

# How to: AdMob Admin Configuration

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

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



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**Website:** <http://www.dimensiondreams.com>

# How to: AdMob Admin Configuration

## 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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# How to: AdMob Admin Configuration

## 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 project scene.
- Select the object and it'll show this on the inspector:



Configuration image

# How to: AdMob Admin Configuration

## 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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