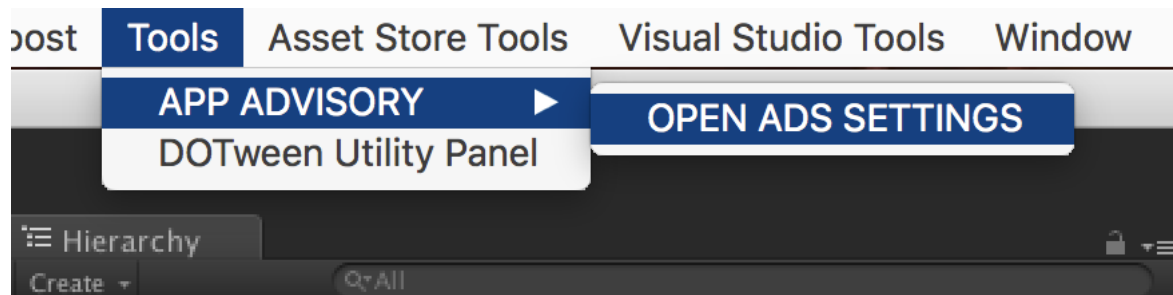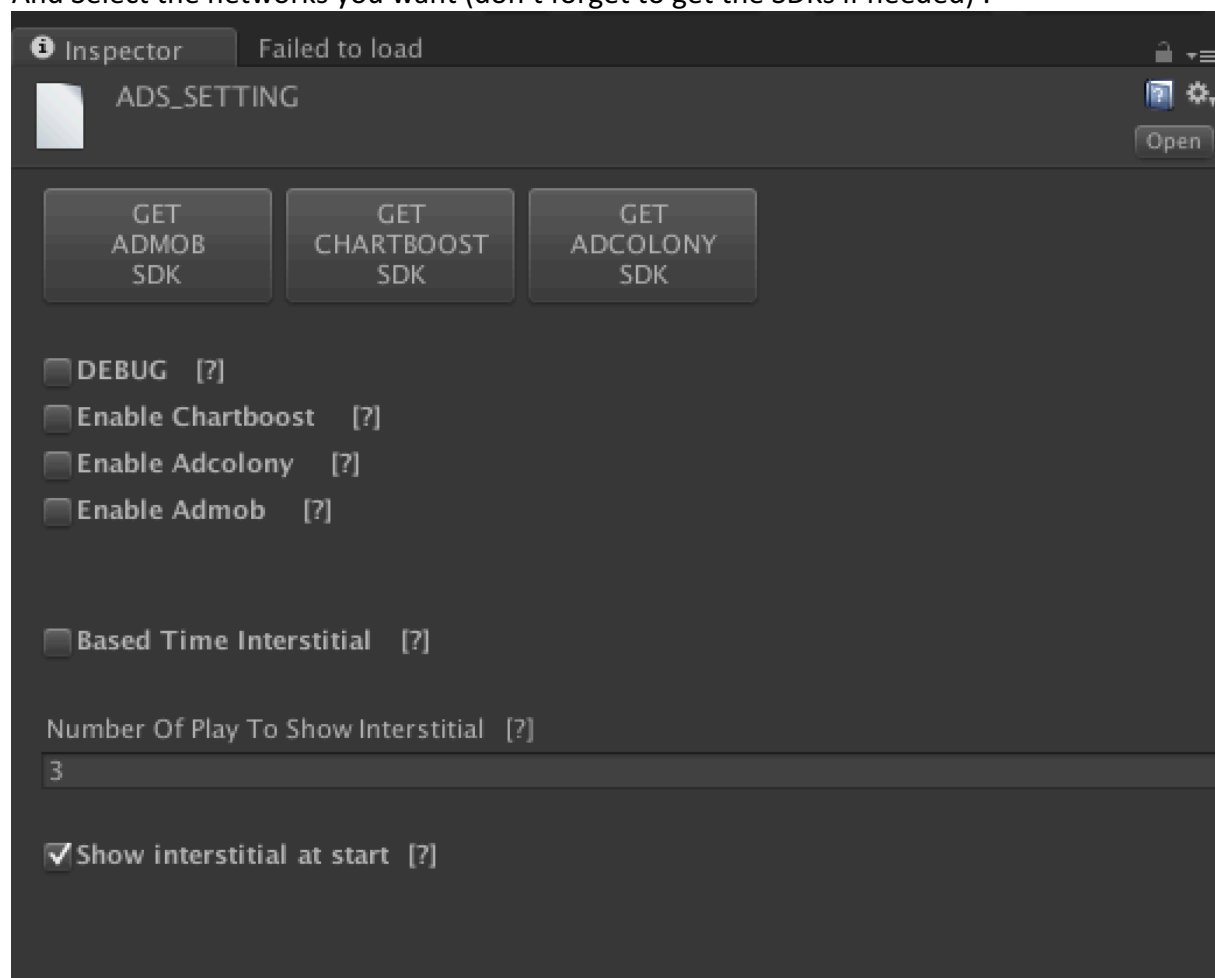ADS INTEGRATION DOCUMENTATION :

Everything is done for you :
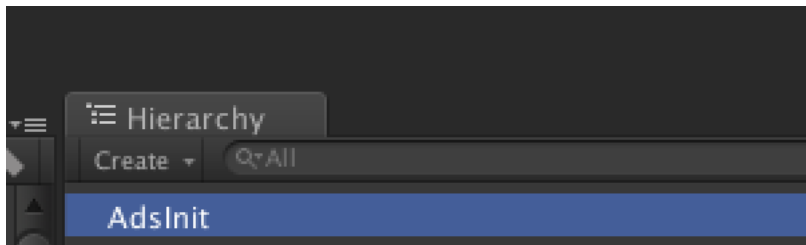

And Select the networks you want (don't forget to get the SDKs if needed) :

