

# AdsManager

Adsmanager is used to manage the google admob.

To use google admob:-

1) Import the google admob sdk.

Link: <https://github.com/googleads/googleads-mobile-unity>

2) Go to AdsManager script and uncomment lines which say "//.....Uncomment this lines after importing google admob sdk".

To use the ads you have 3 methods  
ShowInterstitial() , ShowBannerAds().

You need to call this methods in other scripts to show ads eg: AdsManager.instance. ShowBannerAds();  
AdsManager.instance. ShowInterstitial()

Put the admob code in if statement so that if player buy remove ads then it wont show.

```
If(GameManager.instance.canShowAds == true)
{
}
```

Note:- Banner ads are shown without calling any code , to hide banner ads use the bannerhide method and to show again use the show method.