Motus Plugin

Motus Plugin

HOW TO USE

- 3 Actions

- 5 Triggers/Callbacks

- 2 Ads Format

- All platforms support.
  (Web, Android , iOS and more)

Install plugin

Construct 3

c3Motus.c3addon . Same as all other Construct 3 addon, you can easier to install it to your project. You can follow or check it on here

Construct 2

Just drag and drop *c2Motus.c2addon*

INSTALLING THIRD-PARTY ADDONS

Ashley
♥ Follow (133K)
Construct Team   Founder

Published 8 Aug, 2017 • 6 edits • 391 words • ~2-3 mins

Third party developers can extend Construct 3 with new plugins, behaviors, effects and themes (collectively referred to as "addons") using the Addon SDK. Addons are typically distributed as a .c3addon file.

HOW TO USE

1. Config plugin

2. Initial plugin

3. Interstitial Banner Ads

4. Rewarded Video Ads

5. Publish it

# Motus plugin is based on HTML5, jQuery for Construct 2/3.

It will not support without any above requirements

Config plugin

First of all, the plugin interacts with SDK and make you can config it. You can check it on **Properties** of plugin.

You will provided a unikey key for each publisher for Banner Inerstitial and Reward Video .

Motus SDK URL is
http://api.motus.aero/js/

Name	Motus
Plugin	Motus
Properties	
Interstitial Banner Ads ID	fc19776d-6c58-42c1-806a-21f00819b...
Rewarded Video ID	A64C2DE3-9DE4-48A2-AA9C-61C280...
Motus SDK URL	http://api.motus.aero/js/
More information	Help

Config your setting in plugin

Initial plugin

Add action **Motus Init** for loading
SDK on system start of Layout .

1	System	On start of layout	Motus	Init	
			Add action		
2	Motus	On SDK Inited	TextBox	Set text to Self.Text&newline&"Init !!!"	
			Add action		

Initial plugin

Interstitial Banner Ads

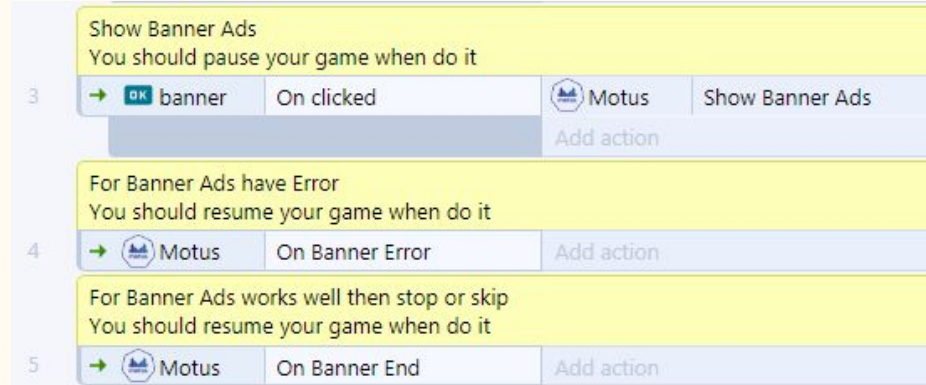For showing the interstitial banner ads, you can call action **Show Banner Ads.**

We also provide two events

- **On Banner Error.**Sometimes we dont get an advertisement based on the analytics so you have to continue the game
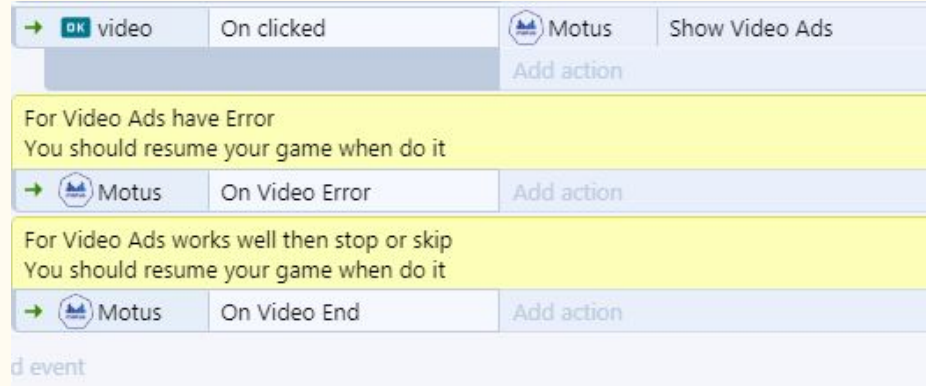- **On Banner End.** Normally you should continue the game

Rewarded Video Ads

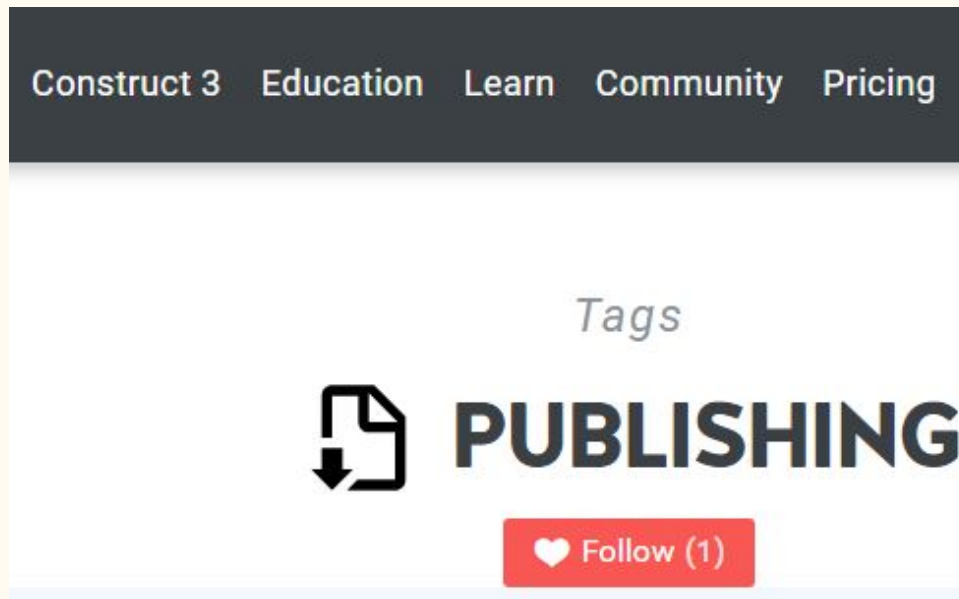For showing the rewarded video ads, you can call action **Show Video Ads.**

We also provide two events

- **On Video Error.**Sometimes we dont get an advertisement based on the analytics so you have to continue the game
- **On Video End.** Normally you should continue the game

Publish your game/app

 Follow some awesome guide, you can publish your game/app with any platform as you want

https://www.construct.net/en/tags/en-us/publishing