

## 1/ Import Very Simple Ads

### Very Simple Ads Monetization & Mediation...

Category: Scripting/Integration  
Publisher: App Advisory  
Rating: ★★★★★ (16)  
Price: \$1.09

**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 Intersitials with Admob and Chartboost

### Ads with Unity Ads and ADColony

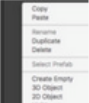
### Rewarded Videos with Unity Ads, ADColony and Chartboost





e Tools Window

**OPEN**



Version: 1.0.1 (Mar 28, 2016) Size: 2.2 MB

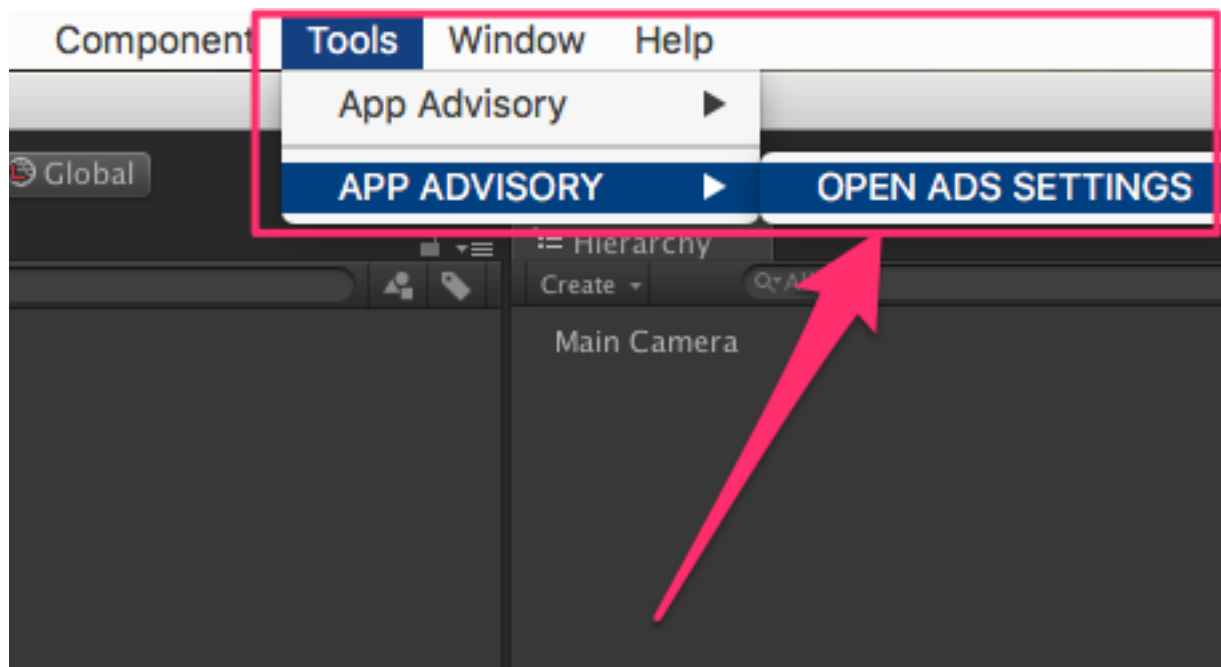
Originally released: 21 March 2016

Package has been submitted using Unity 5.0.1, and 5.3.4 to improve compatibility within the range of these versions of Unity.

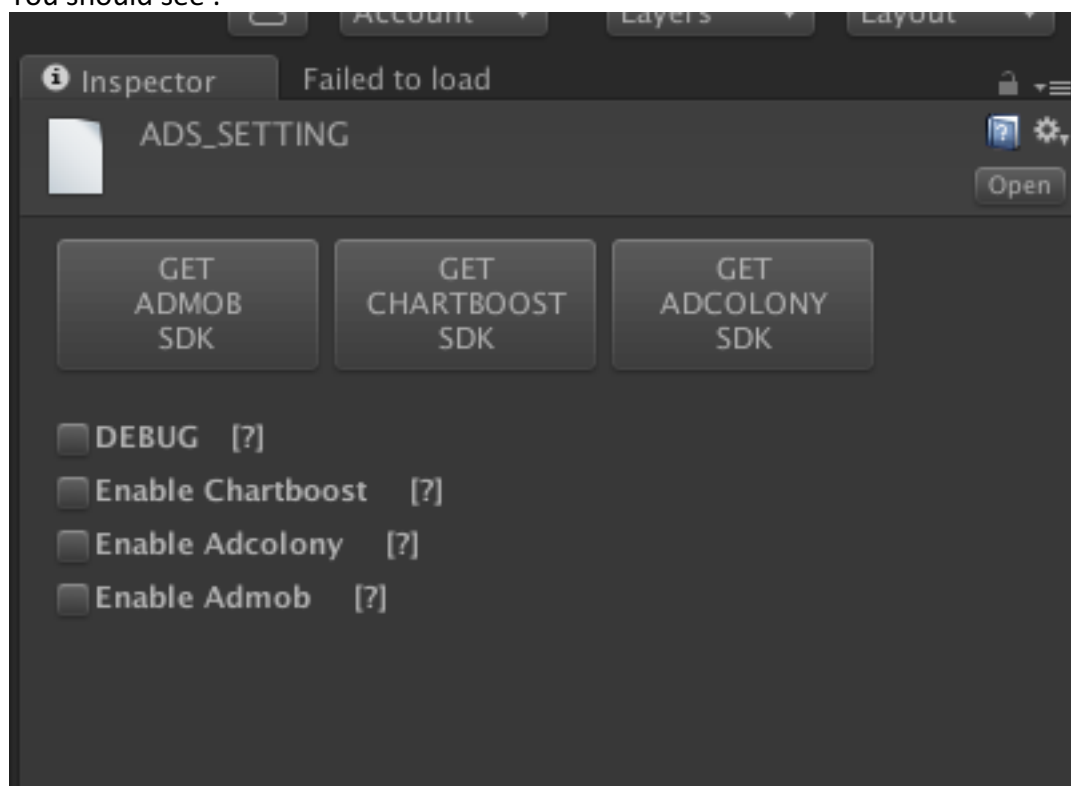
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Then :

