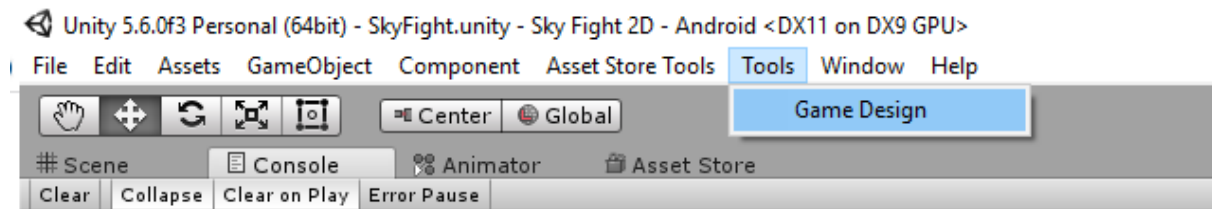


# Admob Integration

Go to Tools-> Game Design -> Other Option



Provide the Id details App ID , Banner ID and Video ID

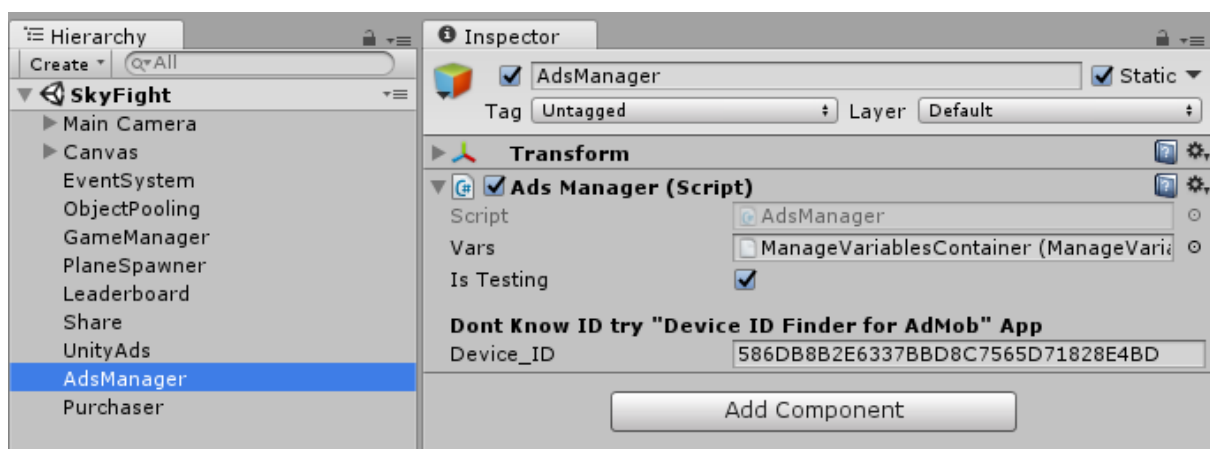
Select AdsManager GameObject in hierarchy and set IsTesting true and provide Device ID (only for android)

Test the app 1<sup>st</sup>

Note:- For Testing all the IDs are compulsory

Use App to find Device ID :-

[https://play.google.com/store/apps/details?id=pe.go\\_com.admobdeviceidfinder&hl=en](https://play.google.com/store/apps/details?id=pe.go_com.admobdeviceidfinder&hl=en)



To use the ads you have 2 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)
{
}
```

