Follow the steps in order to learn how to configure AdMob.

- 1) Introduction
- 2) Installation
- 3) Configuration

Contact: contact@dimensiondreams.com **Website:** http://www.dimensiondreams.com

1) Introduction

Admob_admin is a script that comes with the game you purchased, which will allow you to handle the in-game ads.

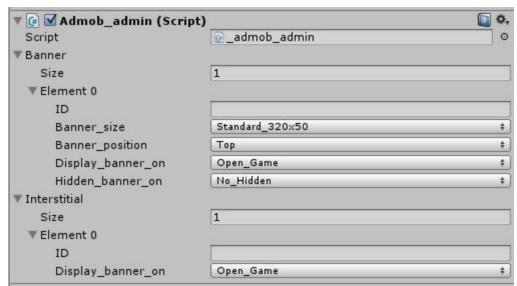
Remember that you'll need to create a banner on "AdMob" website and copy the ID



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2) Installation

- Copy all files from directory "Assets/_Game/_AdMob/_CopyTo_Assets_Folder" to "Assets" folder.
- Drag the file "Admob_Admin" (inside AdMob folder) to the proyect scene.
- Select the object and it'll show this on the inspector:



Configuration image

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3) Configuration

Banner / Interstitial:

Array that allows to add banners.

ID: In this variable you must add the ID provided on the AdMob Website

Banner_Size: List of banner sizes:

Next to the name are the sizes.

- Standard 320x50
- **SmartBanner** (Automatic width and height)
- Large 320x100
- IAB Medium Rectangle 300x250
- IAB Leaderboard 728x90

Banner_Position: List of banner location.

Display_banner_on: Banner triggers:

- **Open Game:** Upon opening the app.

- **Start Game:** Starting the game.

- Game Over: On the game over screen / once the game ends.

- Pause: Upon pausing.

Hidden_banner_on: When to hide the banner:

No Hidden: Never hide banner. **Start Game:** Starting the game.

Game Over: On the game over screen / once the game ends.

Pause: Upon pausing.



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