

# MobFox Unity plugin

1. The **MobFoxUnityPluginDistributables.zip** contains all the files you will need.  
Extract it's content into a temporary directory.

2. In your **Unity** project, create a folder **Assets/Plugin/iOS**

Copy the following files from **Plugins/iOS** directory into that directory:

**MobFoxUnityPlugin.mm**  
**MobFoxUnityPlugin.h**  
**MobFoxSDKCore.bundle**  
**MobFoxSDKCore.framework**

3. In your **Unity** project, create a folder **Assets/Plugin/Android**

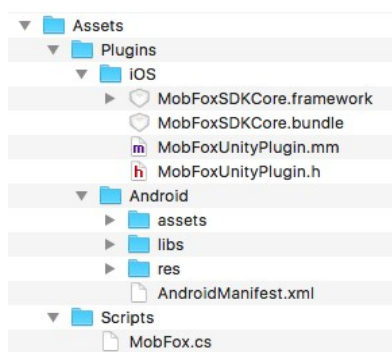
Copy the following from **Plugins/Android** into that directory:

**AndroidManifest.xml** file  
**libs** directory (and content)  
**res** directory (and content)

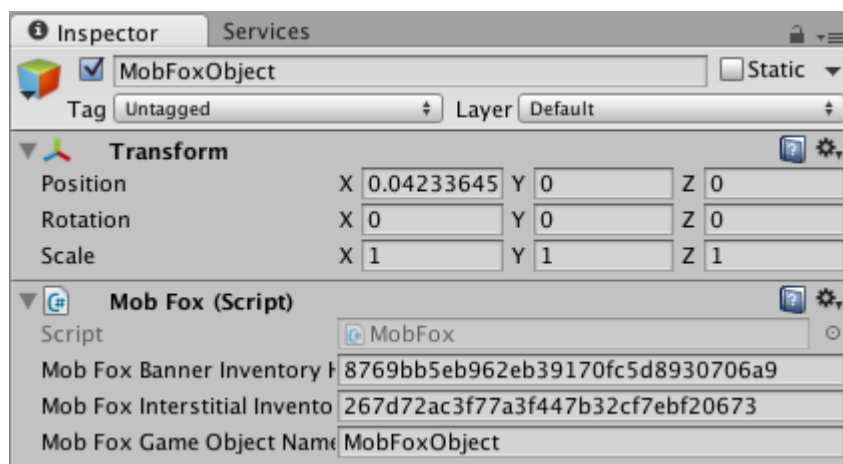
4. In your **Unity** project, create a folder **Assets/Scripts**

Copy the following file from **Scripts** directory into that directory:

**MobFox.cs**



5. In your **Unity** project, create a game object called **MobFoxObject**. Attach the **MobFox** script to it.



6. Fill the '**Mob Fox Banner Inventory Hash**' field with your MobFox hash id for banners.
7. Fill the '**Mob Fox Interstitial Inventory Hash**' field with your MobFox hash id for interstitials.
8. Fill the '**Mob Fox Game Object Name**' field with the name of the game object if you use one other than 'MobFoxObject'.

9. Now you can use **MobFox.ShowMobFoxBanner** to display a banner ad.  
You can use **MobFox.CreateAndShowMobFoxInterstitial** to display an interstitial ad.

**New:** If you want to first load the interstitial, and then show it any time you want (not in the callback) - First call **MobFox.CreateMobFoxInterstitial**, you will get the **interstitialReady** callback when it is ready, then call **MobFox.ShowMobFoxInterstitial** to show the interstitial.

Inside the **MobFox script** you can find the callback functions you can use to handle events related to the banner ads (bannerReady, bannerError, bannerClosed, bannerClicked, bannerFinished) or interstitial ads (interstitialReady, interstitialError, interstitialClosed, interstitialClicked, interstitialFinished).

You can also change the location and dimensions of banner ads by altering the parameters passed in **ShowMobFoxBanner\_iPhone** or **ShowMobFoxBanner\_Android** (0, 0, 320, 50) are the default.

By default, use of location info is disabled. To enable it, you can call **MobFox.SetUseLocation(true)**.