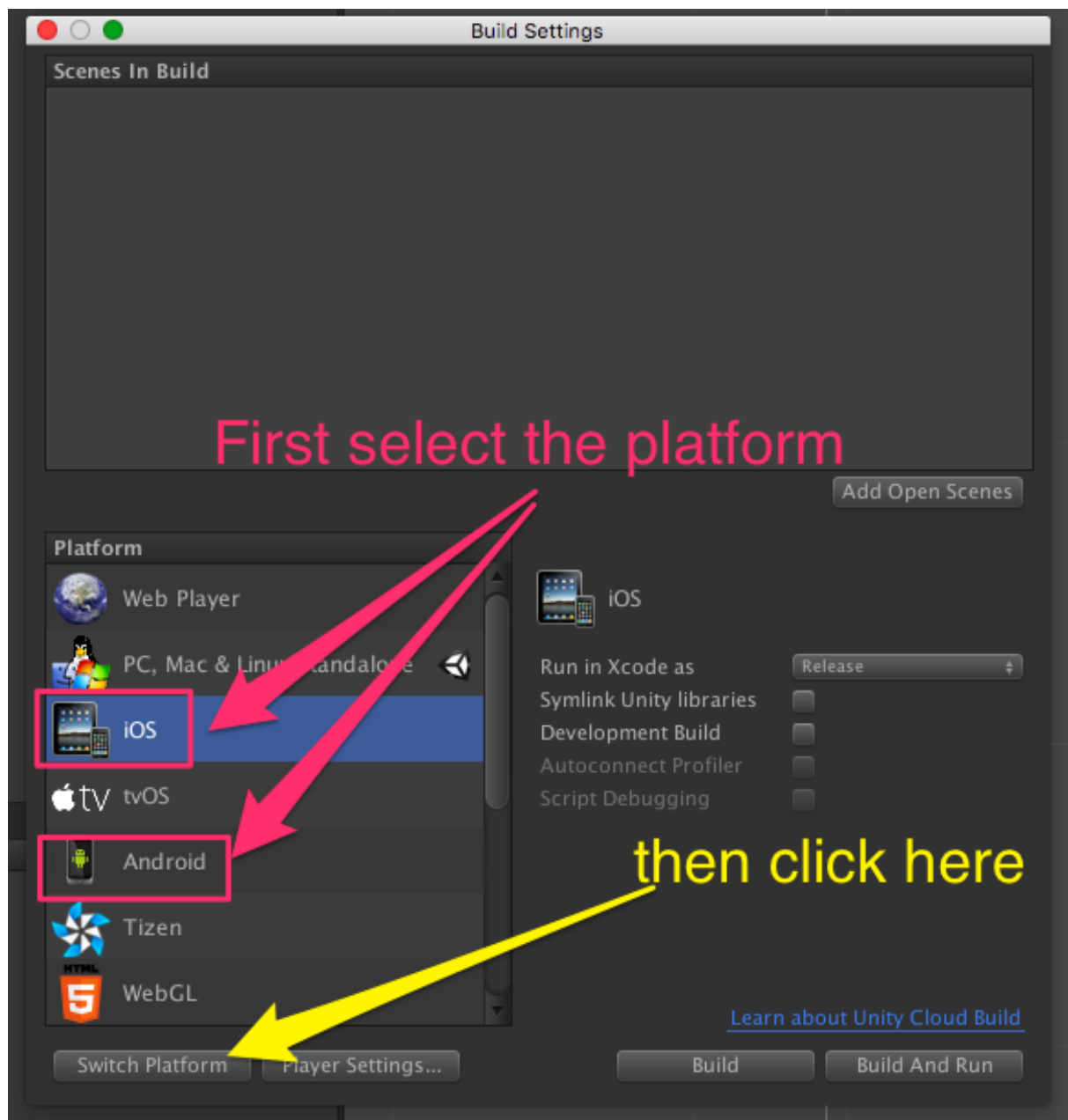




You should see :



