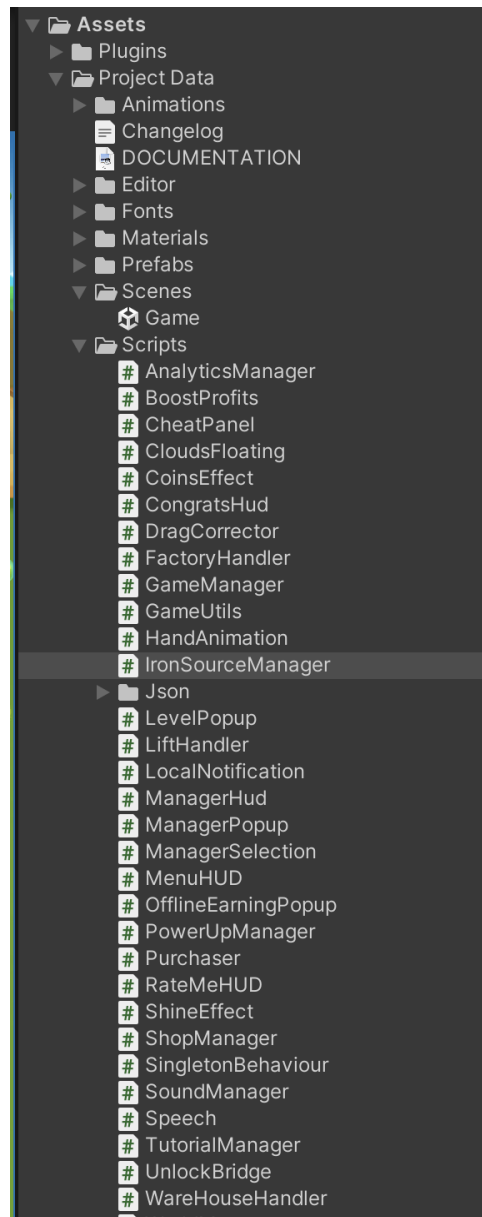


# Advertisement

## LevelPlay (Iron Source)

You can easily implement LevelPlay in this project. Go to [LevelPlay Documentation](#) and follow the guide, create your own LEVEL\_PLAY\_KEY and import the unity package to the project.

- Open Assets > Project Data > Scripts > IronSourceManager.cs script.



- 
- Uncomment all commented lines in this script:

```

using UnityEngine;

namespace Project_Data.Scripts
{
    * 1 asset usage  2 8 usages  0 1 exposing API
    public class IronSourceManager : MonoBehaviour {

        2 5 usages  0 4 exposing APIs
        public enum VideoType
        {
            Default,
            OfflineEarning,
            BoostProfits,
            UnlockBridge
        }

        public static string appKey = "YOUR_LEVEL_PLAY_KEY";
        private VideoType _videoType;

        /*
        void Start()
        {
            IronSourceConfig.Instance.setClientSideCallbacks(true);
            string id = IronSource.Agent.getAdvertiserId();
            IronSource.Agent.validateIntegration();
            IronSource.Agent.setAdaptersDebug(true);
            IronSource.Agent.init(appKey, IronSourceAdUnits.REWARDED_VIDEO, IronSourceAdUnits.INTERSTITIAL, IronSourceAdUnits.OFFERWALL, IronSourceAdUnits.REWARDED_VIDEO);
            IronSourceRewardedVideoEvents.onAdRewardedEvent += RewardedVideoOnAdRewardedEvent;
        }

        private void OnDisable()
        {
            IronSourceRewardedVideoEvents.onAdRewardedEvent -= RewardedVideoOnAdRewardedEvent;
        }

        private void RewardedVideoOnAdRewardedEvent(IronSourcePlacement arg1, IronSourceAdInfo arg2)
        {
            SoundManager.Instance.bgMusic.mute = false;
            switch (_videoType)
            {
            }
        }
    }
}

```

- In your LevelPlay dashboard copy your API\_KEY.
- Back to Unity, open IronSourceManager.cs script and paste your API\_KEY on top.

```

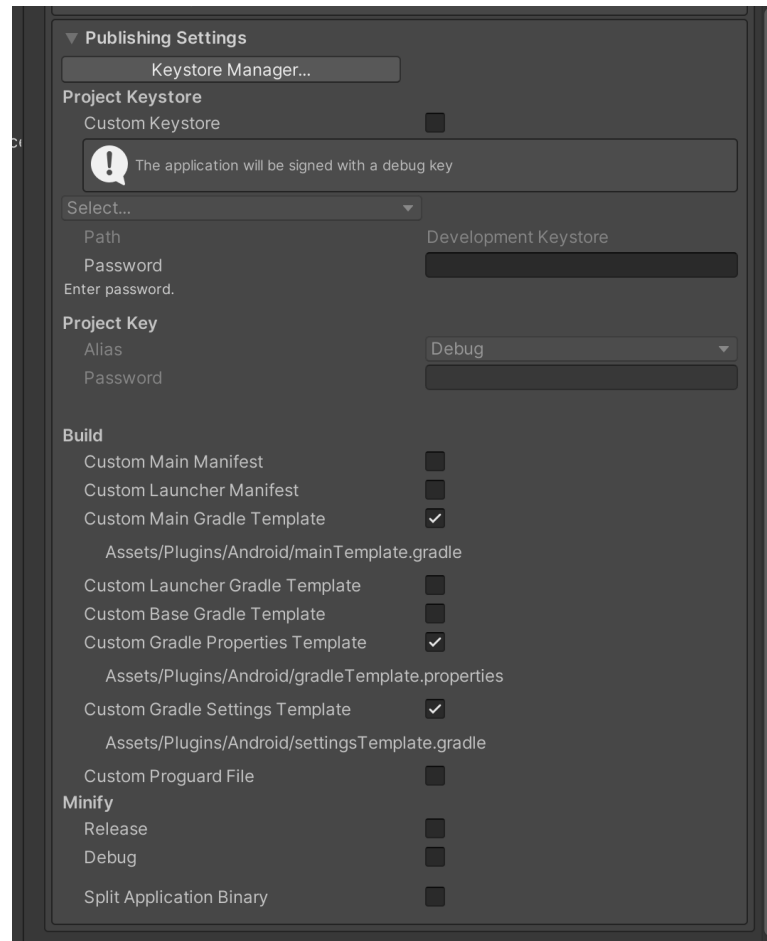
2 asset usages  1 usage  Dmitry Kicheev  1 exposing API
public class IronSourceManager : MonoBehaviour {

    public static string appKey = "YOUR_LEVEL_PLAY_KEY";
    private VideoType _videoType;

    Event function  Dmitry Kicheev
    void Start()

```

- 
- Go to File/Build Settings/Player Settings.
- Publishing Settings/Custom Main Gradle Template set TRUE.
- Publishing Settings/Custom Gradle Properties Template set TRUE.
- Publishing Settings/Custom Gradle Settings Template set TRUE.



- 
- Click Assets/External Dependencies Manager/Android Resolver/Force Resolve.

