Unity Ads Interstitial

💬 Non-Visible component

Category	Requires	Version
Monetization > Advertising	API 19, Android 4.4 - 4.4.4 KitKat	2

Overview

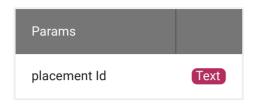A non-visible component that shows Unity ads as full-screen advertisements.

Permissions ⌄

- android.permission.INTERNET
- android.permission.ACCESS_NETWORK_STATE

Events

Ad Closed

Called when an ad was closed.

Params	
placement Id	Text
was Skipped	Boolean
was Completed	Boolean

Ad Opened

Called when an ad was opened.

Params	
placement Id	Text

Ad Started

Called when an ad was started.

Params	
placement Id	Text

Error

Called when an ad request failed. The message will display the reason for why the ad failed.

Params	
error	Text

Methods

Is Ready

Returns: *Boolean*

Returns true if the ad is finished loading and can now be shown.

Show Ad

Shows an ad to the user.

Properties

Game ID

`Text` — `Write` - `Designer`

Placement ID

`Text` — `Write` - `Designer`

Test Mode

`Boolean` `Default: False` — `Write` - `Designer`

If you want to test the component then that this property to true. Then you will receive test ads.

Last update: January 26, 2020