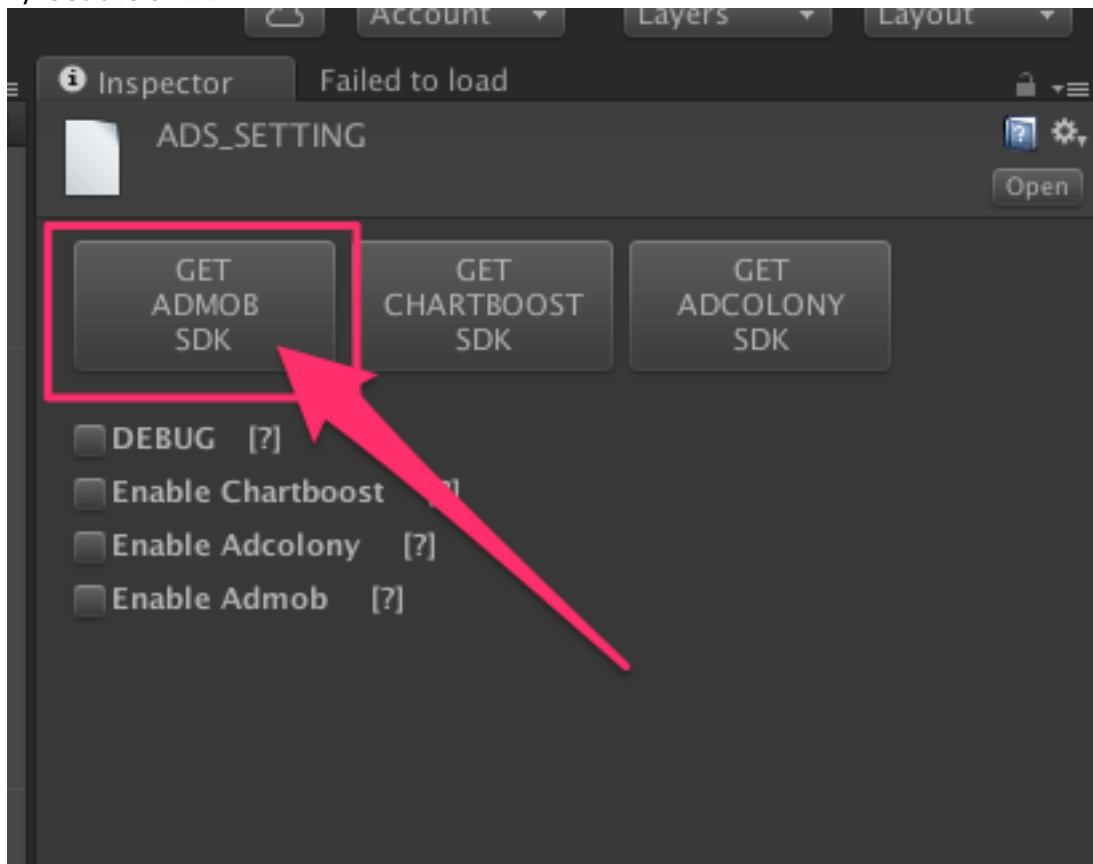
3/ Switch on a mobile platform :



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# 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/googleads/googleads-mobile-unity Download ZIP

File	Version	Latest commit	Time ago
gradle/wrapper	Version 3.0.0 of the Google Mobile Ads Plugin	f1cad43	2 months ago
samples/HelloWorld	Version 3.0.0 of the Google Mobile Ads Plugin	f1cad43	2 months ago
source	Version 3.0.3 of the Google Mobile Ads Plugin	f1cad43	16 days ago
ChangeLog.txt	Version 3.0.3 of the Google Mobile Ads Plugin	f1cad43	16 days ago
GoogleMobileAds.untypackage	Version 3.0.3 of the Google Mobile Ads Plugin	f1cad43	16 days ago
LICENSE	Adding LICENSE file	f1cad43	a year ago
README.md	Version 3.0.0 of the Google Mobile Ads Plugin	f1cad43	2 months ago
build.gradle	Version 3.0.0 of the Google Mobile Ads Plugin	f1cad43	2 months ago
gradlew	Version 3.0.0 of the Google Mobile Ads Plugin	f1cad43	2 months ago
gradlew.bat	Version 3.0.0 of the Google Mobile Ads Plugin	f1cad43	2 months ago

