

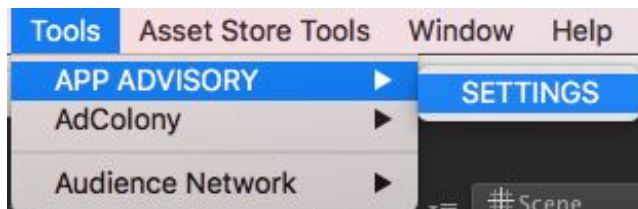
[All Unity Asset Store Assets](#) | [Linkedin](#) | [Looking for a freelancer?](#) | [Unity Connect](#) | [Facebook](#) | [Twitter](#) | [Youtube](#) | [Website](#) | [Newsletter](#) | [Contact](#) | [iOS Games](#) | [Android Games](#) | [Amazon Games](#)

Quick start video: <https://youtu.be/Z9Q4NGCQC1o>

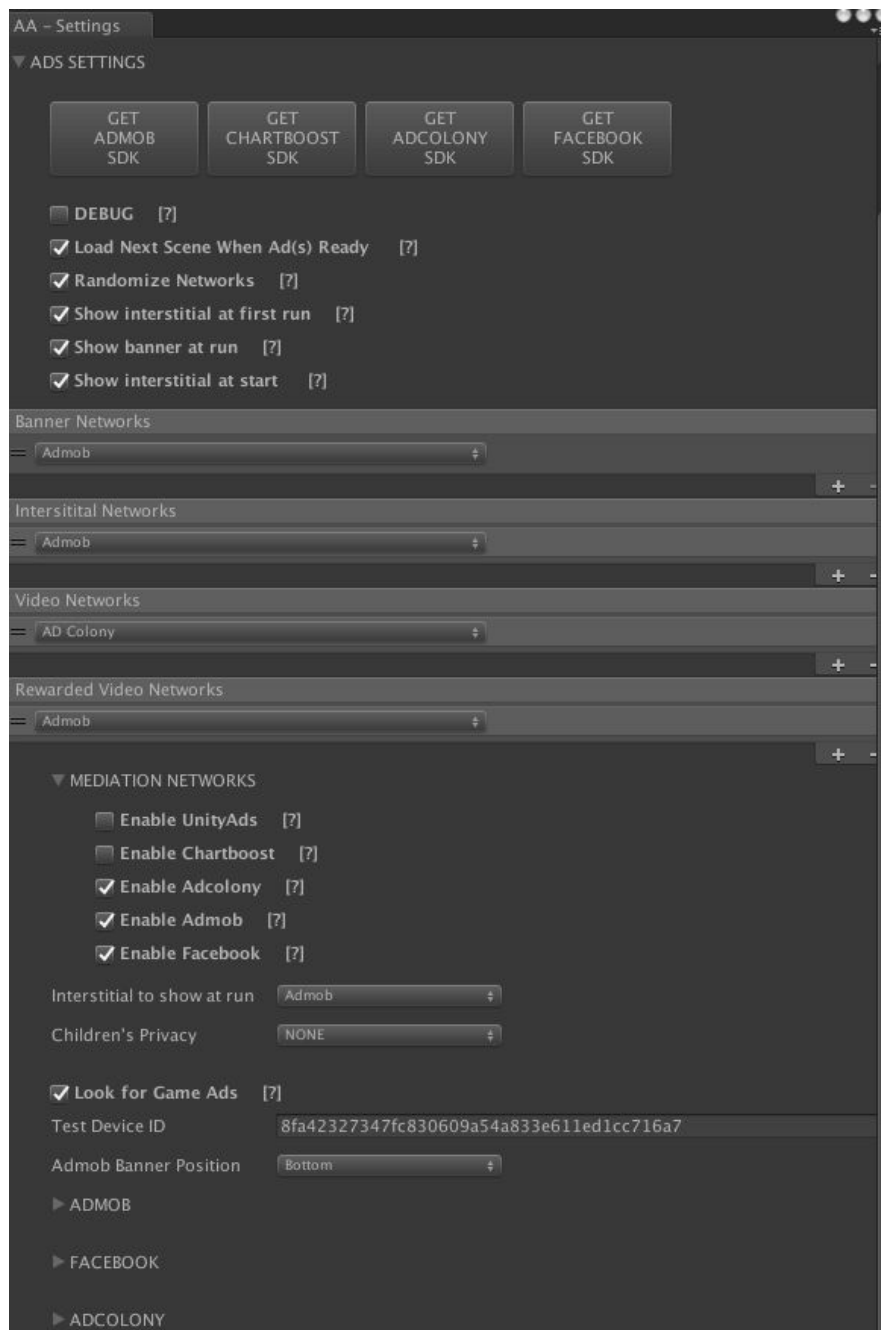
How to create an Admob Id for your game : <https://www.youtube.com/watch?v=yKebp1ICQgk>

ADS INTEGRATION DOCUMENTATION:

Everything is done for you:



And Select the networks you want (don't forget to get the SDKs if needed) :

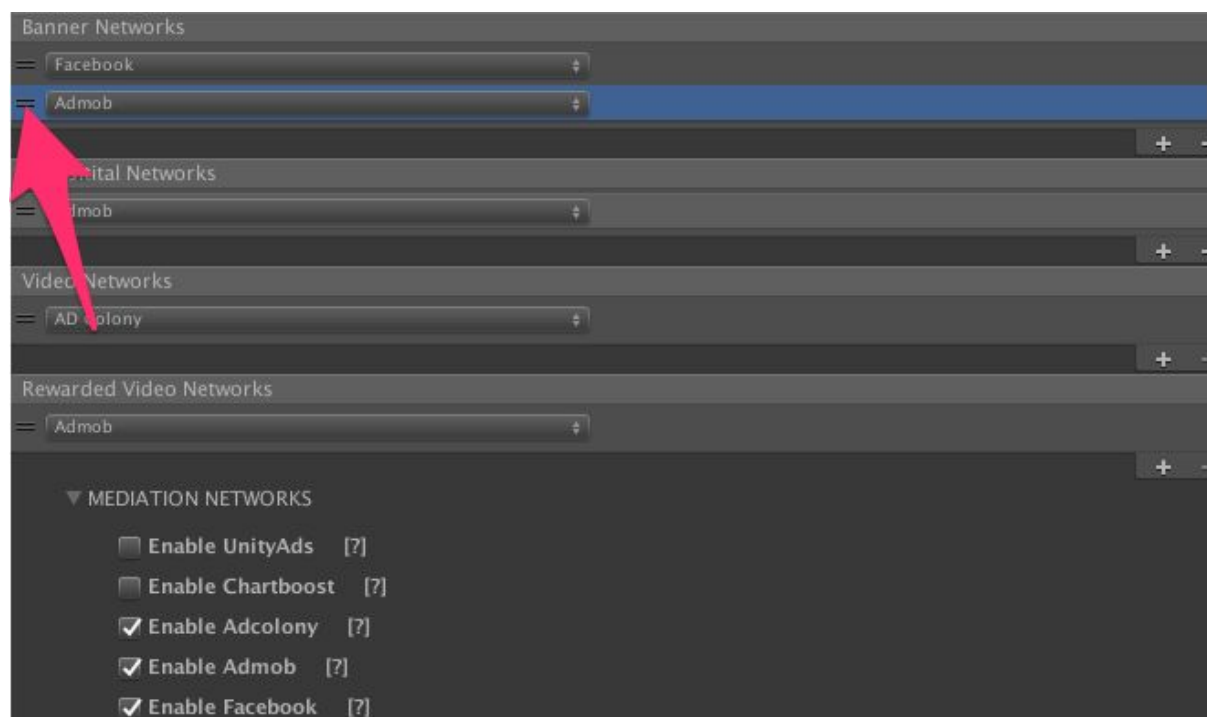
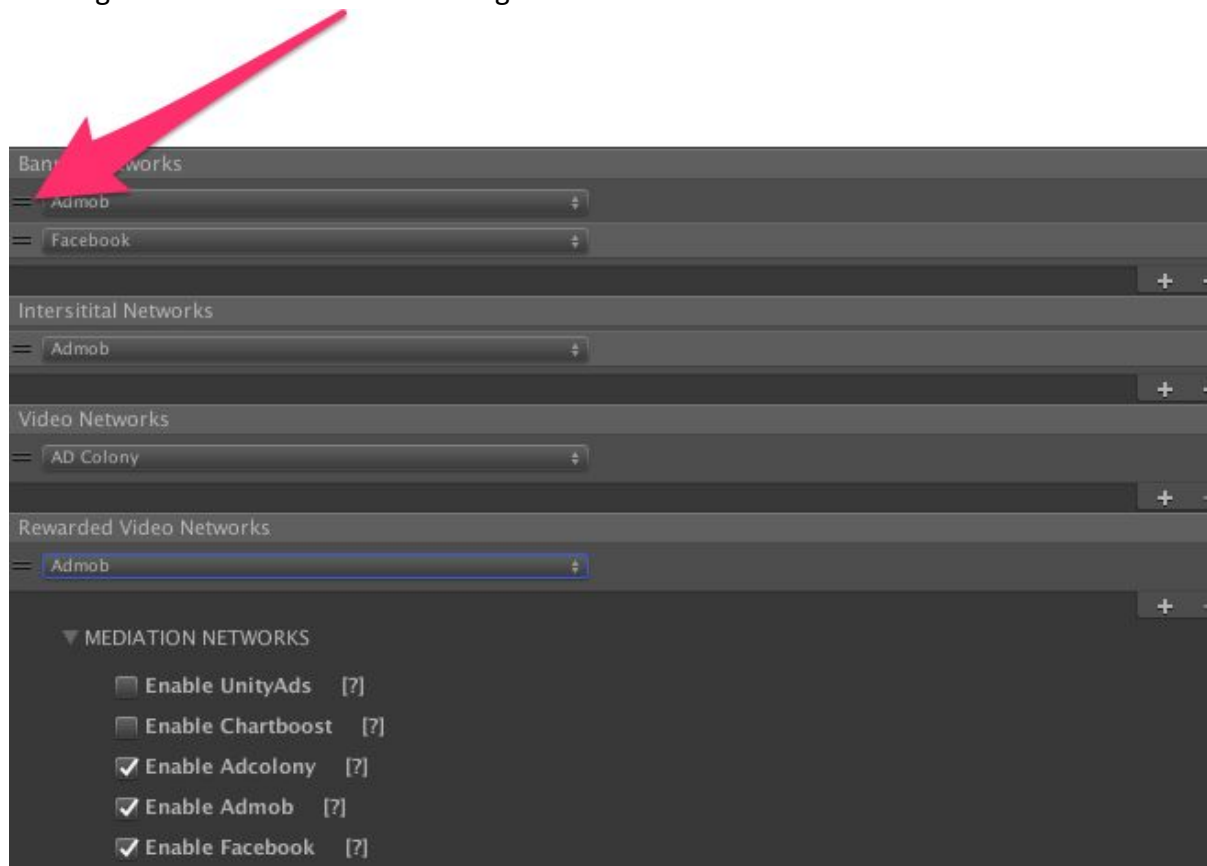


For Unity Ads, please visit my website:

