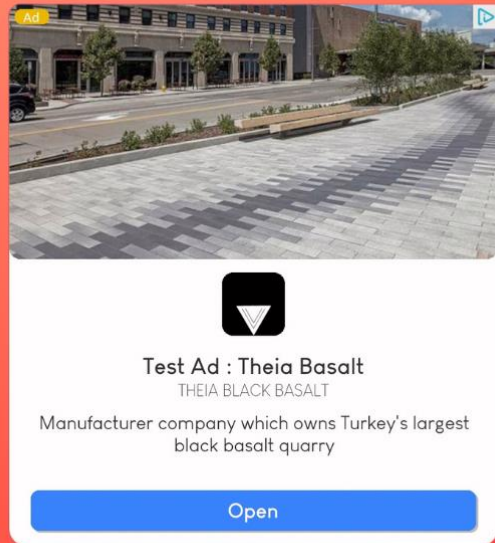


Native Ads

TEMPLATE



Welcome

Thank you for buying this asset!

Getting Started and Tips:

- To get started using this asset, watch this video:
<https://youtu.be/rYeetoKi5QQ>
- To use one of the native ad formats, drag and drop the ad prefab you want into your UI and that's it.
- If you need any help, feel free to join the discord server:
<https://discord.gg/mP4yfHxXP>

Offline Quick Setup:

1. Change Unity project platform to android or IOS

2. Import AdMob ads SDK: <https://github.com/googleads/googleads-mobile-unity/releases>

3. Import Native ads SDK:

<https://dl.google.com/googleadmobadssdk/GoogleMobileAds-native.unitypackage>

4. Import the asset

5. Import NAT - UI package from discord: <https://discord.gg/mP4yfHxXPa>

5. Create an app and an ad unit (Native advanced) inside your AdMob dashboard

6. Add app ID to settings

(Assets/GoogleMobileAds/Resources/GoogleMobileAdsSettings.asset) from inside your Admob account

7. Add the app unit of your app to the script: Assets/NAT - Avocado Shark/Resources/AdUnitSettings.cs