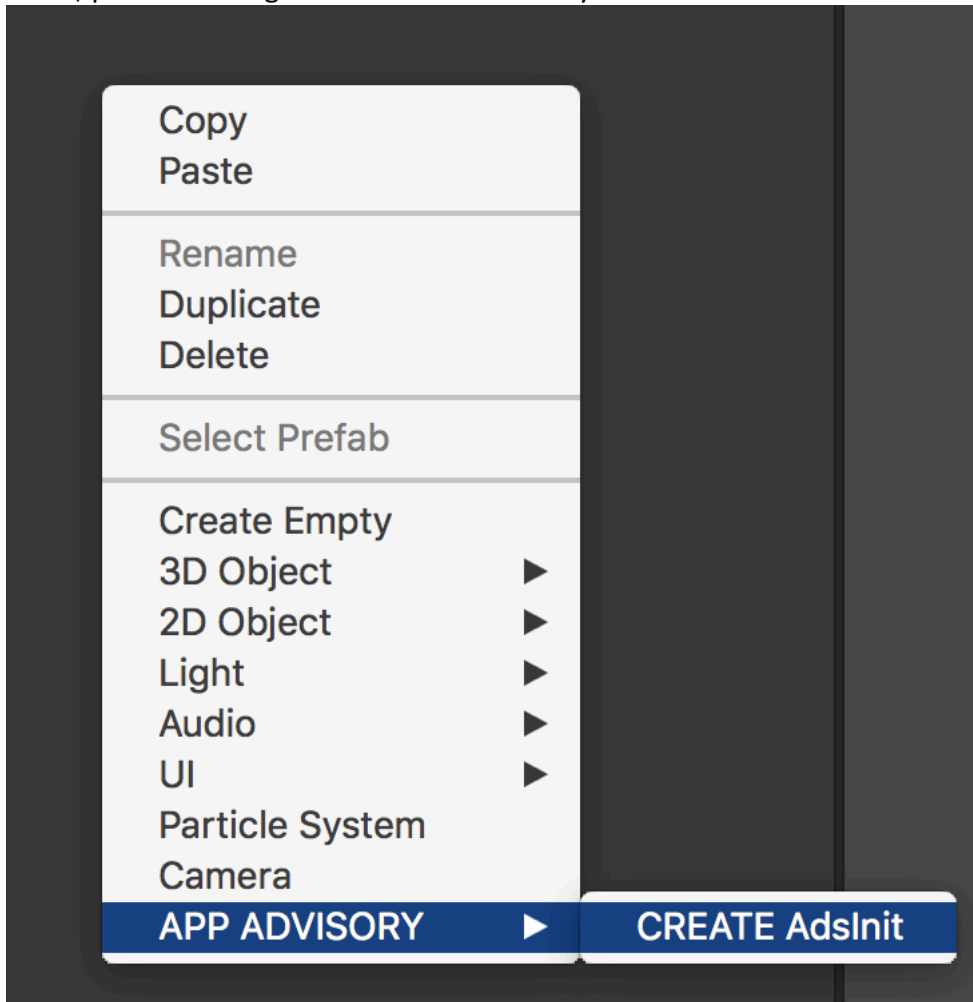For Unity Ads, please visit my website :
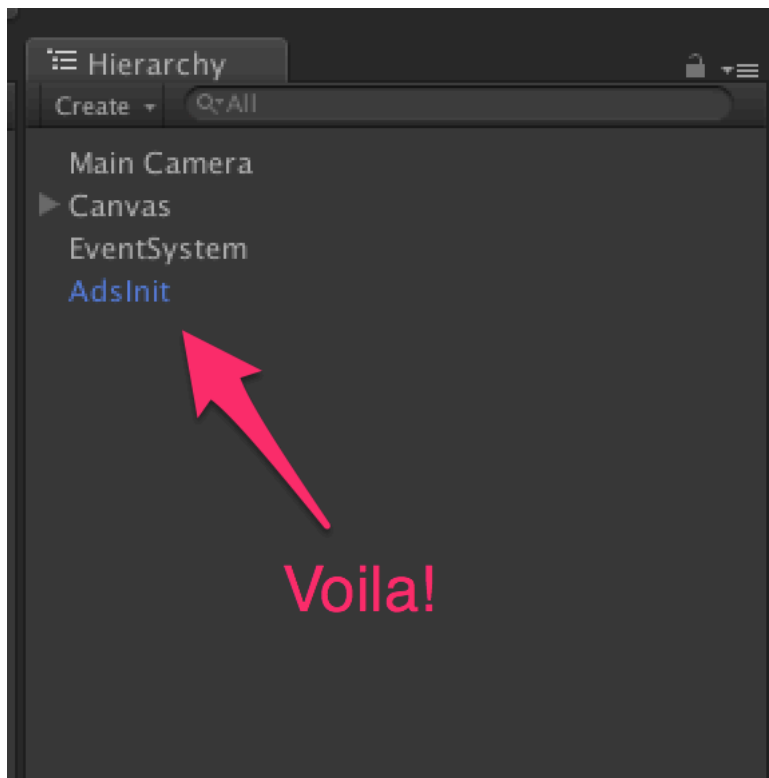
https://appadvisory.zendesk.com/hc/en-us

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
        }

}
```

Thanks !

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