# AdLib Plugin for iOS & Android

Unity Usage

1. Import the AdLibUnityPlugin.unitypackage into your project.

2. Under Assets > Prefabs, click on the AdLibManager prefab.

3. In the Inspector, you will see various fields where you may fill in or select the appropriate information. The infomation

Field	Type	Description
iOS App ID	string	The AdLib iOS App ID
iOS Banner Unit ID	string	The AdLib iOS Banner Unit ID
Android App ID	string	The AdLib Android App ID
Android Banner Unit ID	string	The AdLib Android Banner Unit ID
Ad Position	AdPosition	The desired position of the Banner Ad. Possible Values: TOP_LEFT, TOP_CENTER, TOP_RIGHT, CENTERED, BOTTOM_LEFT, BOTTOM_CENTER, BOTTOM_RIGHT
Target Gender	Gender	The desired target gender. Possible Values: UNDEFINED, MALE, FEMALE
Target Marital Status	MaritalStatus	The desired target marital status. Possible Values: UNDEFINED, MARRIED, SINGLE
Target Age	int	The desired target age
Target Zip	string	The desired target zip code
Target Income	int	The desired target income
Target Location Type	TargetLocationType	The type of location targeting. Select UNDEFINED if no location targeting is needed. Select USER_LOCATION if you would like to constantly target the user's current location (iOS Only). Select CUSTOM_LOCATION if you would like to enter in latitude and longitude coordinates (Android Only)
Target Custom Latitude	double	The desired target longitude if CUSTOM_LOCATION is selected for Target Location Type (Android Only)
Target Custom Longitude	double	The desired target longitude if CUSTOM_LOCATION is selected for Target Location Type (Android Only)
Target Country	string	The desired target country (iOS Only)
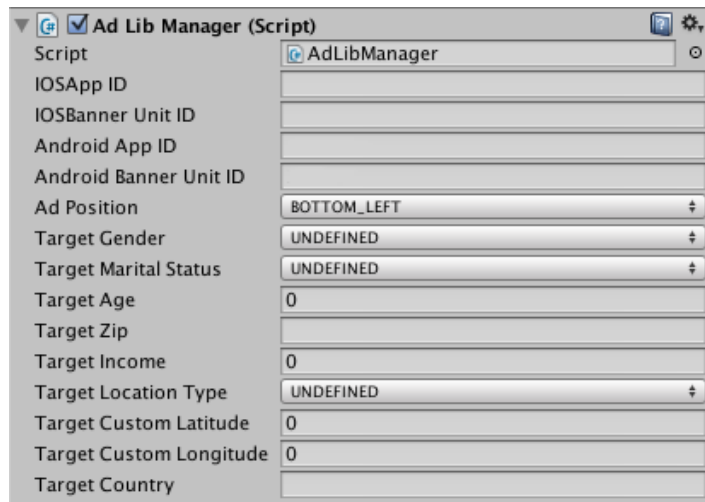
4. Drag and drop the AdLibManger prefab in each of the scenes where you plan to use AdLib. Make sure that all of the information needed is filled in the inspector for the AdLibManager prefab.

5. To call any method from AdLib within any of your classes, reference the AdLibManger as such, following the method you would like to call.

AdLibManager.Instance.<Desired Method>

For Instance, to initialize AdLib:

AdLibManager.Instance.InitializeAdLib();

6. Refer to this list of available methods which you may call:

Method	Description
InitializeAdLib()	Initializes AdLib with the specified AdLib App ID Banner Unit ID, and Banner Position
SetBannerPosition(AdPosition position)	Changes/Sets the position of the AdLib Banner Ad view
ShowBannerAd()	Shows the AdLib Banner ad view
RefreshBannerAd()	Refreshes the AdLib Banner Ad
HideBannerAd()	Hides the AdLib Banner Ad view
RemoveAllAds()	Removes the banner ad view
DestroyInstance()	Destroys the instance of the AdLibManager

Android Integration

1. If you would like to use an existing AndroidManifest.xml or use the AdLib AndroidManifest.xml, make sure that these fields are included:

   ```
   <uses-permission android:name="android.permission.INTERNET"/>
   <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE"/>
   <uses permission android:name="android.permission.ACCESS_FINE_LOCATION"/>
   <uses-permission android:name="android.permission.ACCESS_COARSE_LOCATION"/>


   <activity
   android:name="com.adlibmediation.adlibunityplugin.AdBannerViewController"
   android:label="@string/app_name"/>

   <activity android:name="com.inmobi.androidsdk.IMBrowserActivity"
   android:configChanges="keyboardHidden|orientation|keyboard|smallestScreenSize|screenSize" android:hardwareAccelerated="true"
   android:theme="@android:style/Theme.Translucent.NoTitleBar"/>

   <activity android:name="com.applovin.adview.AppLovinInterstitialActivity"/>

   <activity android:name="com.applovin.adview.AppLovinConfirmationActivity"/>

   <meta-data android:name="com.google.android.gms.version"
   android:value="@integer/google_play_services_version"/>

   <activity android:name="com.google.android.gms.ads.AdActivity"
   android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|uiMode|screenSize|smallestScreenSize"
   android:theme="@android:style/Theme.Translucent"/>
   ```

   If you are unsure if your AndroidManifest.xml is structured correctly, refer to the imported AndroidManifest.xml from the AdLib Unity Package. The manifest must be located under Assets > Plugins > Android . You project must include only **one** AndroidManifest.xml

2. Make sure that you have the appropriate fields filled in for the AdLibManager Prefab in the inspector. At minimum, you must have the Android App ID, the Android Banner Unit ID, and the Ad Position filled in. AdLib will not initialize otherwise.

iOS Integration

1. Make sure that you have the appropriate fields filled in for the AdLibManager Prefab in the inspector. At minimum, you must have the iOS App IS, the iOS Banner Unit ID, and the Ad Position filled in. AdLib will not initialize otherwise.

2. After building your Unity Project for iOS, open your iOS project in Xcode.

3. There are two Adlib.framework files included in the AdLib Unity Plugin download. To test your project on an iOS device and to submit your project to iTunes Connect, use the framework under iOS Device Framework file. To test your project on the simulator, use the framework under the iOS Simulator Framework file.

4. Drag and drop or manually add the according Adlib.framework file under the Embedded Binaries section in your project's target General settings.