<https://appadvisory.zendesk.com/hc/en-us>

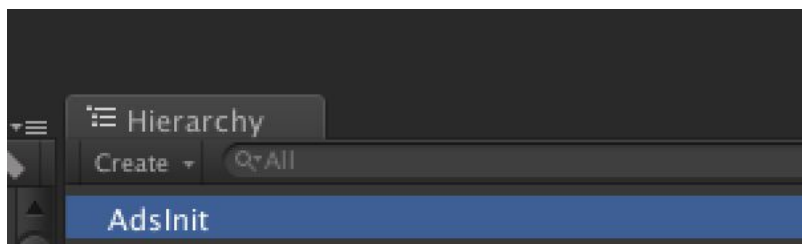
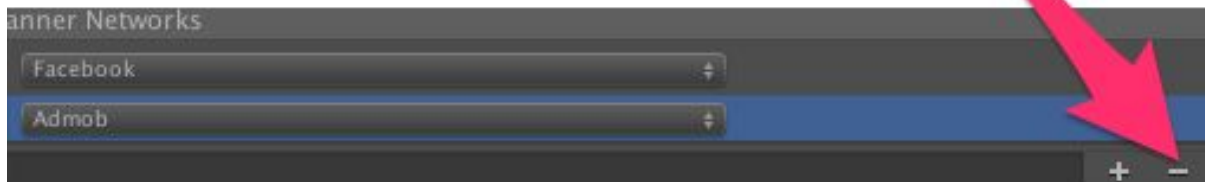
How to manage mediation networks

to reorganize mediation networks drag the network

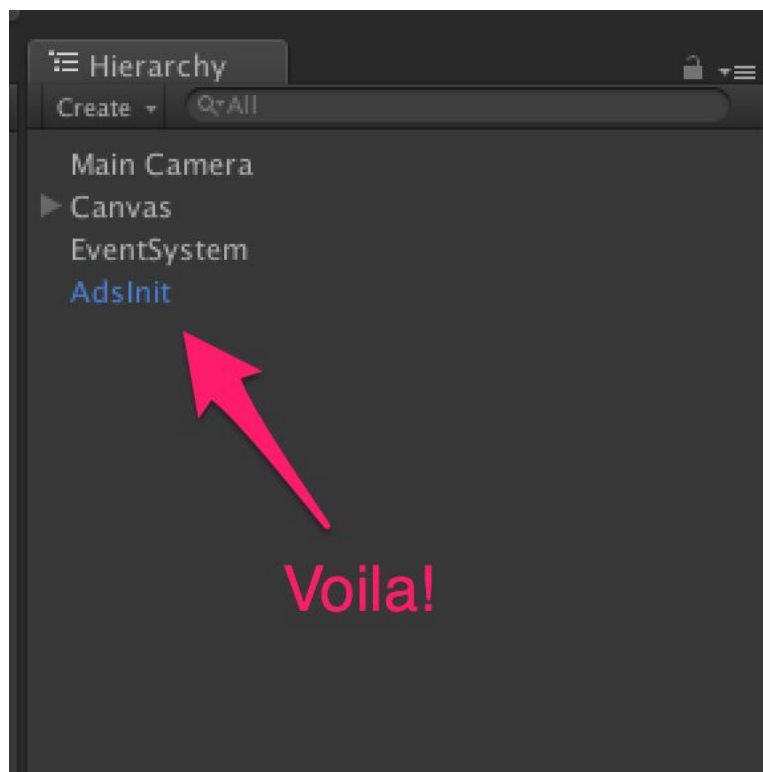
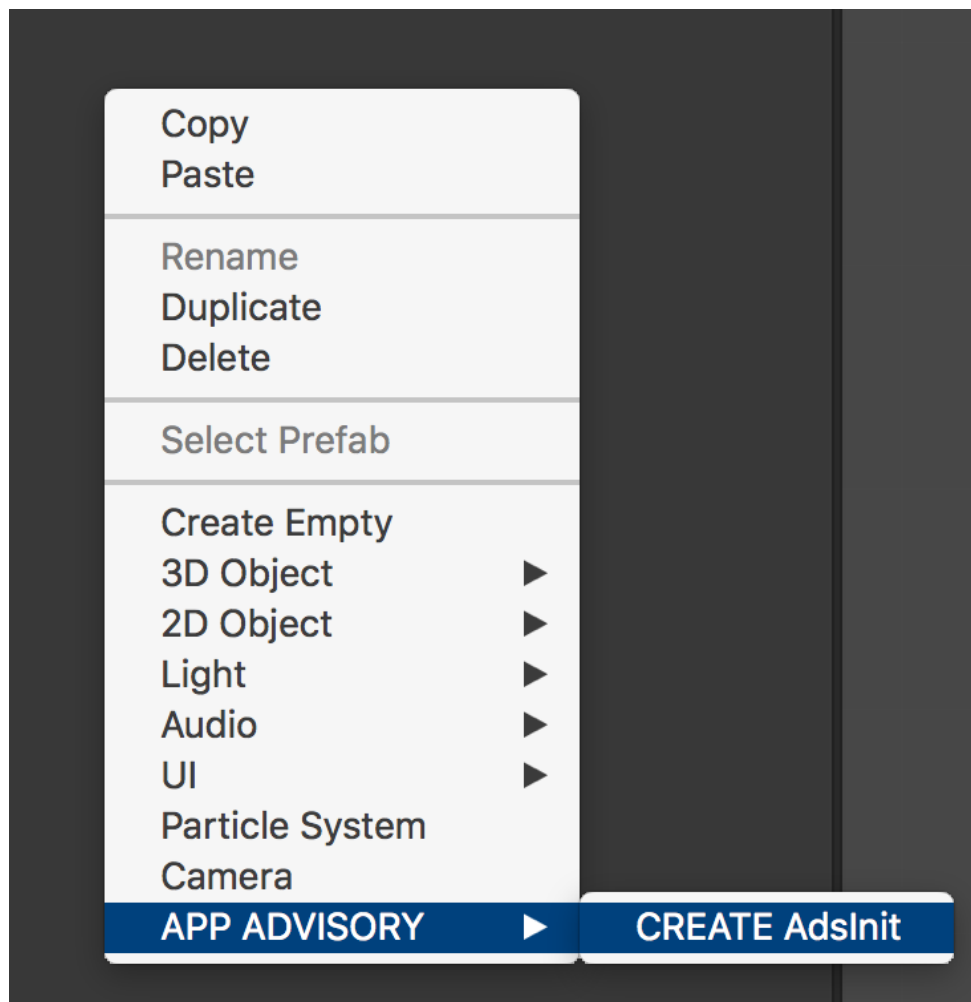


To add or remove networks

use plus and minus.



If not, please do a right click on the hierarchy view and:



How to check:

- If an interstitial is available ?

AdsManager.instance.IsReadyInterstitial()

Return a boolean : true if ready, false if not.

- If a video ad is available ?

AdsManager.instance.IsReadyVideoAds()

Return a boolean : true if ready, false if not.

- If a rewarded video is available ?

AdsManager.instance.IsReadyRewardedVideo()

Return a boolean : true if ready, false if not.

How to show :

- An interstitial ?

AdsManager.instance.ShowInterstitial()

- A video ad?

AdsManager.instance.ShowVideoAds()

- A rewarded video?

```
AdsManager.instance.ShowRewardedVideo( () => {  
    If(success)  
    {  
        //give a reward to the player  
    }  
    else  
    {  
        //the player do not complete the video  
    }  
})
```

OR

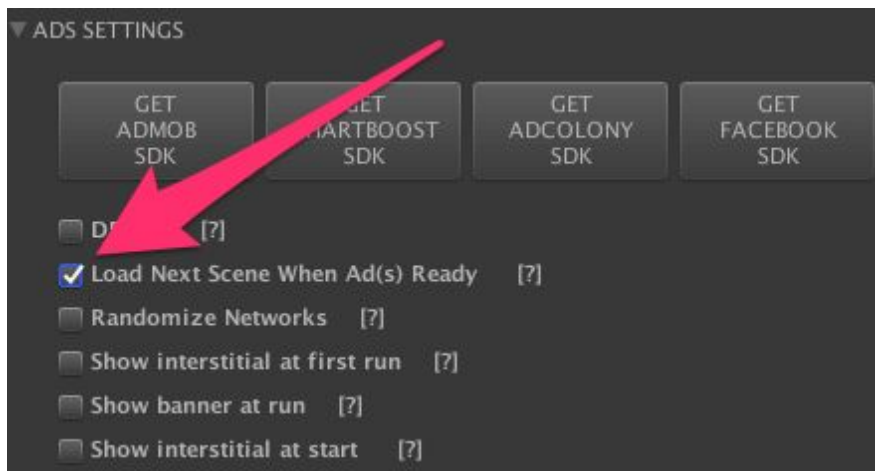
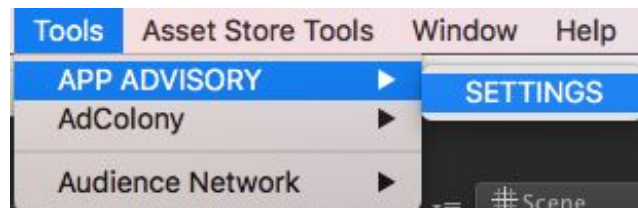
AdsManager.instance.ShowRewardedVideo(Method) ;

And the method called is like this:

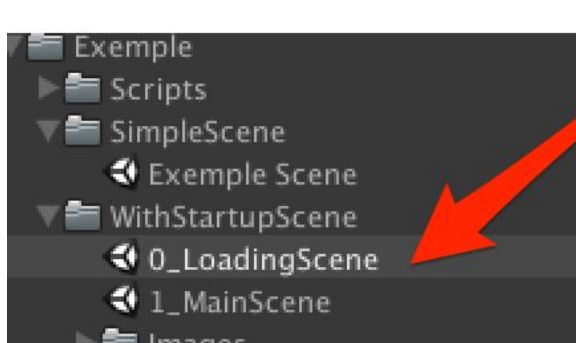
```
Void Method(bool success)  
{  
    If(success)  
    {  
        //give a reward to the player  
    }  
    else  
    {  
        //the player do not complete the video  
    }  
}
```

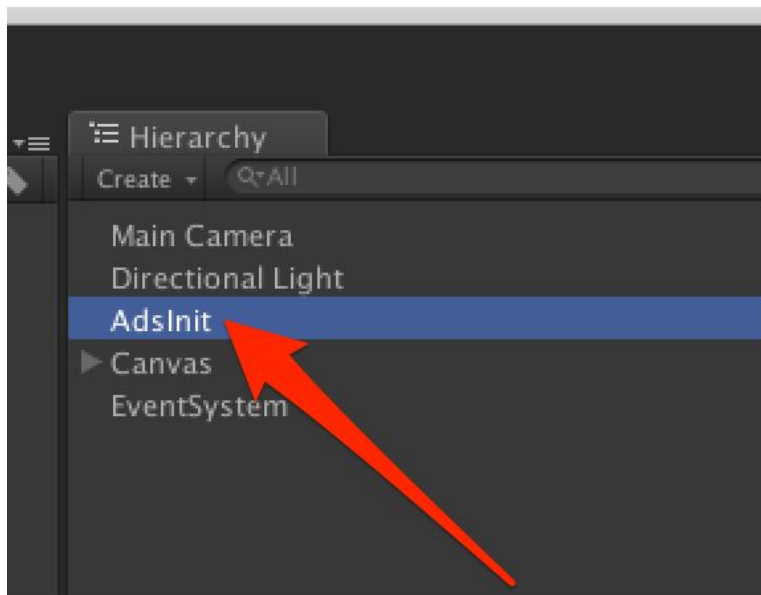
```
}  
  
}
```

How to add a loading page to load ads before to start the game?
Open add settings



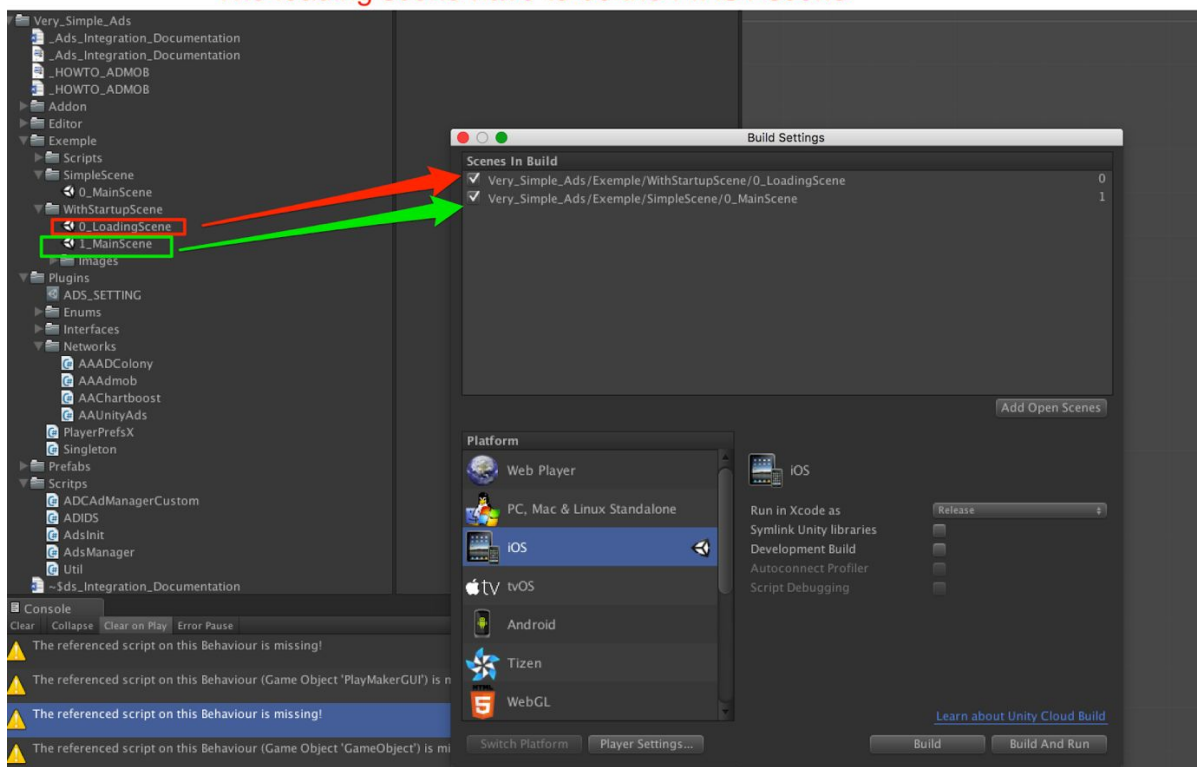
open this scene



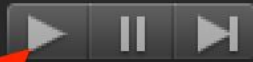


Be sure there is an ad init
in the hierarchy.