## 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.

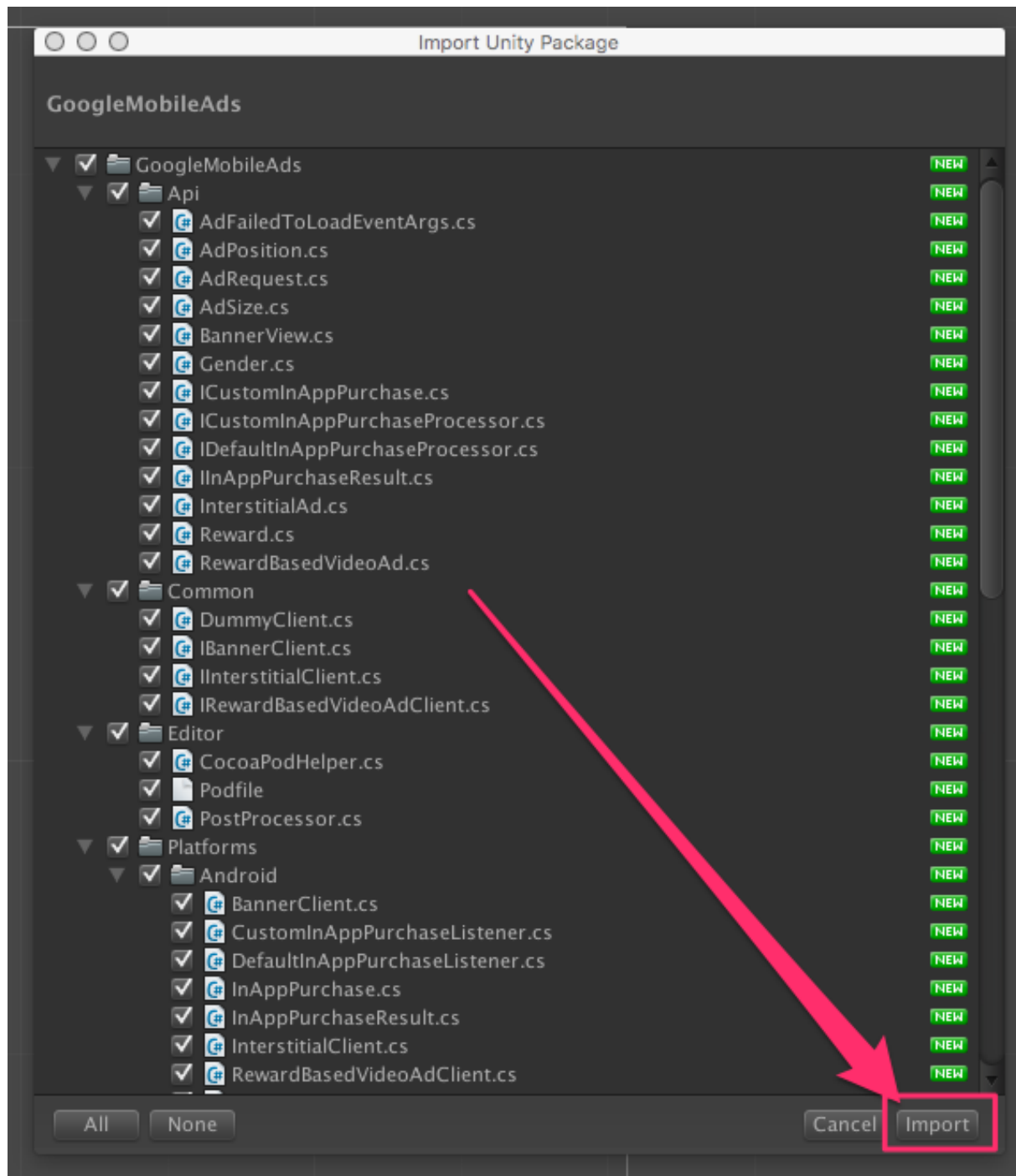
## Documentation

3/ And download the SDK

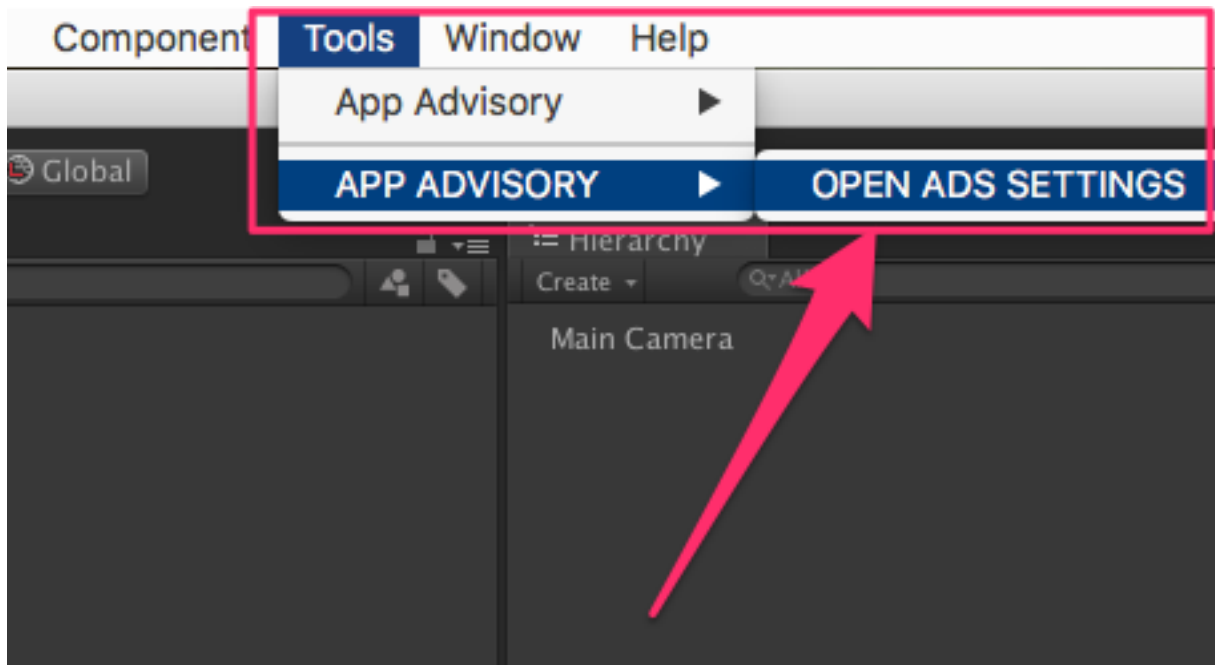
## Downloads

<a href="#">GoogleMobileAds.untypackage</a>	79.9 KB
<a href="#">Source code (zip)</a>	
<a href="#">Source code (tar.gz)</a>	

