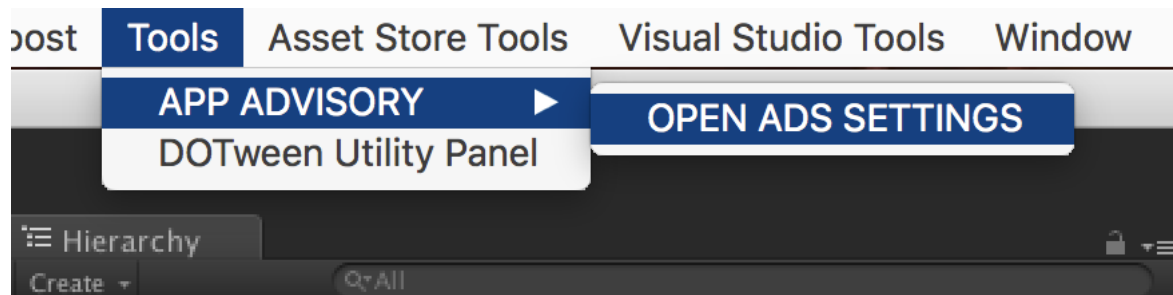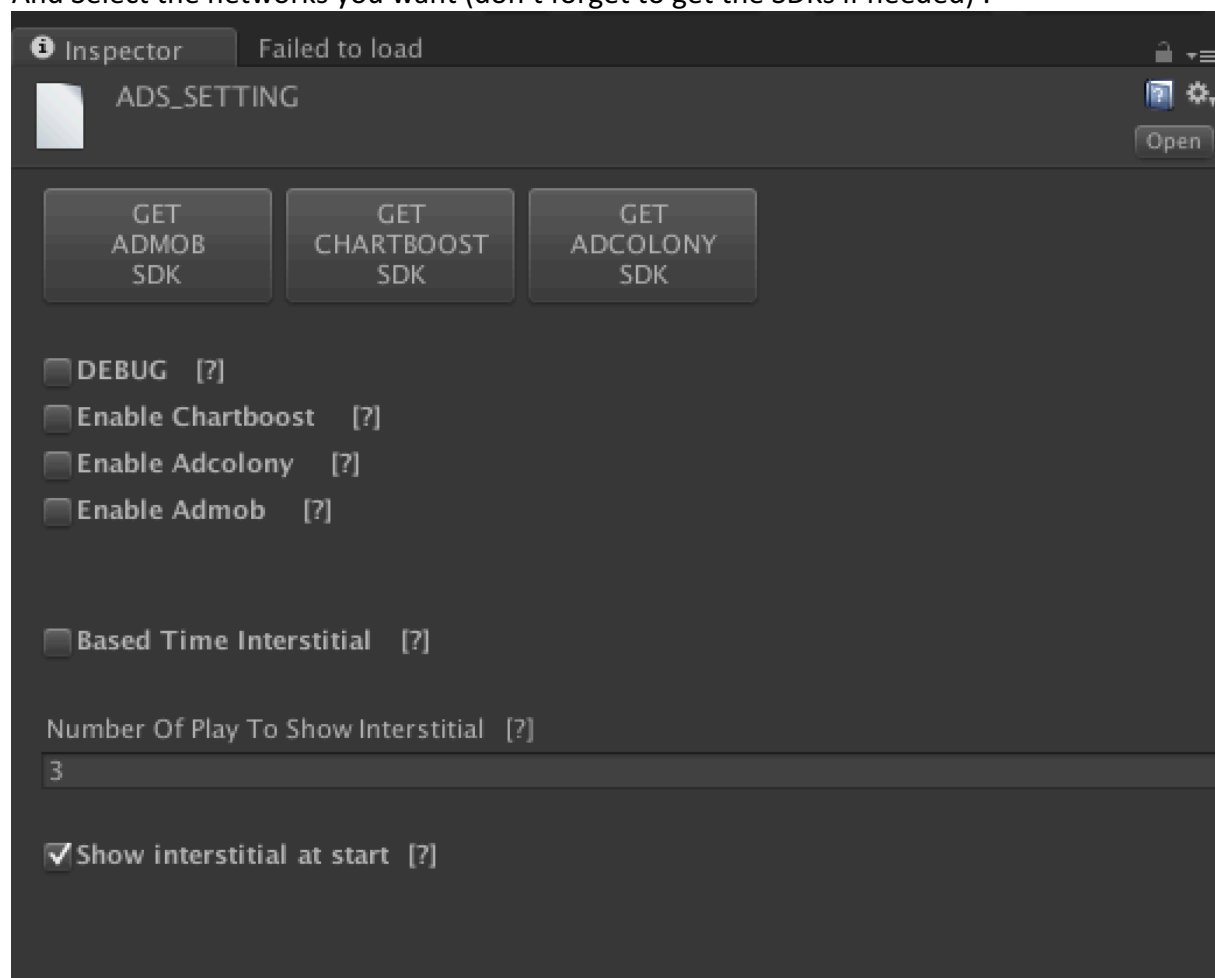ADS INTEGRATION DOCUMENTATION :