The loading scene have to be the FIRST scene



loadingScene.unity - VerySimpleAds - iPhone, iPod Touch and iPad <OpenG



t Store

Click on play

The first scene is now opened

Loading..

...

In a few seconds the second
will be opened



VIDEO GAME MAKER
APP-ADVISORY.COM

No-ads system:

If you want to disable ads use this method :

```
AdManager.instance.SetNoAdsPurchased ();
```

Subscribe to events:

Be notified when static interstitial is opened:

```
AdManager.OnInterstitialOpen += OnInterstitialOpened;
```

```
void OnInterstitialOpened()  
{  
    //Do your stuff here  
}
```

Be notified when static interstitial is closed:

```
AdManager.OnInterstitialClosed += OnInterstitialClosed;
```

```
void OnInterstitialClosed()  
{  
    //Do your stuff here  
}
```

Be notified when video interstitial is opened:

```
AdManager.OnVideoInterstitialOpened += OnVideoInterstitialOpened;
```

```
void OnVideoInterstitialOpened()  
{  
    //Do your stuff here  
}
```

Be notified when video interstitial is closed:

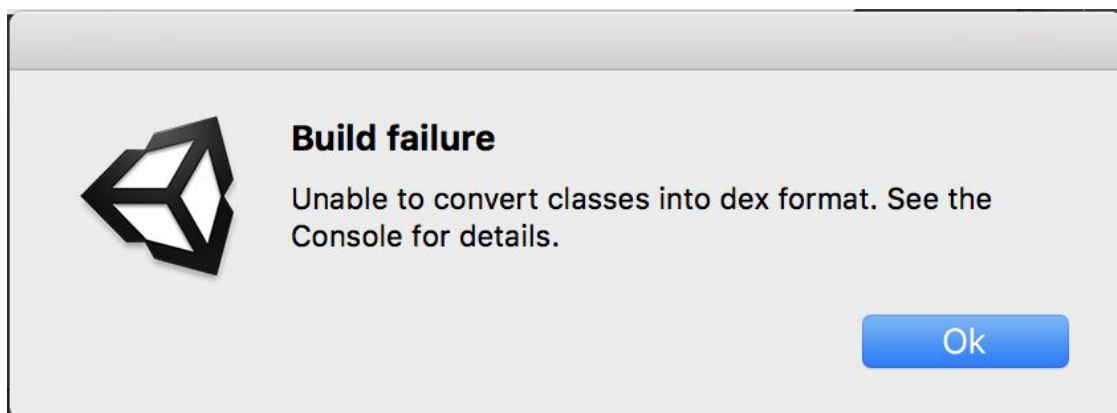
```
AdManager.OnVideoInterstitialClosed += OnVideoInterstitialClosed;
```

```
void OnVideoInterstitialClosed()  
{  
    //Do your stuff here  
}
```

Frequently Encountered Problem:

- **Build failure :**

If you activate both Admob and Facebook Audience Network at the same time you might get this error. To solve it, you need to delete any duplicated file in the .jar files in the folders Plugins/Android.



Thanks!

Our other assets: <http://u3d.as/9cs>
Contact: contact@app-advisory.com

For Admob integration (Xcode / Android) =>

- <https://developers.google.com/admob/unity/start>

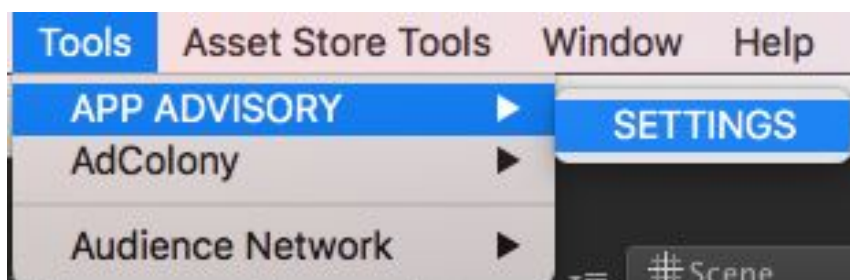
For Admob mediation, please have a look here =>

- <https://developers.google.com/admob/unity/mediation>

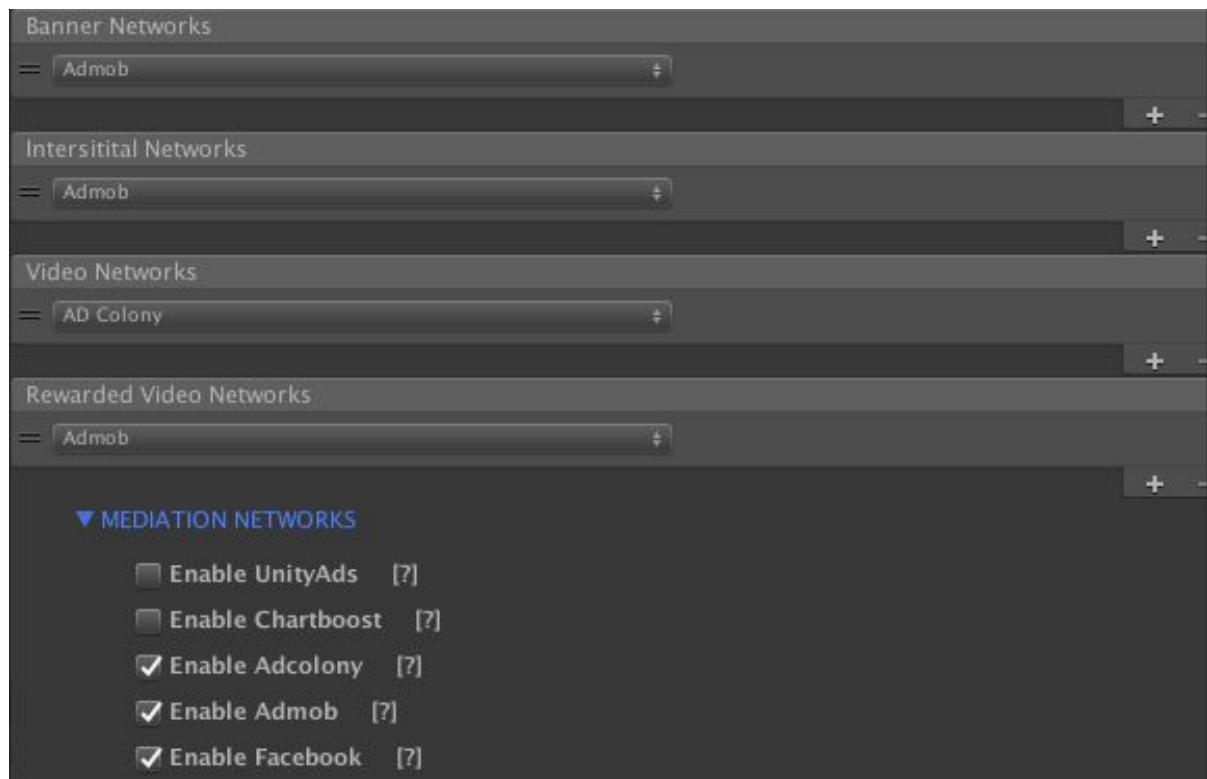
OLD VERSION (under 1.1.3)

ADS INTEGRATION DOCUMENTATION :

Everything is done for you :



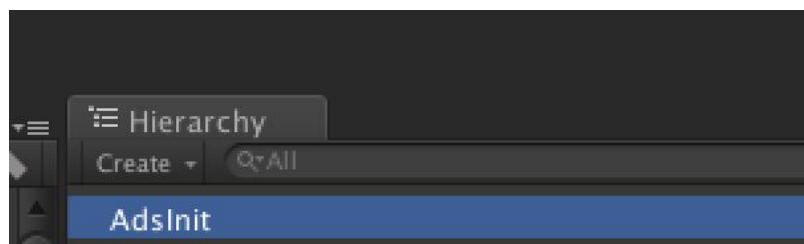
And Select the networks you want (don't forget to get the SDKs if needed) :



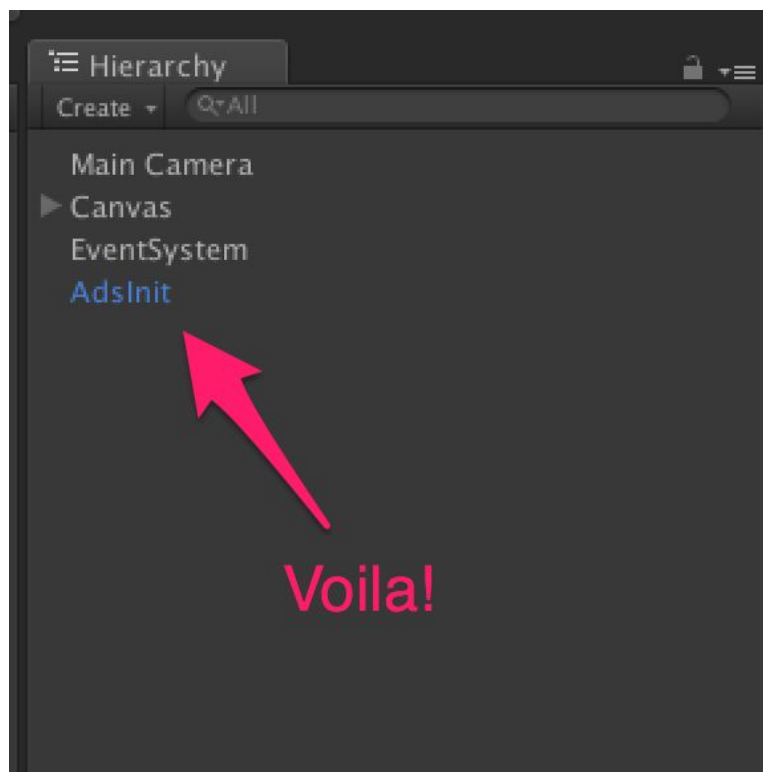
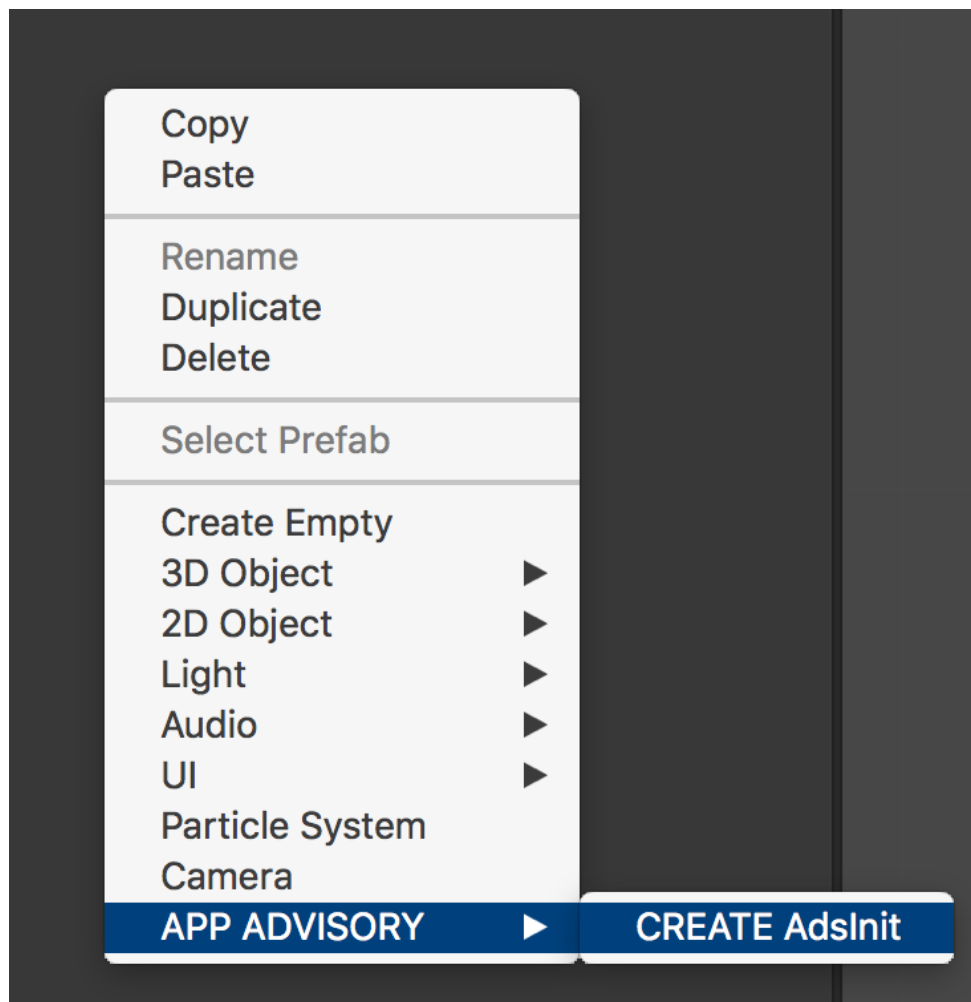
For Unity Ads, please visit my website :

<https://appadvisory.zendesk.com/hc/en-us>

You should have a GameObject named « AdsInit » in the hierarchy view :



If not, please do a right click on the hierarchy view and :



How to check :

- If an interstitial is available ?

