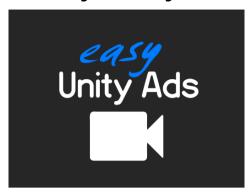# Easy Unity Ads

V 1.00

Thank you for purchasing this asset!

If you encounter any errors / bugs, want to suggest new features/improvements or if anything is unclear do not hesitate to contact us:

support@km-games.com

If you like our asset and want to support us, please leave a review at the Unity Asset Store for us. Thanks!

Setup Instructions:

1. Enable **Unity Ads** in Service Tab (Ctrl+0), and enable **Test mode**.
   If you have issues enabling Unity Ads go to: https://docs.unity3d.com/Manual/UnityAds.html
2. Make sure you are on Android or iOS Platform. (File → Build Settings)
3. Open **ExampleScene** and try playing an Ad.
4. You can also simply drop the prefab „**PlayAd_Button**" into a canvas of a new or existing scene and everything should work.
5. Before releasing your game to the App Store remember to disable Test mode again.

Play Unity Ad Script:

You have Unity Events for the following cases:
Ad available = triggers an event when ads become available
Ad success = triggers an event when ad played successfully
Ad fail = triggers an event when failed to play ad / canceled by user

You can also use this script without a Button and simply call the function "**showAd**". If you want to get the maximum out of the Unity Events we recommend using our free Asset: Event Message System.

If you uncheck **Rewarded Ad**, Ads can be canceled/skipped by the user.