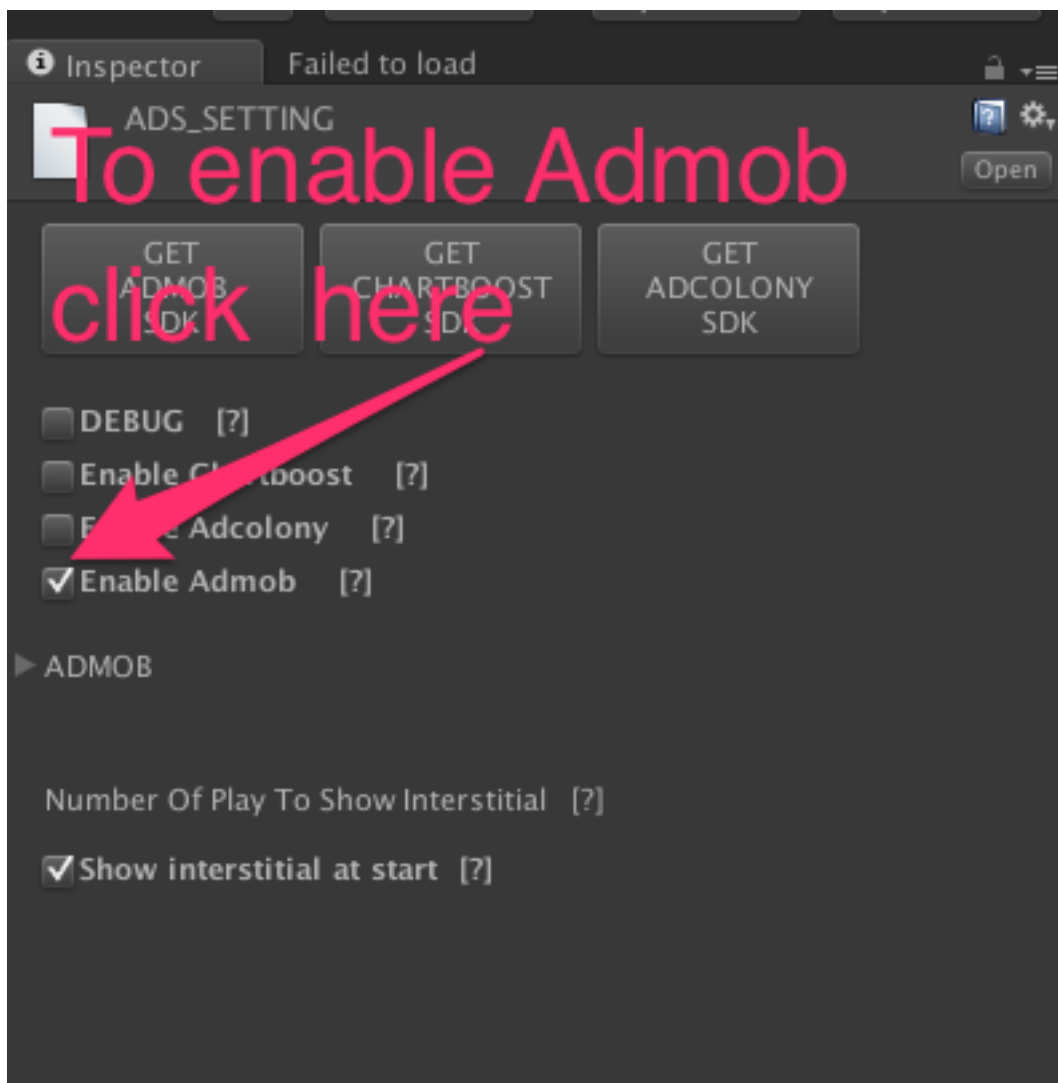
4/ Open the downloaded file (double click on it) and import it to your project :



5/ Open th Ads Settings Editor again :