AdsManager.instance.IsReadyInterstitial()

Return a boolean : true if ready, false if not.

- If a video ad is available ?

AdsManager.instance.IsReadyVideoAds()

Return a boolean : true if ready, false if not.

- If a rewarded video is available ?

AdsManager.instance.IsReadyRewardedVideo()

Return a boolean : true if ready, false if not.

How to show :

- An interstitial ?

AdsManager.instance.ShowInterstitial()

- A video ad?

AdsManager.instance.ShowVideoAds()

- A rewarded video?

```
AdsManager.instance.ShowRewardedVideo( () => {  
    If(success)  
    {  
        //give a reward to the player  
    }  
    else  
    {  
        //the player do not complete the video  
    }  
})
```

OR

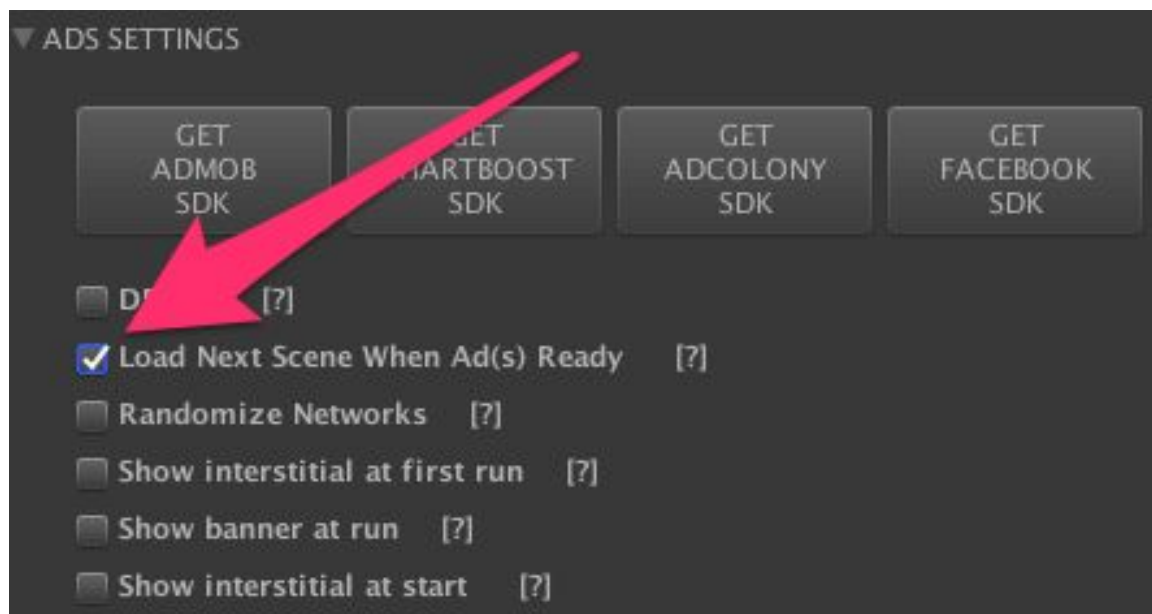
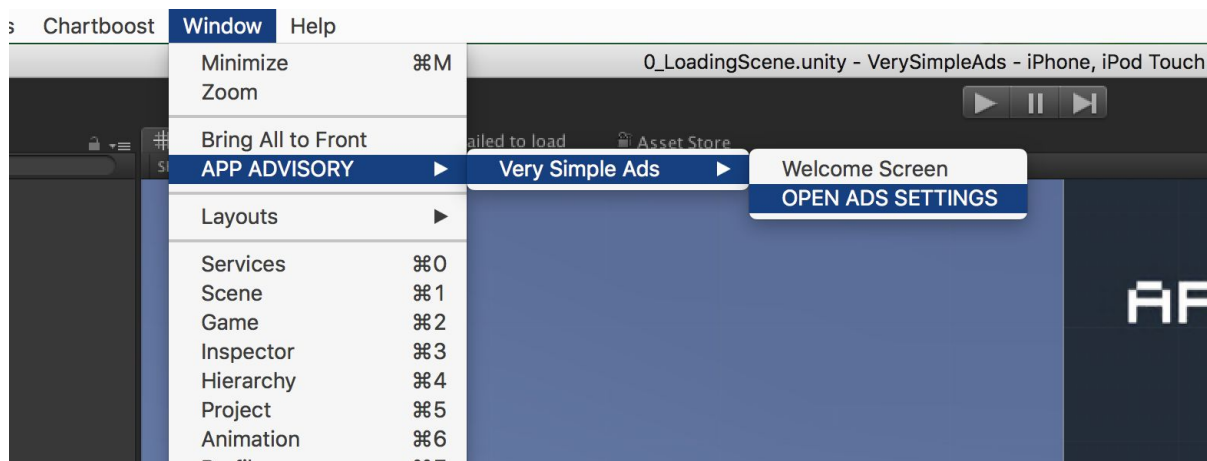
AdsManager.instance.ShowRewardedVideo(Method) ;

And the method called is like this :

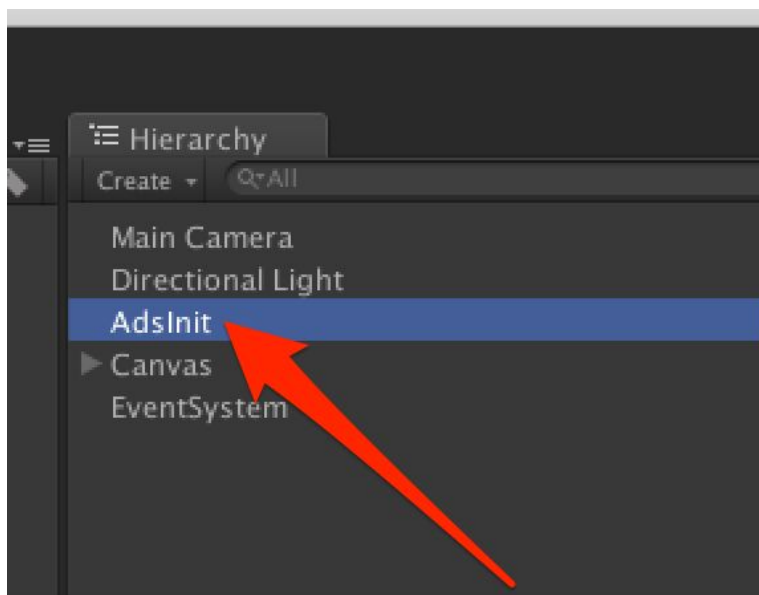
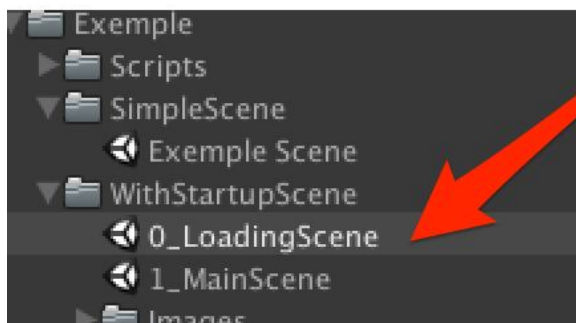
```
Void Method(bool success)  
{  
    If(success)  
    {  
        //give a reward to the player  
    }  
    else  
    {  
        //the player do not complete the video  
    }  
}
```

```
}  
  
}
```

How to add a loading page to load ads before to start the game ?