Everything is done for you :
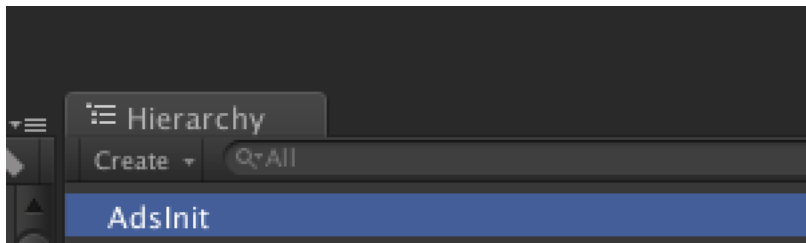

And Select the networks you want (don't forget to get the SDKs if needed) :

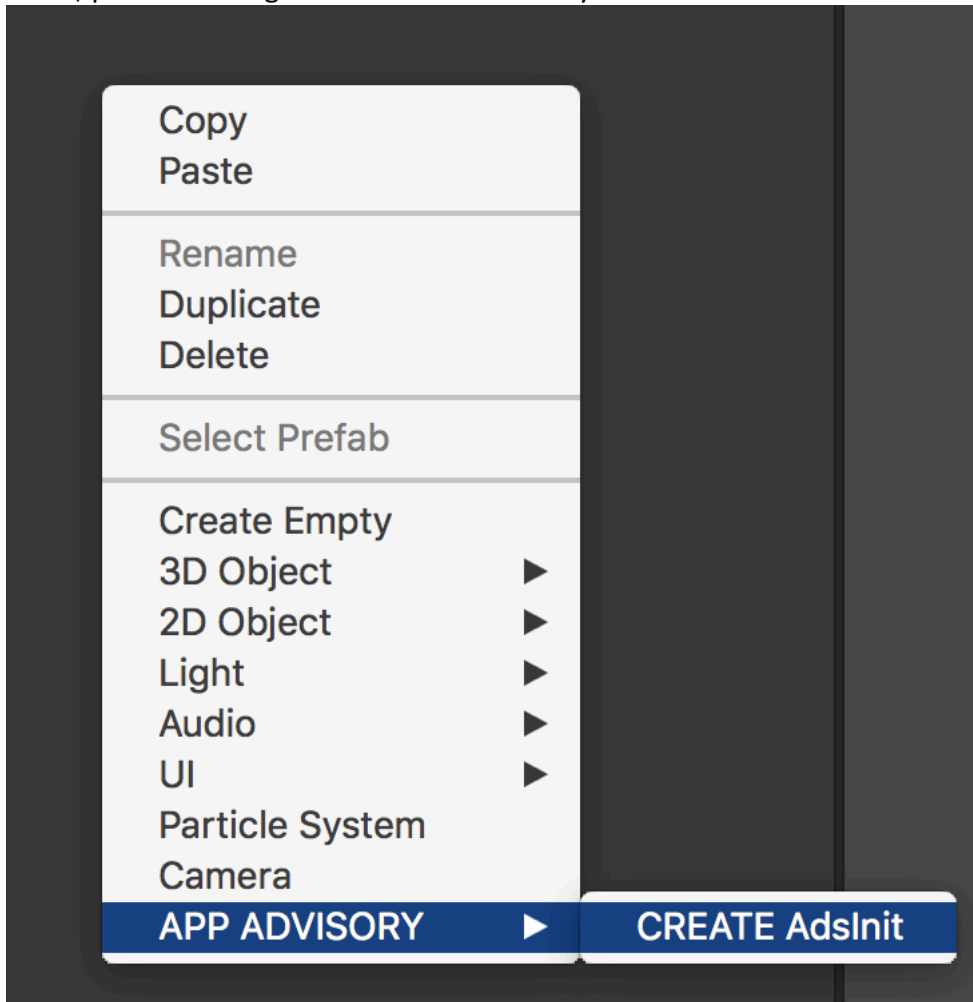For Unity Ads, please visit my website :
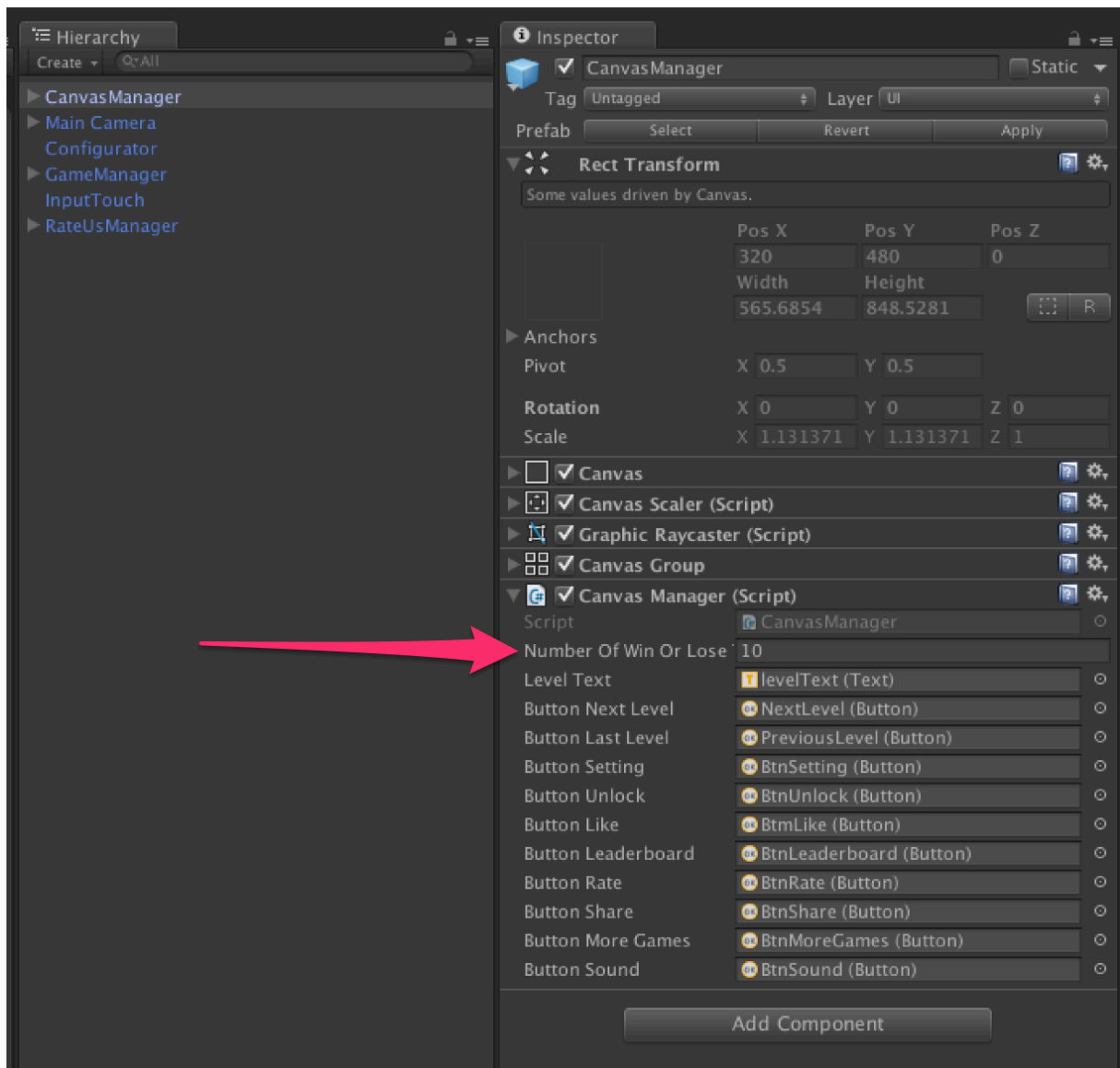
https://appadvisory.zendesk.com/hc/en-us

You should have a GameObject named « AdsInit » in the hierarchy view :

If not, please do a right click on the hierarchy view and :

By default, we show ads every 10 « win or lose ». To change it, go here :

Thanks !

Our other assets : http://u3d.as/9cs
Contact : contact@app-advisory.com