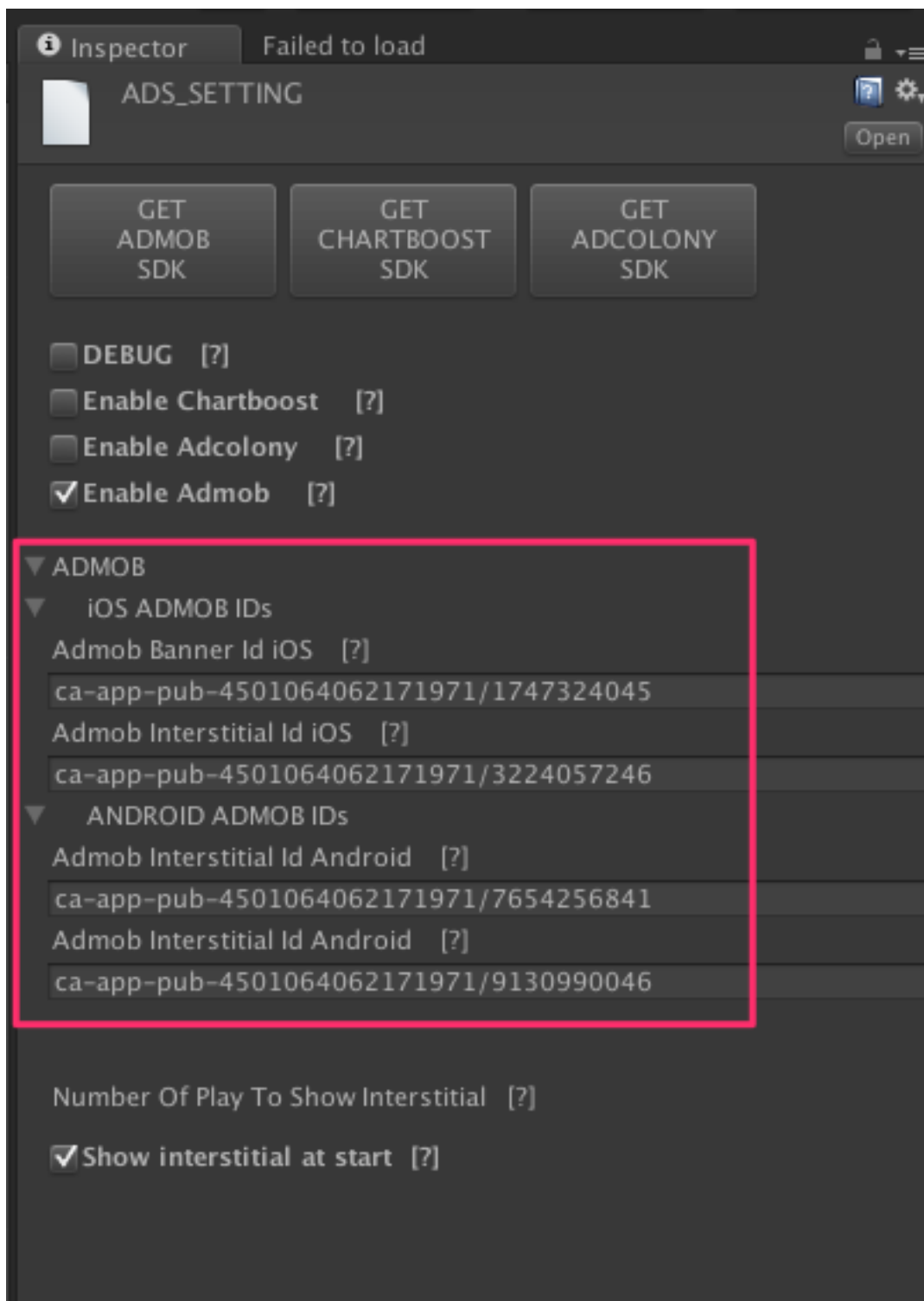


6/ Check the box to enable admob



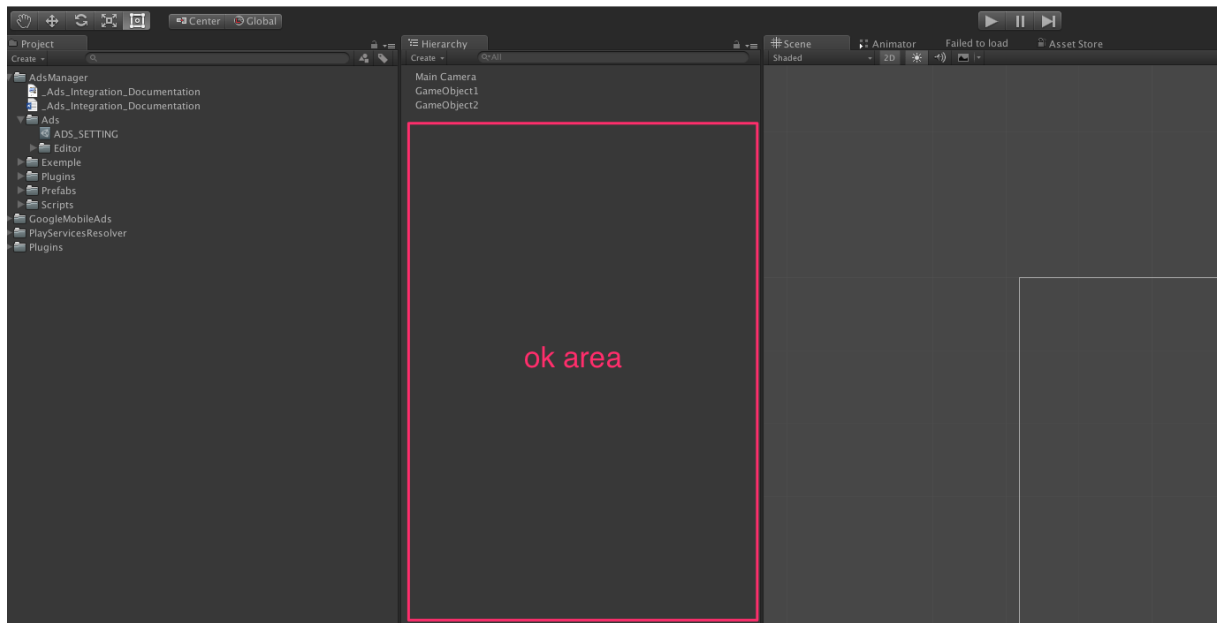


7/ Now you can enter your ids :