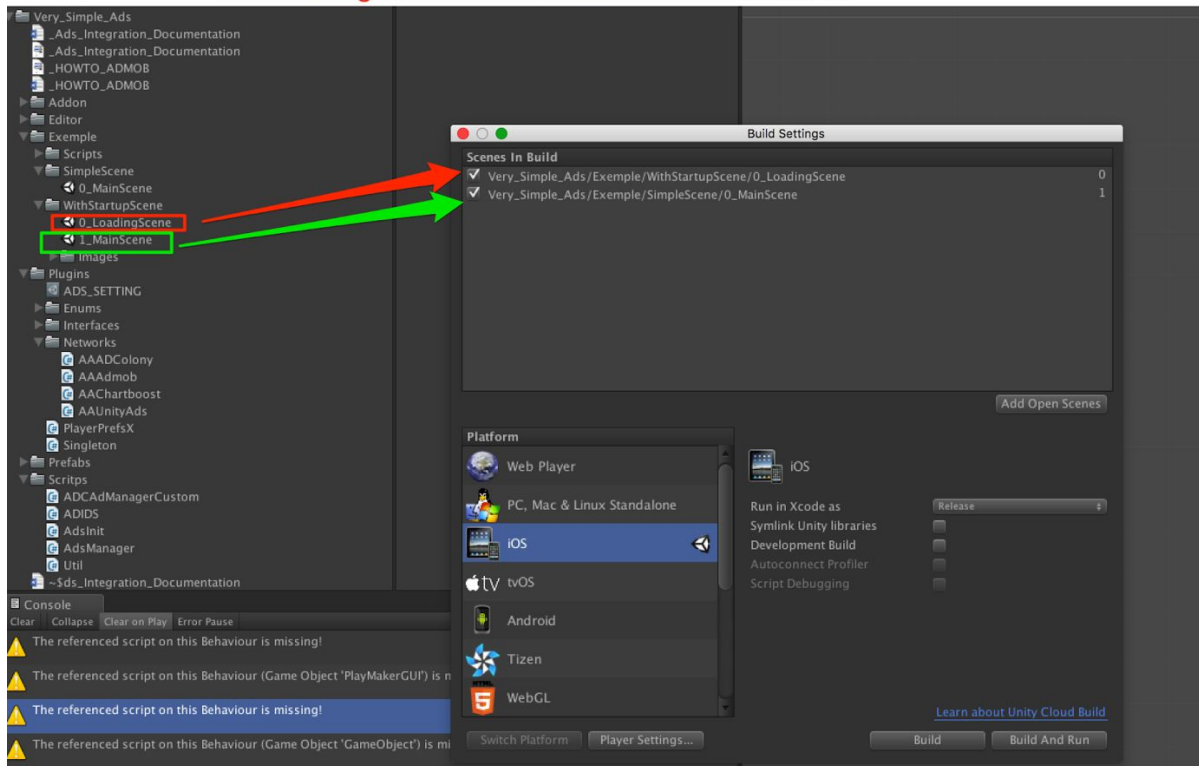


open this scene

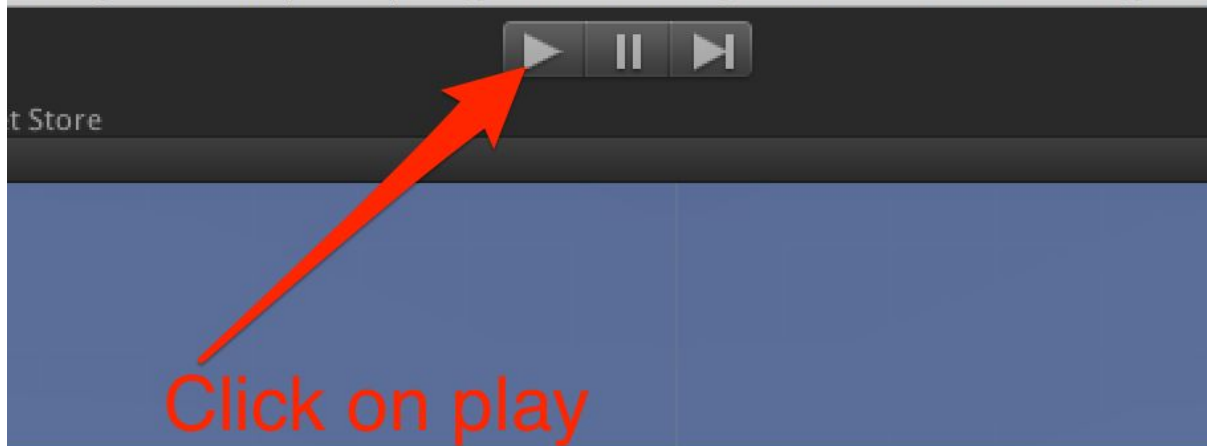


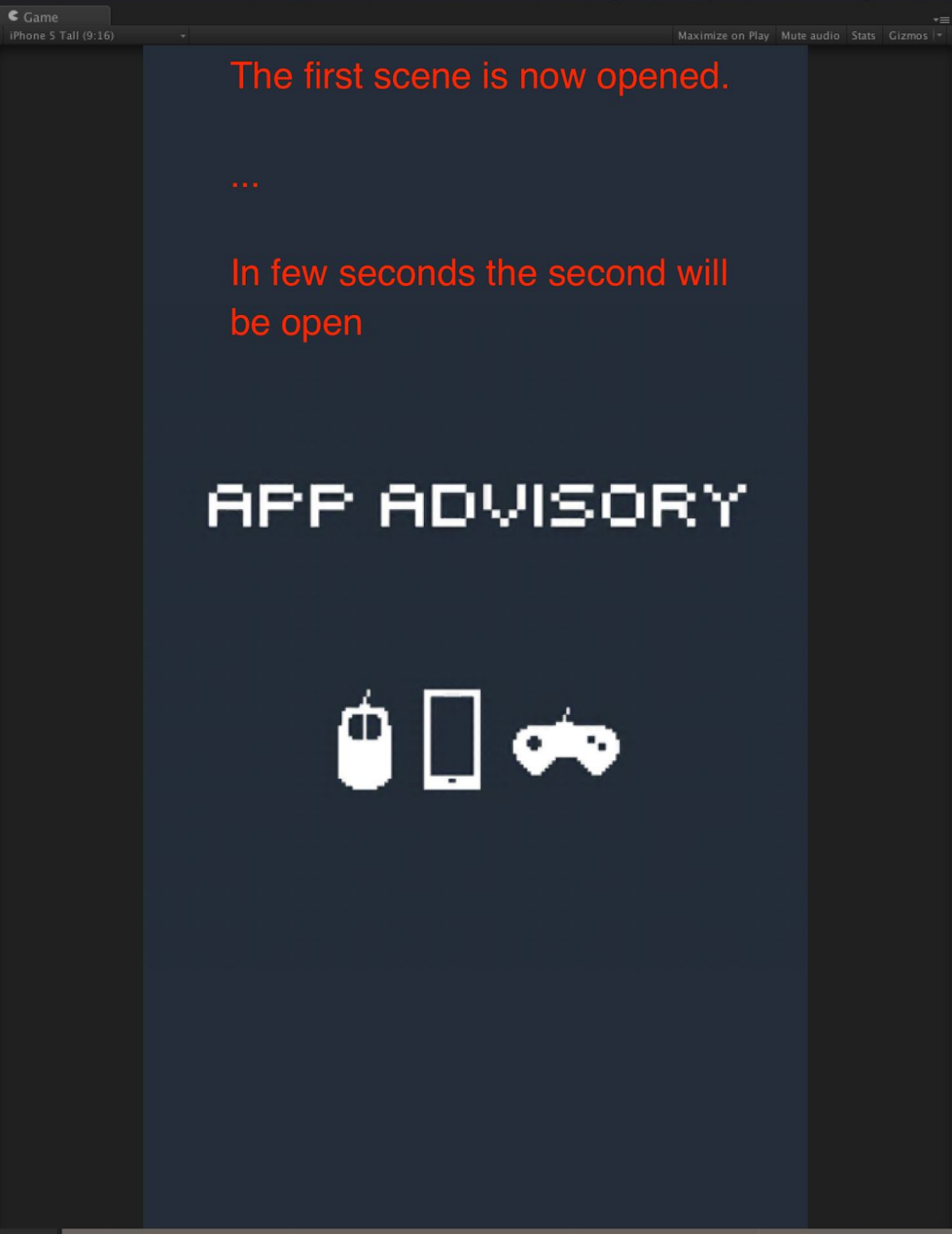
Be sure there is an ad init
in the hierarchy.

The loading scene have to be the FIRST scene



loadingScene.unity - VerySimpleAds - iPhone, iPod Touch and iPad <OpenG





Subscribe to events :

Be notified when static interstitial is opened :

```
AdManager.OnInterstitialOpen += OnInterstitialOpened;
```

```
void OnInterstitialOpened()  
{  
    //Do your stuff here  
}
```

Be notified when static interstitial is closed:

```
AdManager.OnInterstitialClosed += OnInterstitialClosed;
```

```
void OnInterstitialClosed()  
{  
    //Do your stuff here  
}
```

Be notified when video interstitial is opened:

```
AdManager.OnVideoInterstitialOpened += OnVideoInterstitialOpened;
```

```
void OnVideoInterstitialOpened()  
{  
    //Do your stuff here  
}
```

Be notified when video interstitial is closed:

```
AdManager.OnVideoInterstitialClosed += OnVideoInterstitialClosed;
```

```
void OnVideoInterstitialClosed()
{
    //Do your stuff here
}
```

Thanks !

Our other assets : <http://u3d.as/9cs>

Contact : contact@app-advisory.com

1/ Import Very Simple Ads

Very Simple Ads Monetization & Mediation...

Category: Scripting/Integration
Publisher: App Advisory
Rating: ★★★★★ (16)
Price: \$1.09

Import

"Very Simple Ads" is a feature that lets you serve ads to your apps from multiple sources, including the AdMob Network, third-party ad networks, and house ad campaigns. "Very Simple Ads" helps maximize your fill rate and increase your monetization by sending ad requests to multiple networks to ensure you find the best available network to serve ads.

NO CODING REQUIRED

ALL NETWORKS INCLUDED ARE FREE TO USE


COMPLETE AND POWERFUL MONETIZATION AND MEDIATION SYSTEM


Easy monetizing system for mobile (Apple's iOS - iPhone, iPad, iPod Touch, iPad Pro and

Banners and Interstitials with Admob and Chartboost

Ads with Unity Ads and ADColony

Rewarded Videos with Unity Ads, ADColony and Chartboost





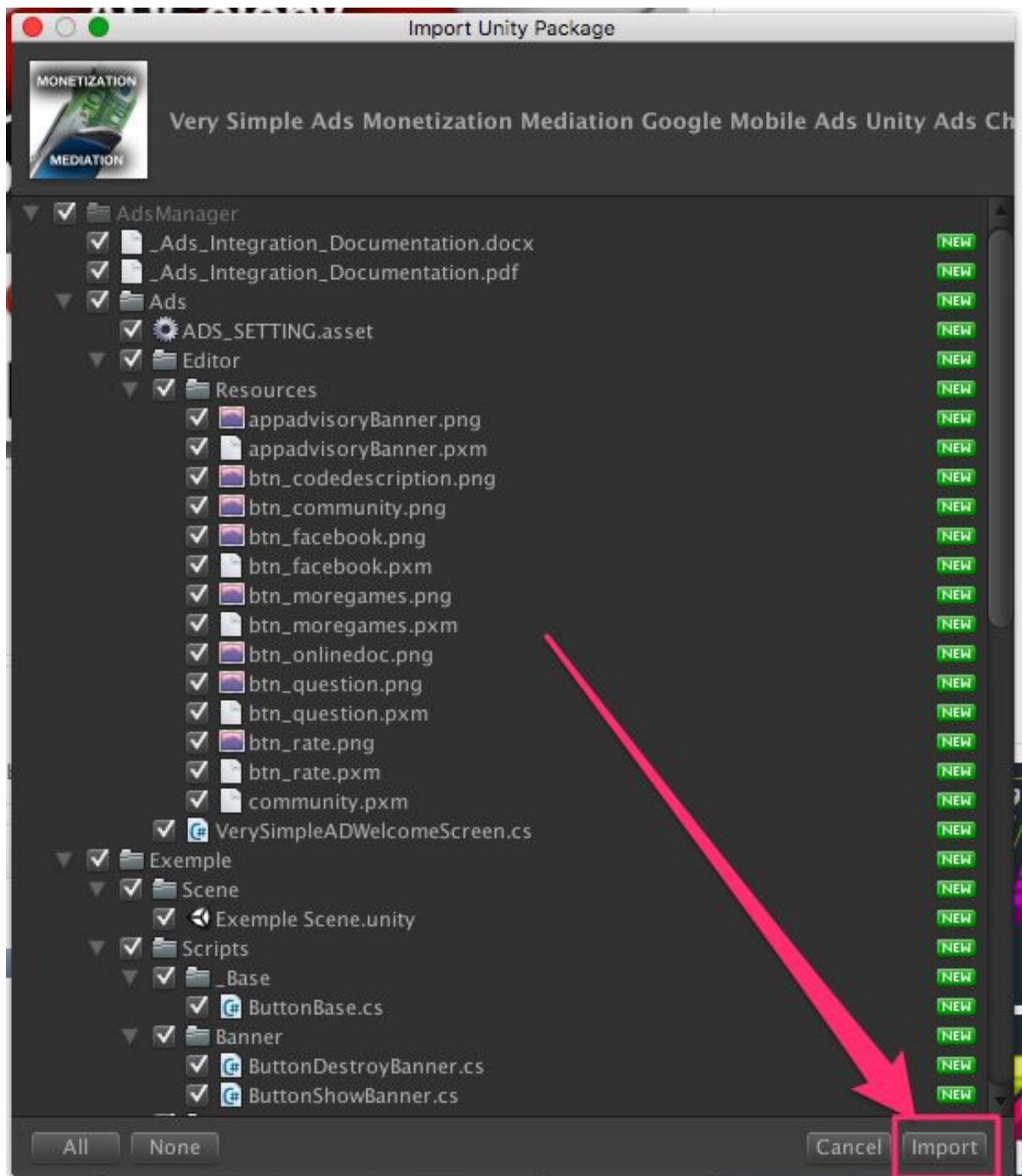
Version: 1.0.1 (Mar 28, 2016) Size: 2.2 MB

Originally released: 21 March 2016

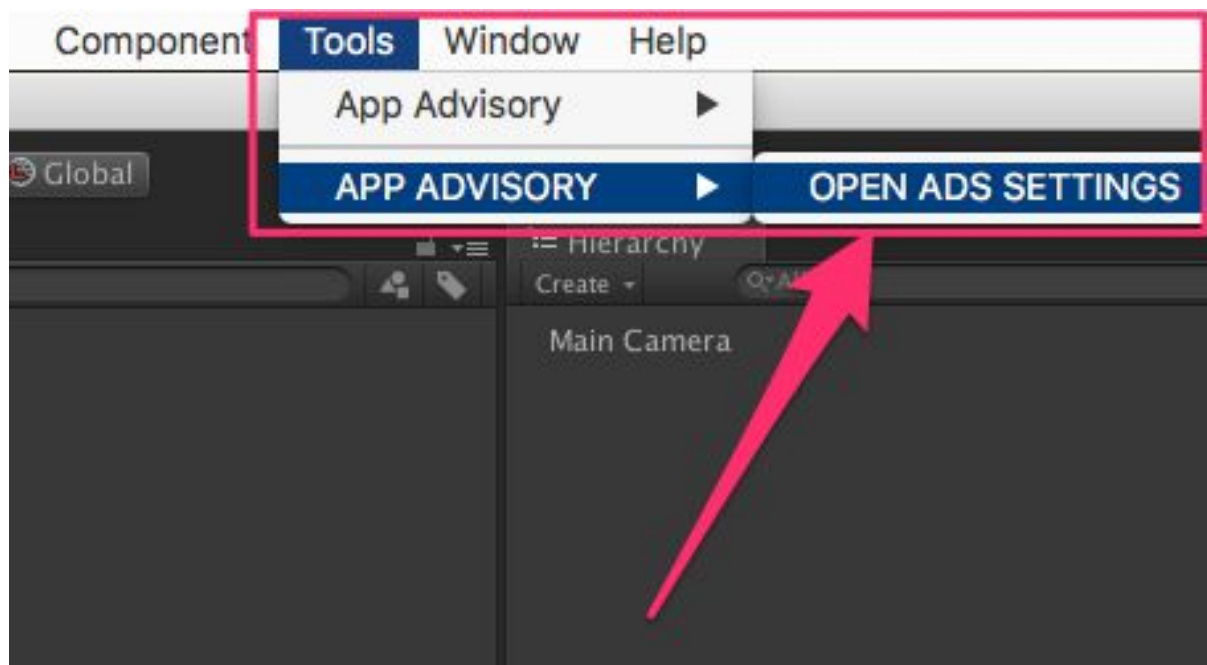
Package has been submitted using Unity 5.0.1, and 5.3.4 to improve compatibility within the range of these versions of Unity.

