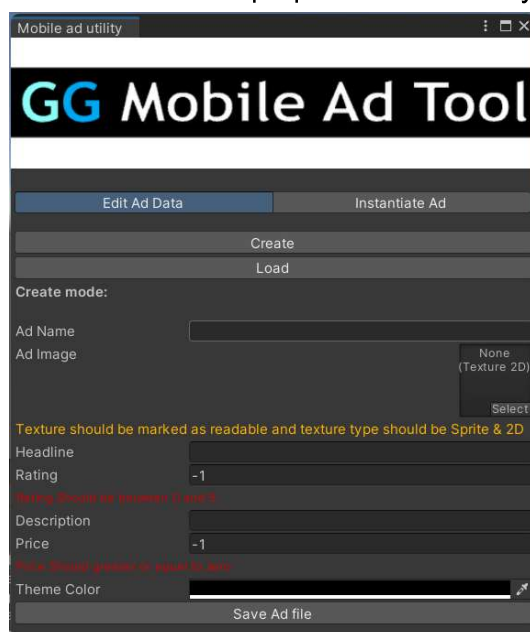


After clicking on **Mobile Ad editor** you will see a window like this



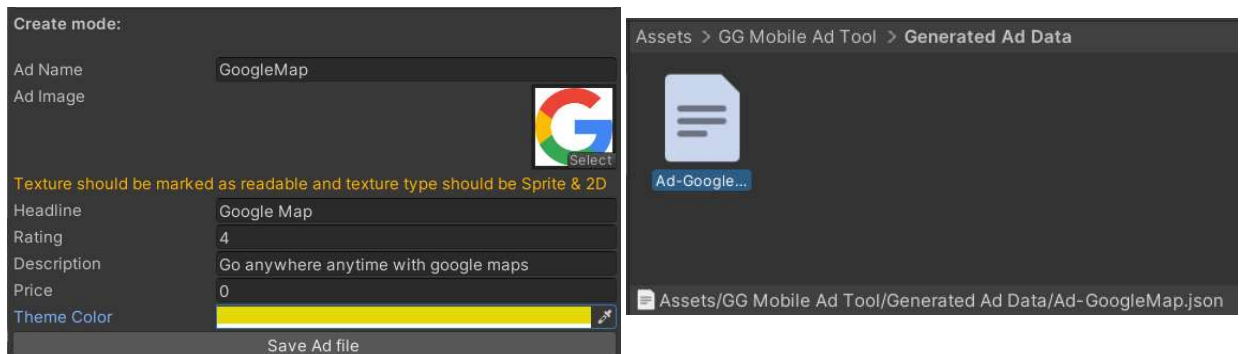
## Creating an Ad

- Select the option **Edit ad data** if not already selected
- Click on create and you will be in the create ad mode.
- You should see all properties of ad that you can now change



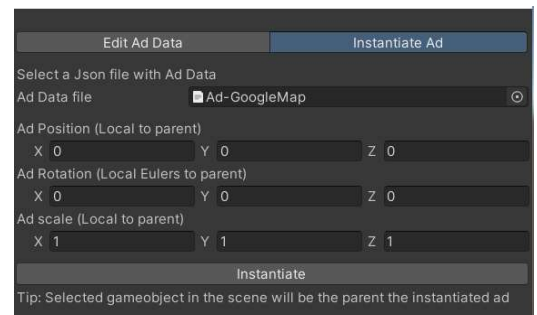
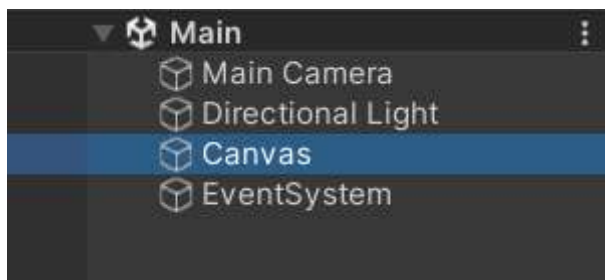
- After Filling the details click on **Save Ad file** button. Your ad data should be saved in a json file in the folder “Generated Ad Data” which will be inside the imported package folder.