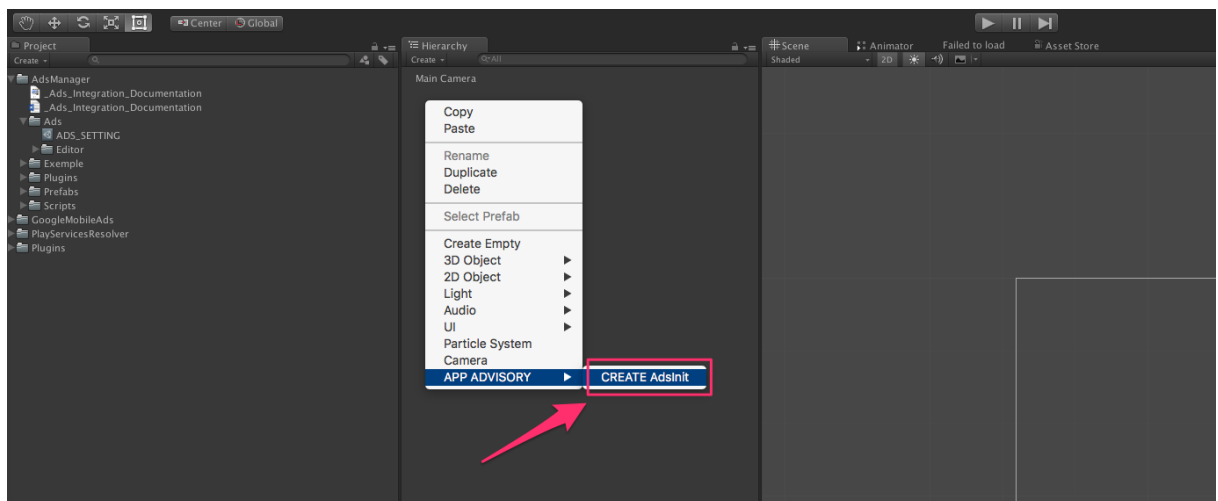


8/ You have to add the AdsInit to your scene now ! To do that :

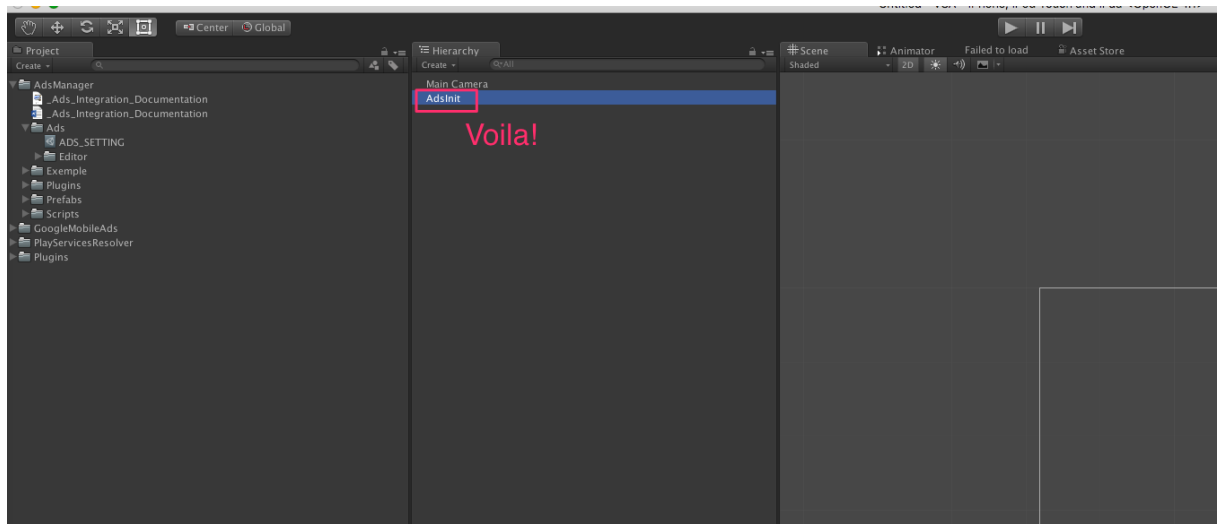
- Right click on an empty space on the hierarchy (= not on a game object) :



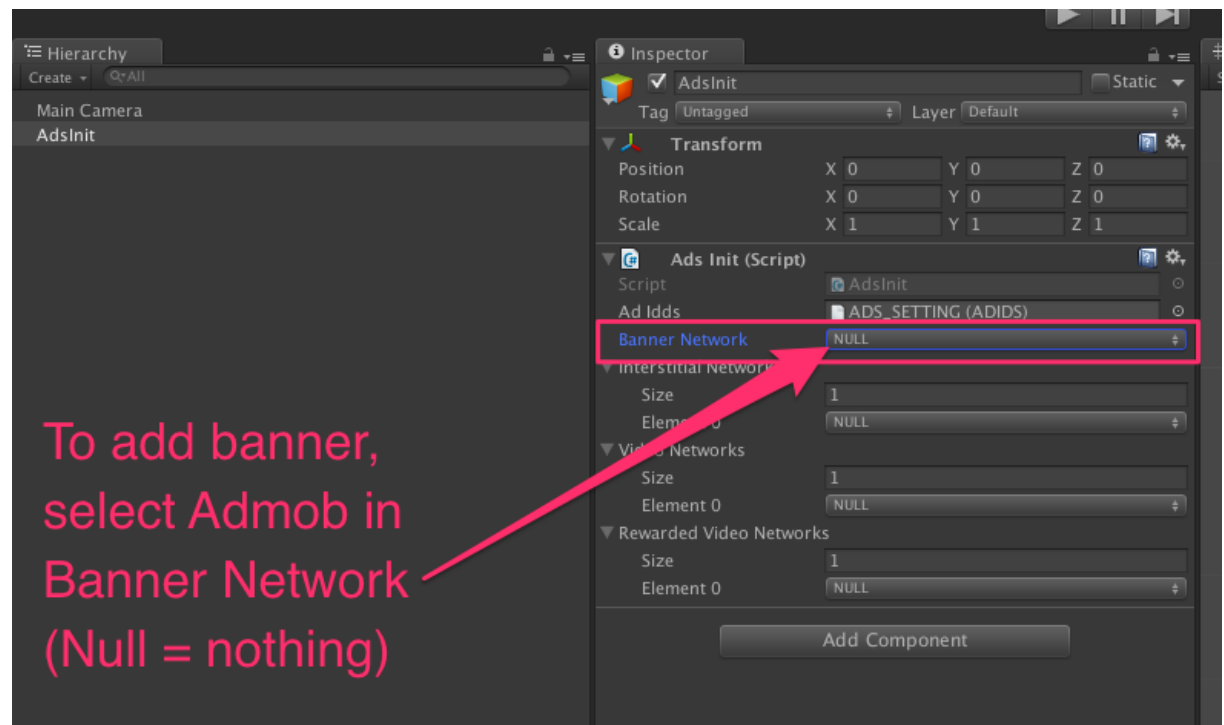
- And then select « CREATE Adslnit » :