Support E-mail Support Website Visit Publisher's Website

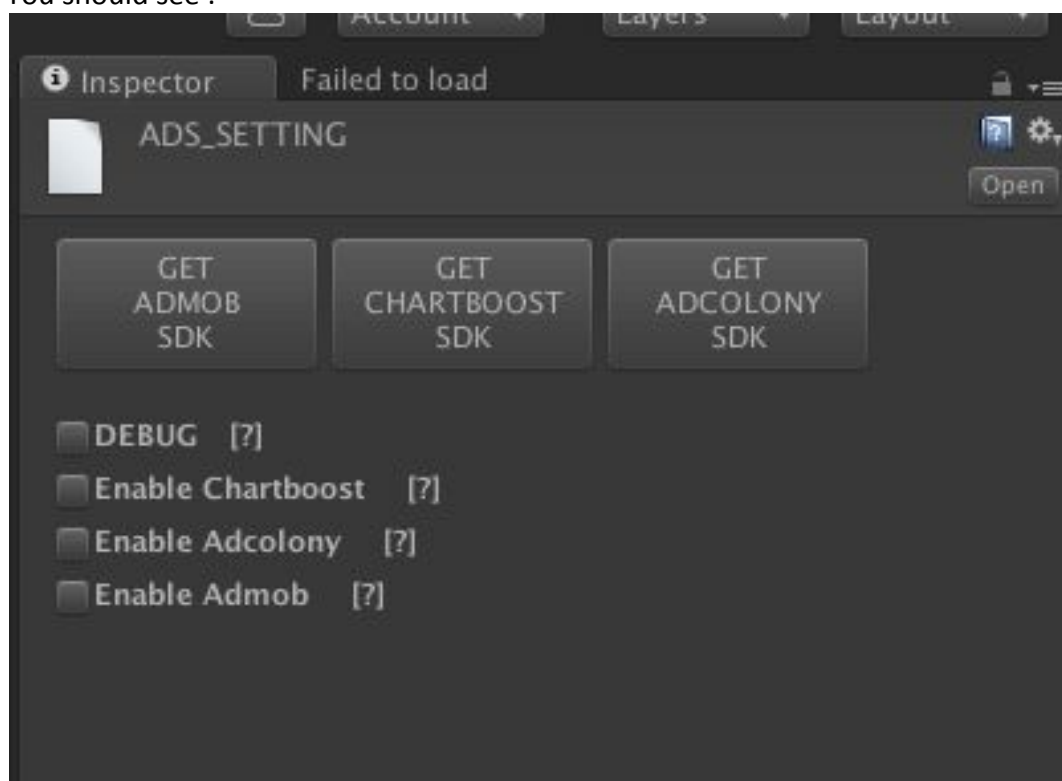
Then :



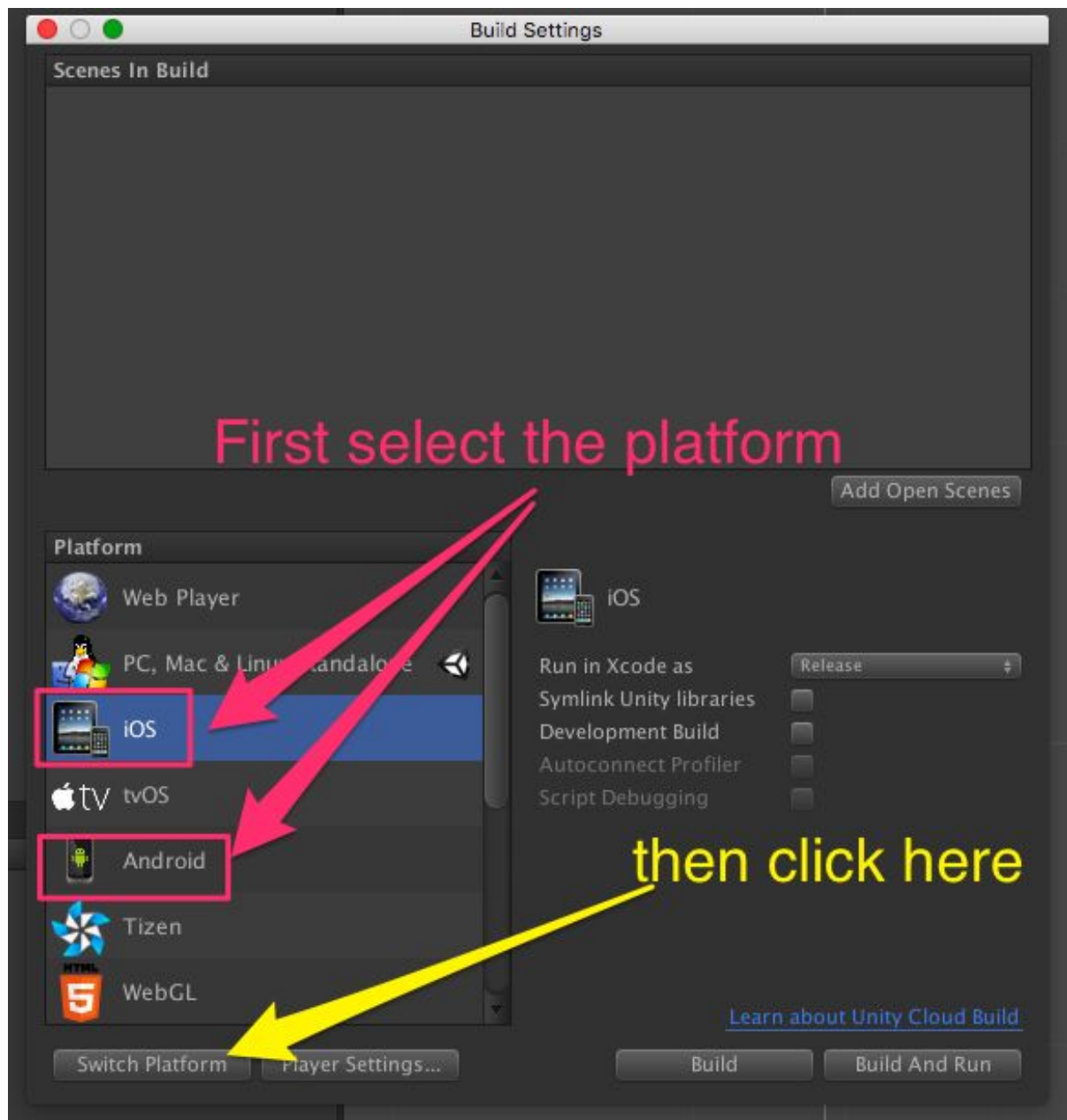
2/ Open the Ads Settings Editor :



You should see :

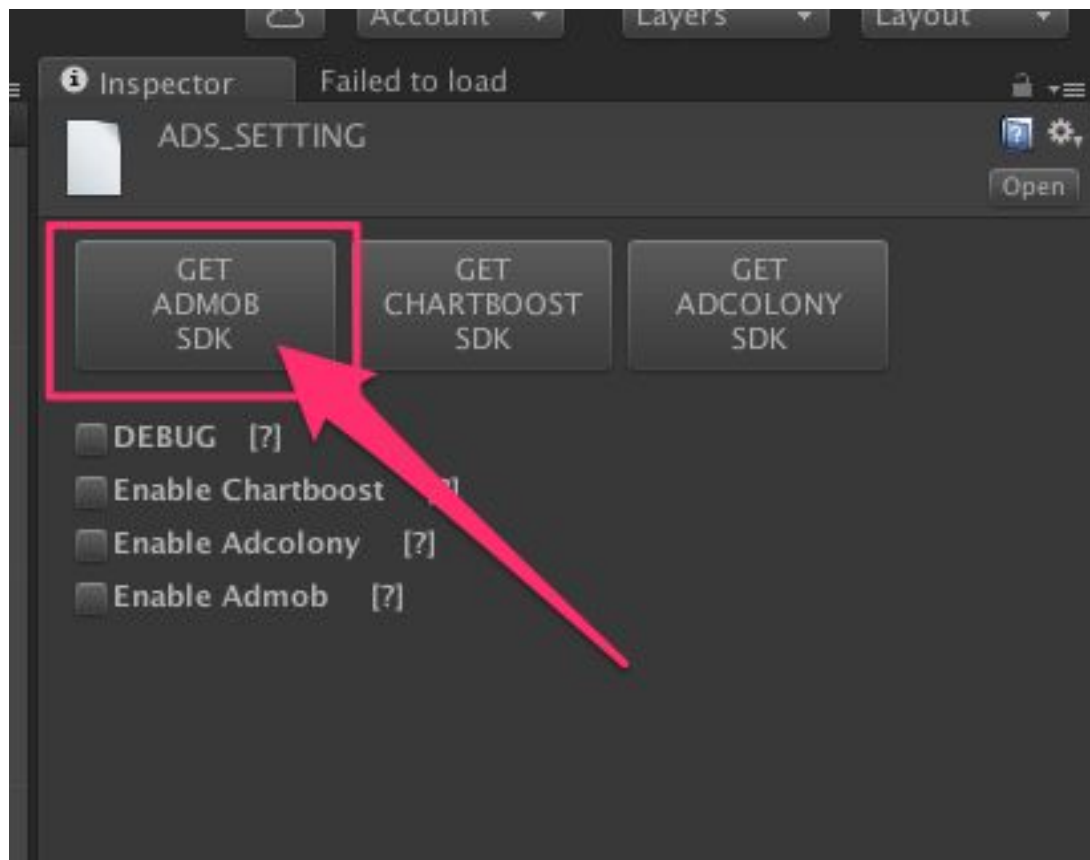


3/ Switch on a mobile platform :



ADMOB :

1/ Get the SDK :



2/ Grab the last release :

Official Unity Plugin for the Google Mobile Ads SDK

40 commits 1 branch 13 releases 4 contributors

Branch: master New pull request New file Upload files Find file HTTPS https://github.com/google Download ZIP

Ram Parameswaran	Version 3.0.3 of the Google Mobile Ads Plugin	Latest commit f1cad43 16 days ago
gradle/wrapper	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
samples/HelloWorld	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
source	Version 3.0.3 of the Google Mobile Ads Plugin	16 days ago
ChangeLog.txt	Version 3.0.3 of the Google Mobile Ads Plugin	16 days ago
GoogleMobileAds.unittypackage	Version 3.0.3 of the Google Mobile Ads Plugin	16 days ago
LICENSE	Adding LICENSE file	a year ago
README.md	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
build.gradle	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
gradlew	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago
gradlew.bat	Version 3.0.0 of the Google Mobile Ads Plugin	2 months ago

Google Mobile Ads Unity Plugin

The Google Mobile Ads SDK is the latest generation in Google mobile advertising featuring refined ad formats and streamlined APIs for access to mobile ad networks and advertising solutions. The SDK enables mobile app developers to maximize their monetization in native mobile apps.

This repository contains the source code for the Google Mobile Ads Unity plugin. This plugin enables Unity developers to easily serve Google Mobile Ads on Android and iOS apps without having to write Java or Objective-C code. The plugin provides a C# interface for requesting ads that is used by C# scripts in your Unity project.




Downloads

Please check out our [releases](#) for the latest official version of the plugin.