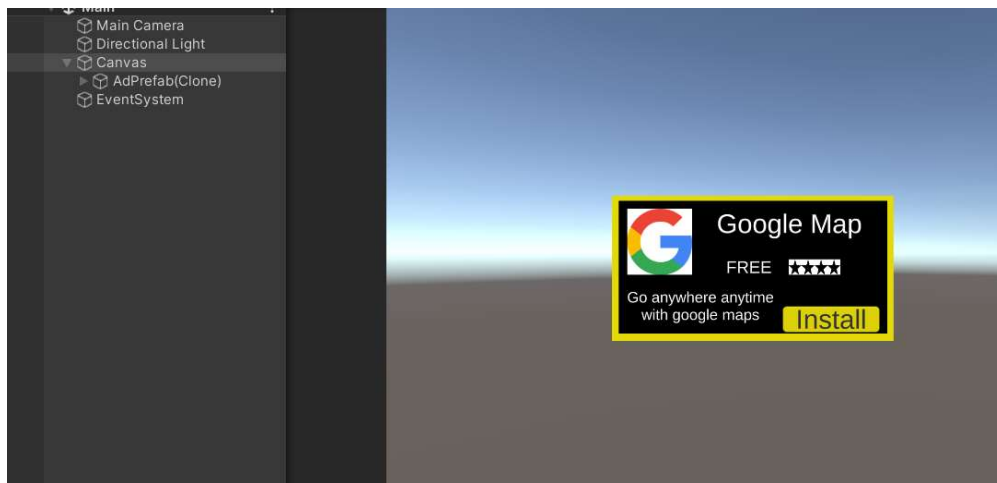
Example:



## Instantiating An Ad

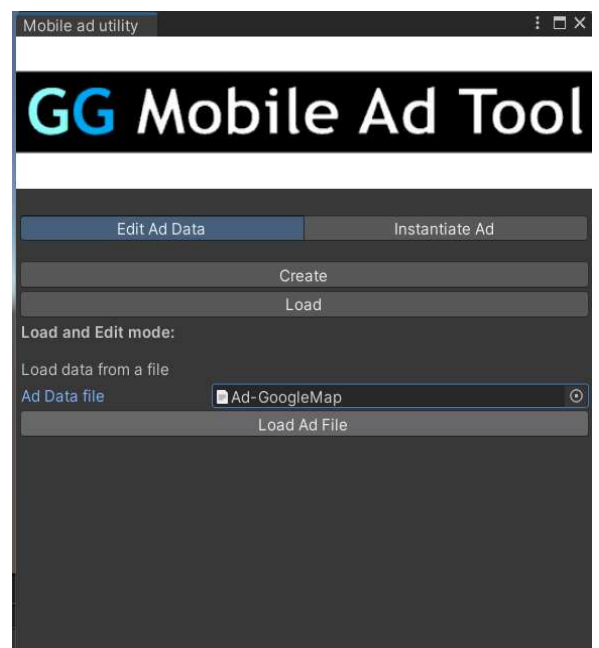
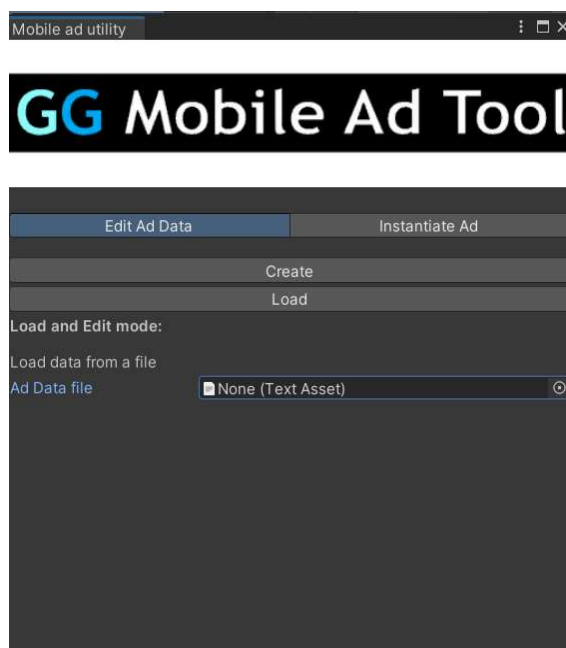
- Click on the **Instantiate Ad** tab. You should see an option to select your Ad data file and you can also change the position, rotation and scale of your ad.
- Select Canvas or any element inside canvas to make sure that your ad is instantiated inside the canvas. This selected element will act as a parent gameobject for your ad display object.
- Once selected the desired canvas element click on the **Instantiate** button. An ad will be instantiated under the selected gameobject.





## Editing an Ad file data

- To edit data of any ad file Click on the **Edit Ad data** tab.
- Click on the **Load** button.
- You should see an option to select a text file. Select your ad data file.
- After selecting, A button will appear **Load Ad file** to load the data file. Click on that **Load Ad file** button
- You will see fields to change the properties of your ad.
- Once done editing click on **Save ad file** button to save your changes.





## Known issues

- There are some texture types even if they are marked as readable and their format is Sprite & 2D, They are not imported properly and may cause an error related to image encoding and compression. There are two sample images inside the package which work perfectly with this tool. “Google Logo” and “Japan Game Logo”. For testing purposes you can use them or create texture with the same property as theirs.

### **Note**

The image “Google Logo” is trademark of Google. Here it is only used for educational/non commercial purposes. And is not meant for distribution.

