

Official AdMob plug-in installation for Android devices

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1) Introduction

With this manual you'll learn how to use the oficial Google plug-in to handle AdMob which is free, this proyect only includes the administration script and its configuration.

At the end of the manual we'll see how to configure different kinds of ads ingame.



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2) Instalation

-Go to:

<https://github.com/googleads/googleads-mobile-unity/releases>

- Download GoogleMobileAds.unitypackage.

Google Mobile Ads Unity Plugin v3.0.4

 rampara released this 19 days ago

Fix compatibility issues with CocoaPods 1.0.0.

Downloads

 [GoogleMobileAds.unitypackage](#)

 [Source code \(zip\)](#)

 [Source code \(tar.gz\)](#)

- Download it and place it where you know it's there (you know, desktop, personal folder, etc.)

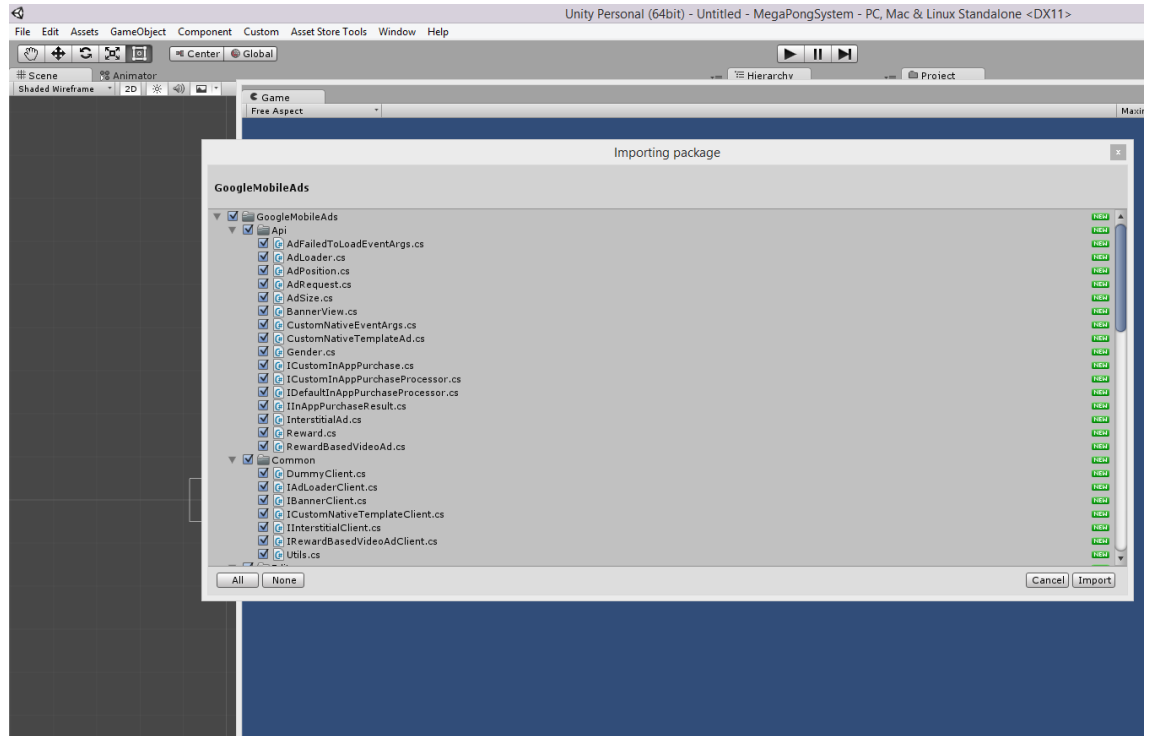
- Open the file and import it to Unity (Clic Import).



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Now AdMob is already installed, to see how to configure it check the next PDF.



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