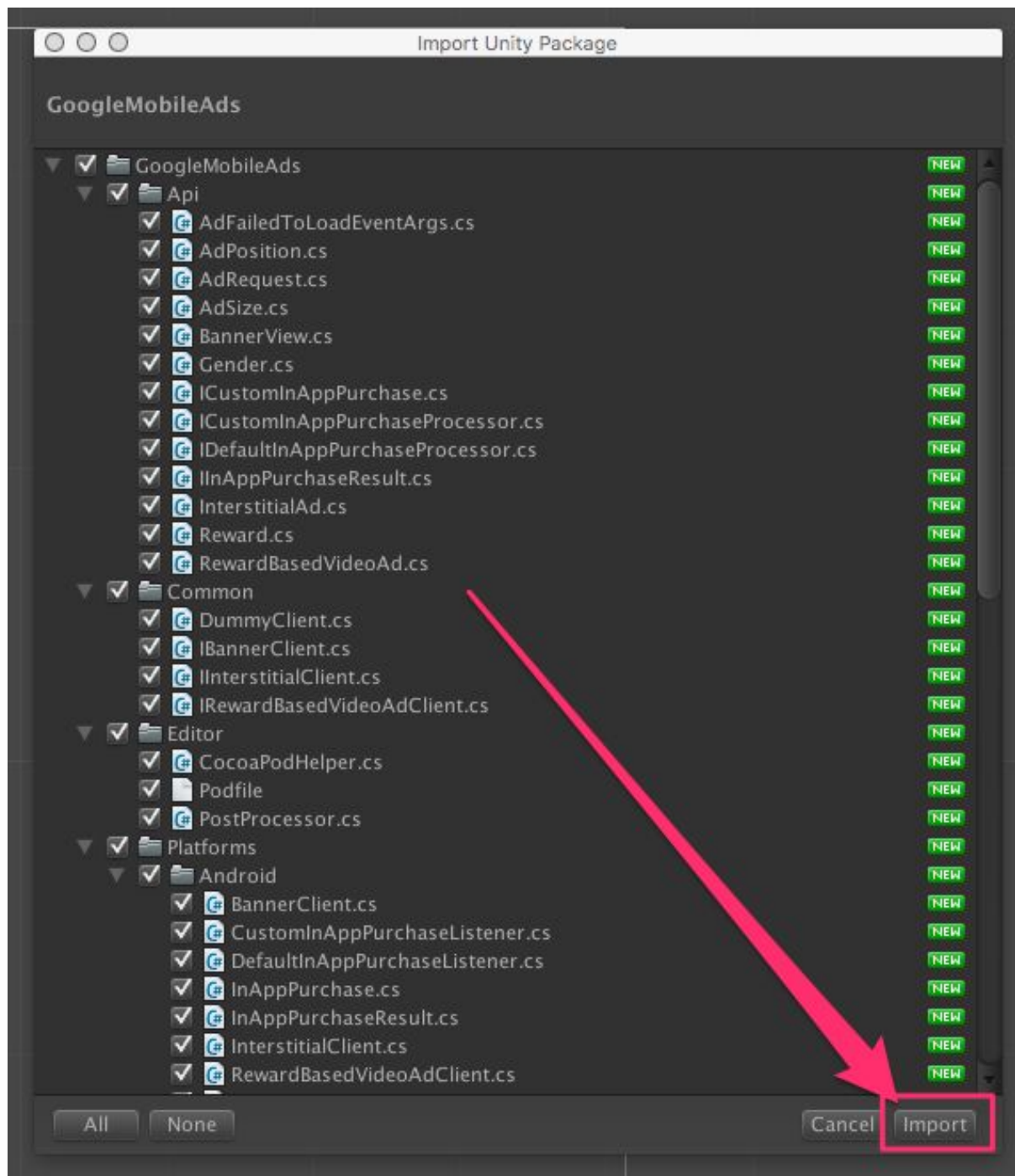
Documentation

3/ And download the SDK

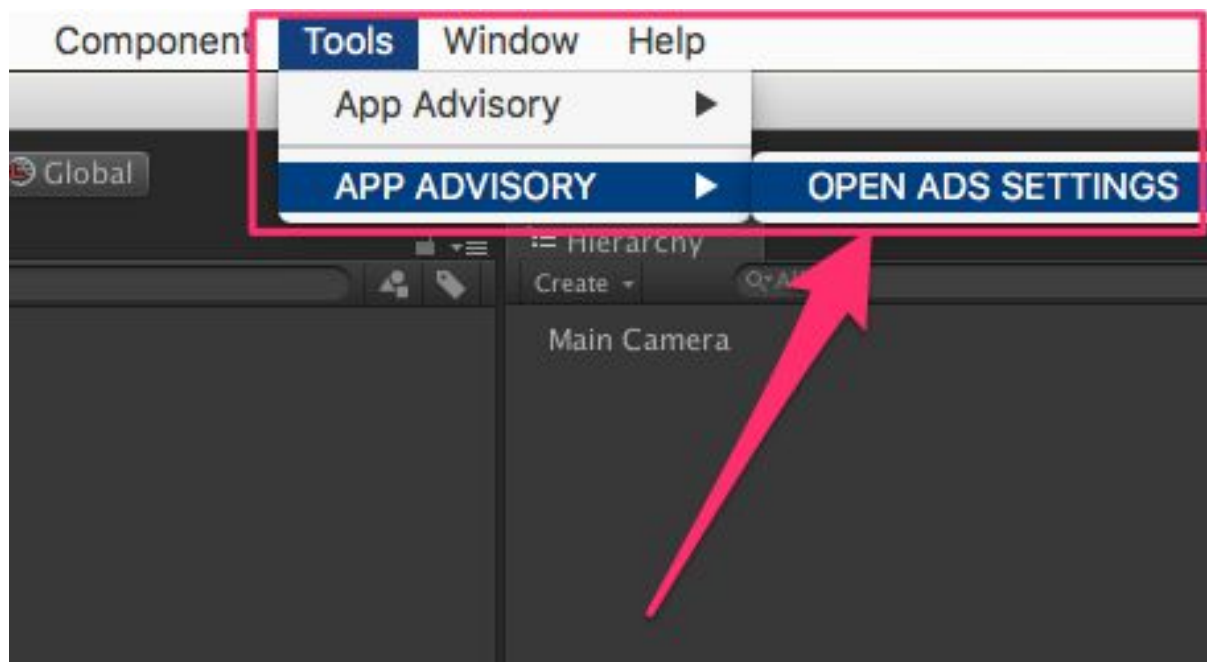
Downloads

 GoogleMobileAds.unittypackage	79.9 KB
 Source code (zip)	
 Source code (tar.gz)	

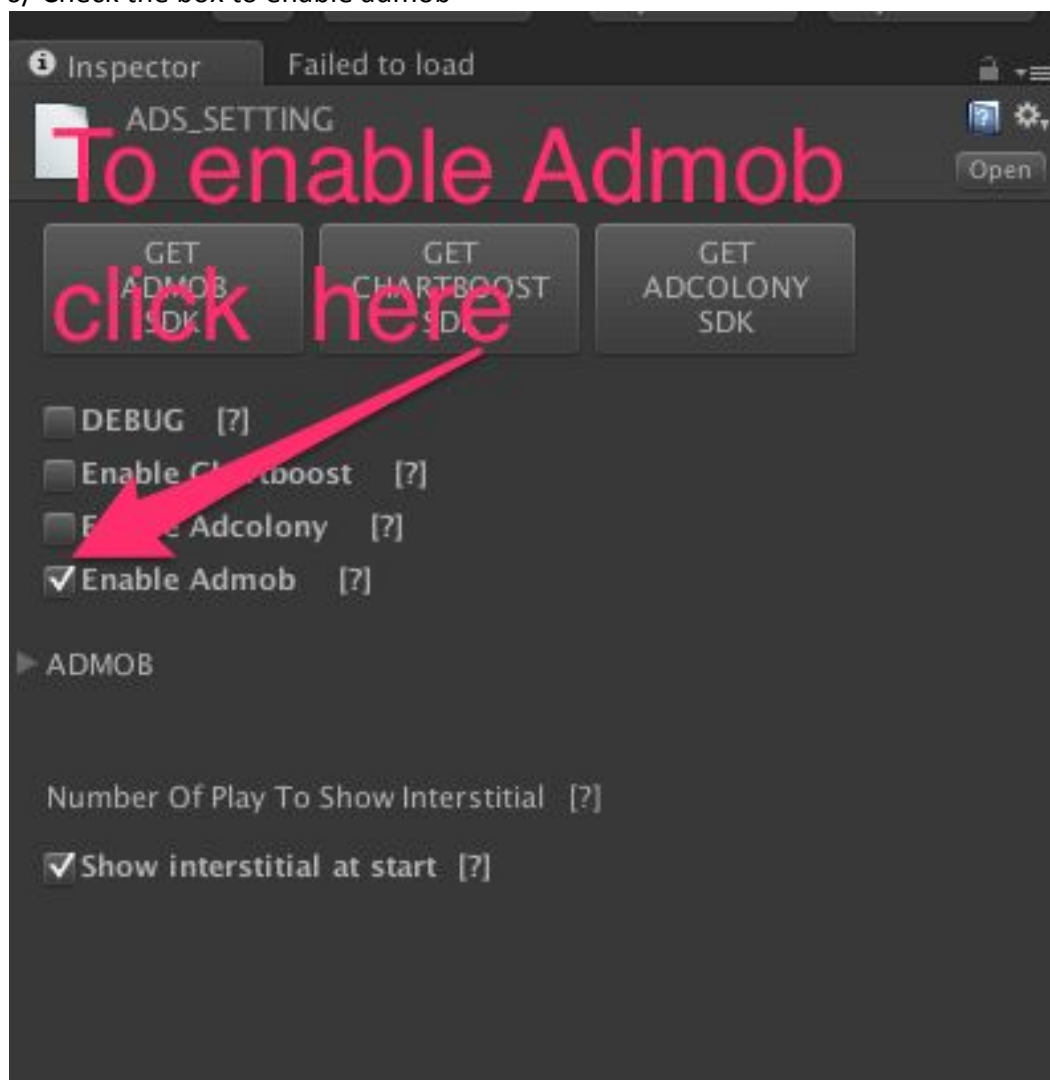
4/ Open the downloaded file (double click on it) and import it to your project :



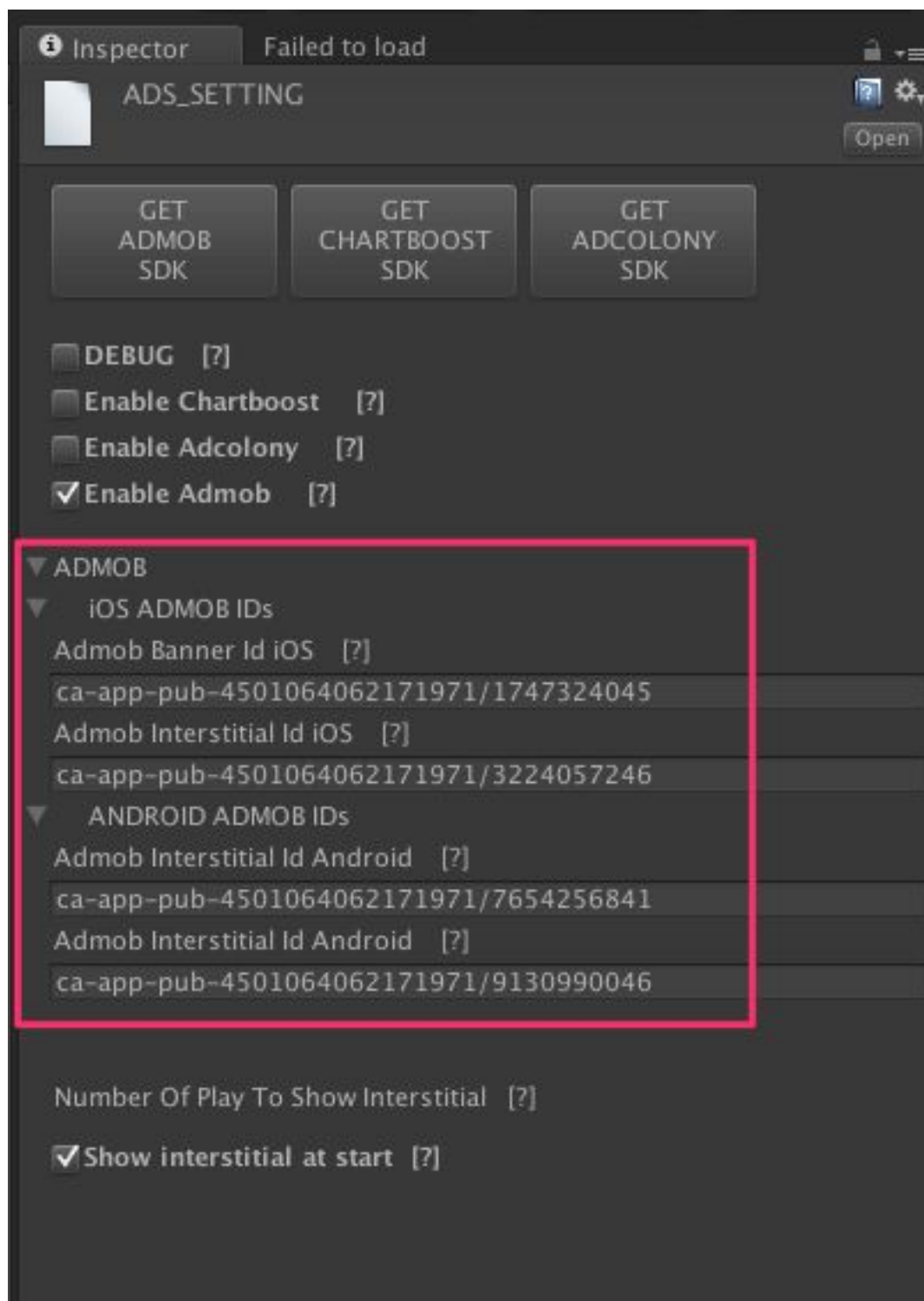
5/ Open th Ads Settings Editor again :



