Diamond

Visual Scripting for Unity
Ads Services

Create Project ID and Activate Ads Services
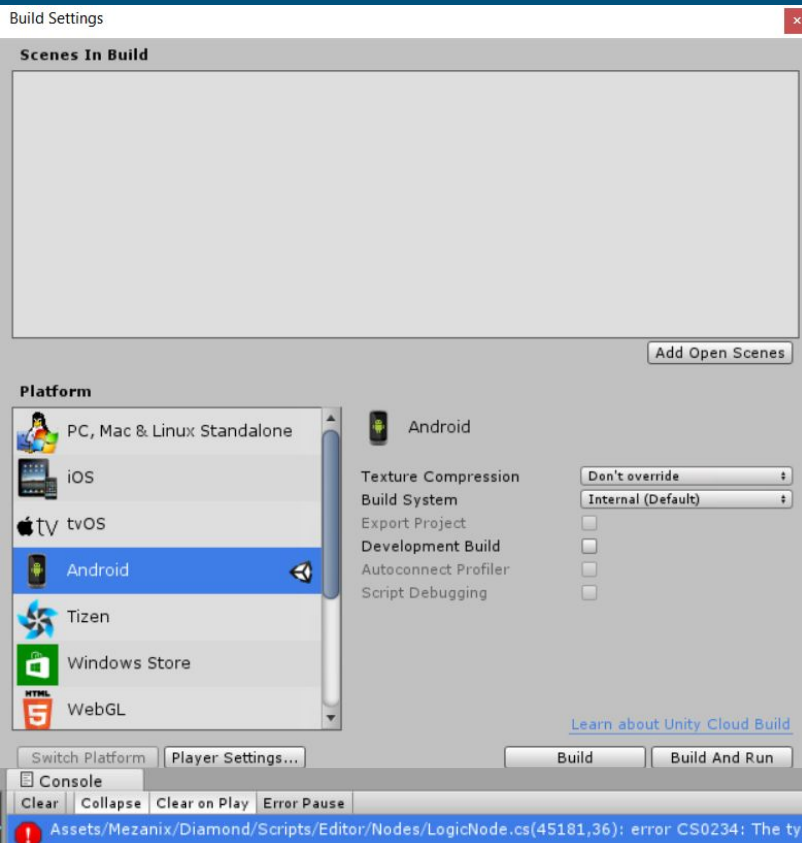
www.mezanix.com

Switch to mobile platform

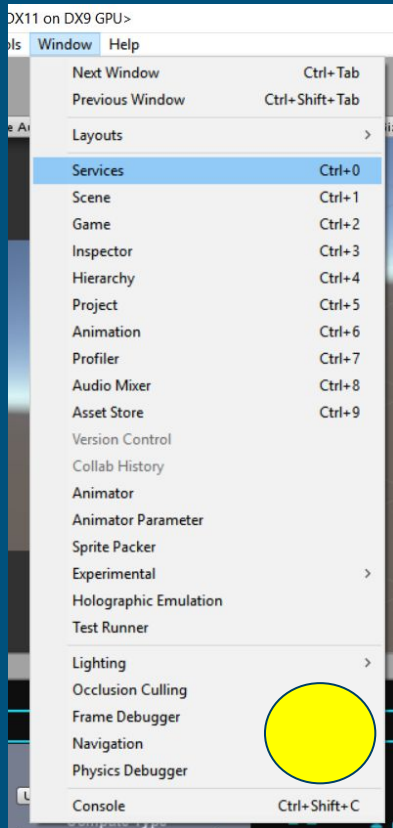When you switch to a mobile platform, you will probably get this error:

Assets/Mezanix/Diamond/Scripts/Editor/Nodes/LogicNode.cs(45181,36): error CS0234: The type or namespace name `Advertisements' does not exist in the namespace `UnityEngine'. Are you missing an assembly reference?

You need to activate Unity Ads, even if you won't use it. Don't worry, there is no impact on your project

Build Settings

Scenes In Build

Add Open Scenes

Platform

- PC, Mac & Linux Standalone
- iOS
- tvOS
- Android
- Tizen
- Windows Store
- WebGL

Android

Texture Compression	Don't override
Build System	Internal (Default)
Export Project	
Development Build	
Autoconnect Profiler	
Script Debugging	

Learn about Unity Cloud Build

Switch Platform   Player Settings...   Build   Build And Run

Console

Clear | Collapse | Clear on Play | Error Pause

Assets/Mezanix/Diamond/Scripts/Editor/Nodes/LogicNode.cs(45181,36): error CS0234: The type or namespace name `Advertisements' does not exist in the namespace `UnityEngine'. Are you missing an assembly reference?

Activate Ads

Open the window services. Select your organization (here is 'mezanix') and click 'Create'. Click 'OFF' to enter Ads window. Activate and click 'continue'.