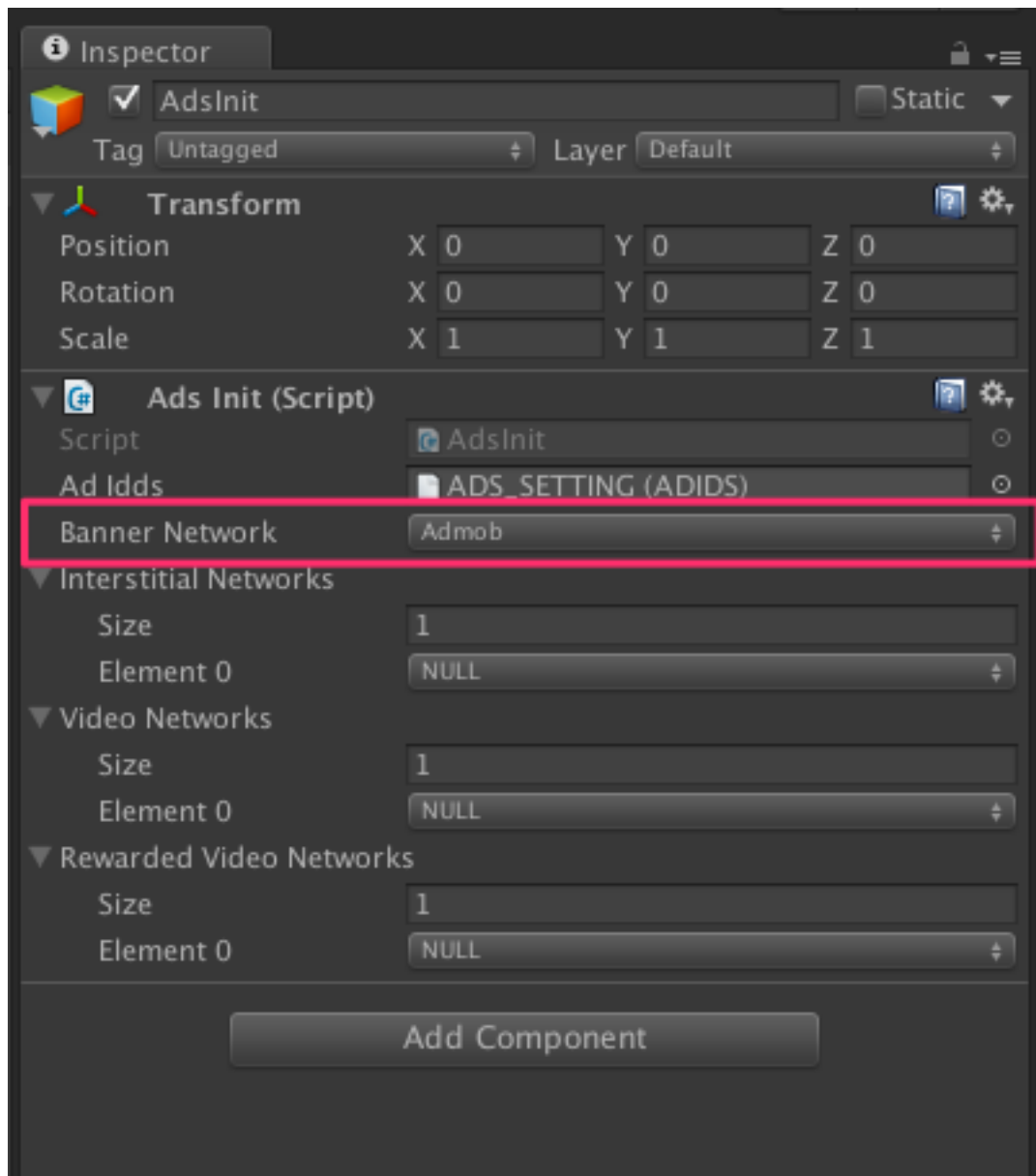
- And voilà !



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 :

```
AdsManager.instance.ShowInterstitial();
```

TO SHOW REWARDED VIDEO :

Import AppAdvisory.ads :

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

Call this method :

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

Or like this :

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

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