6/ Check the box to enable admob

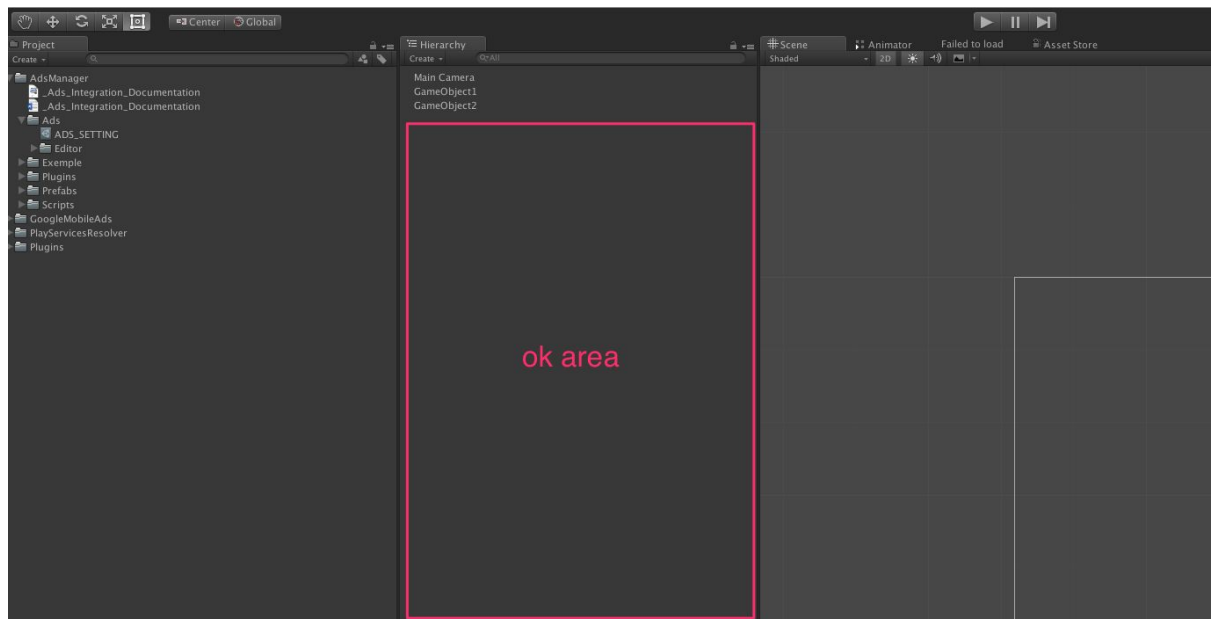


7/ Now you can enter your ids :

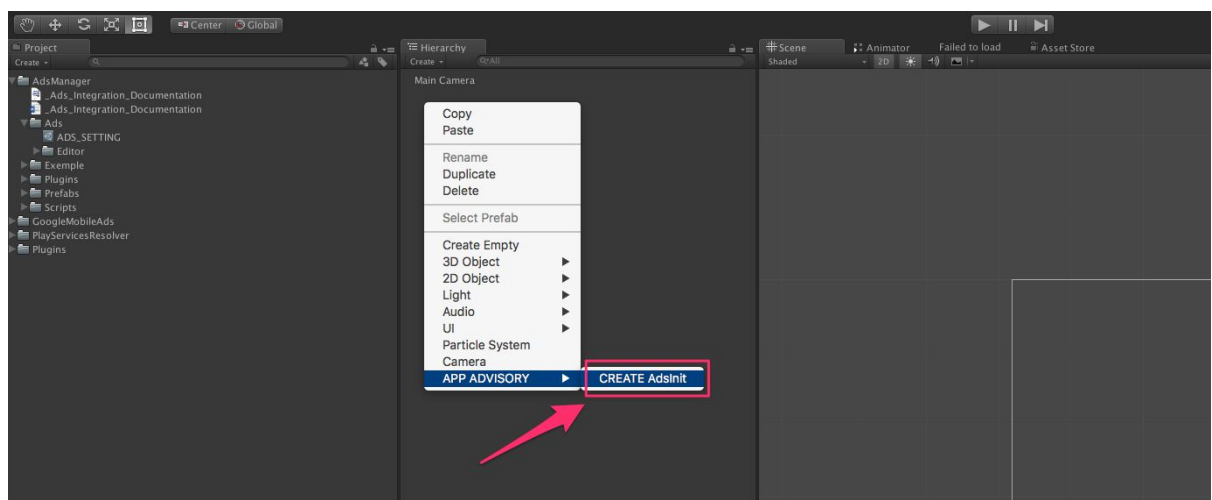


8/ You have to add the AdsInit to your scene now ! To do that :

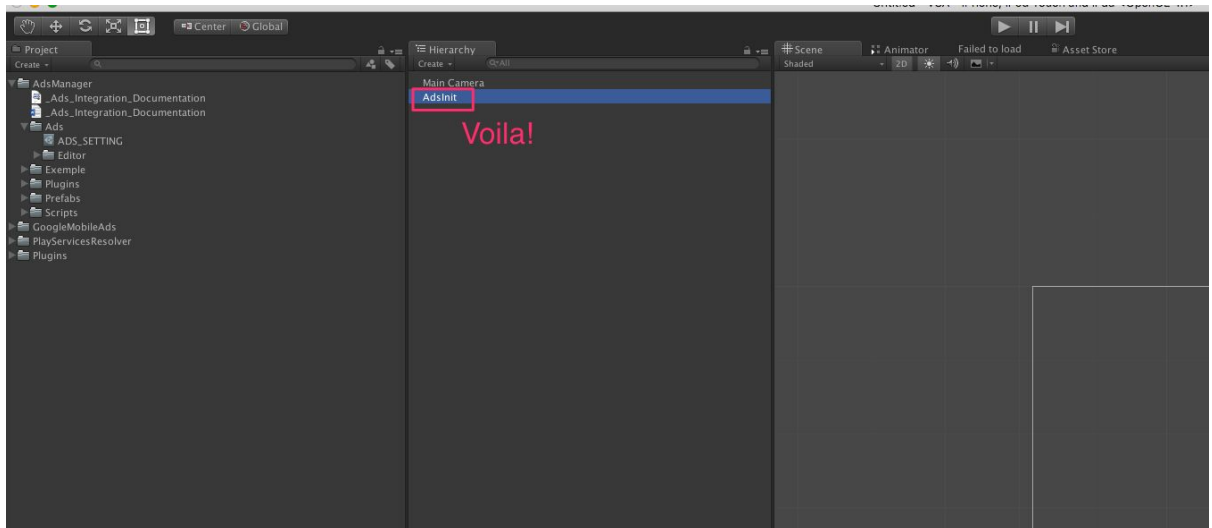
- Right click on an empty space on the hierarchy (= not on a game object) :



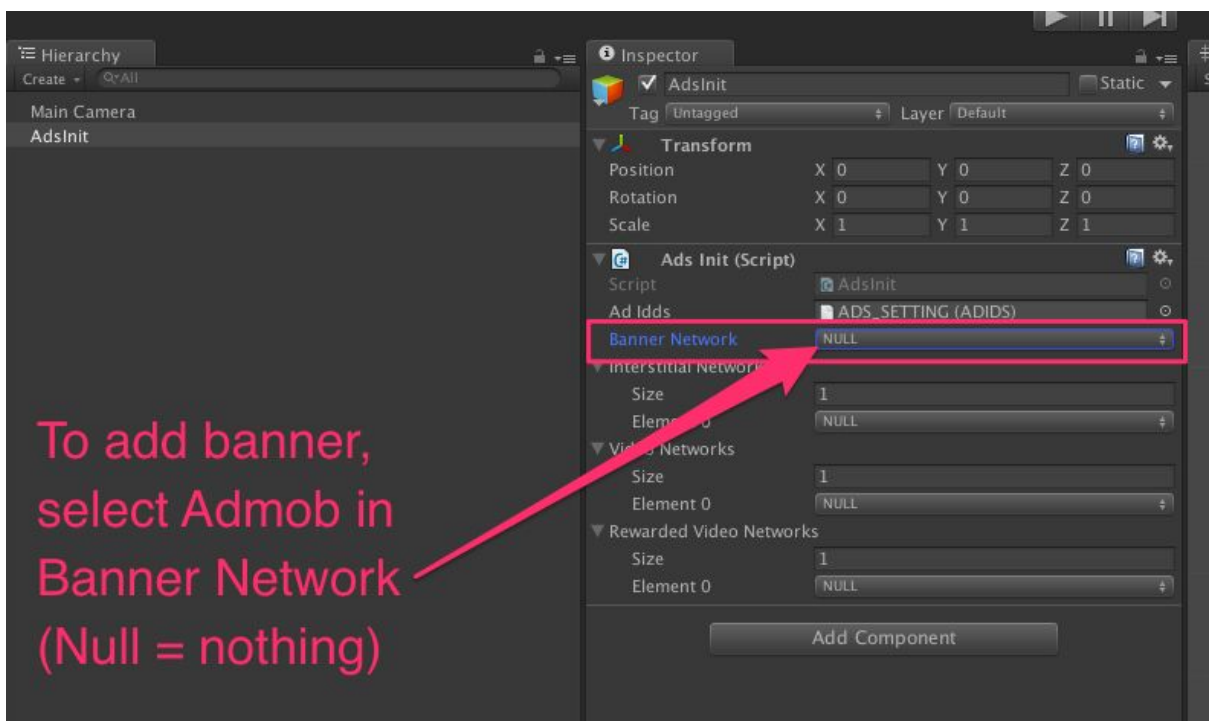
- And then select « CREATE Adsinitt » :



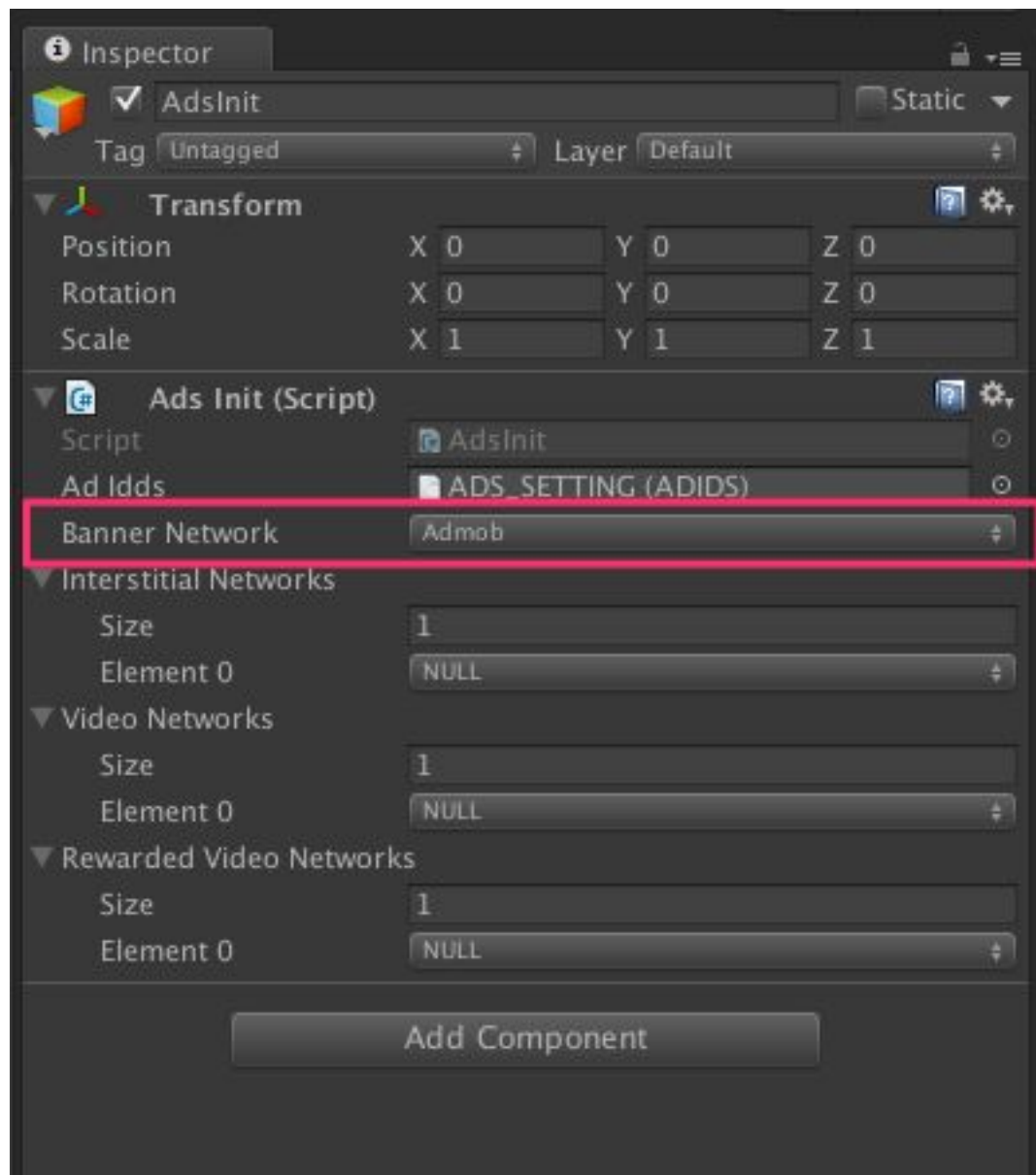
- And voilà !



9/ Set banner, interstitial etc ...



Like this :



Same things for interstitial etc...

TO SHOW INTERSTITIAL :

Import AppAdvisory.ads :

```
1 using UnityEngine;
2 using System.Collections;
  using AppAdvisory.Ads;
```

Call this method :

```
AdsManager.instance.ShowInterstitial();
```


TO SHOW REWARDED VIDEO :

Import AppAdvisory.ads :

```
1 using UnityEngine;
2 using System.Collections;
3 using AppAdvisory.Ads;
4
```

Call this method :

```
AdsManager.instance.ShowRewardedVideo(delegate(bool isSuccess) {
    if(isSuccess)
    {
        //Rewarded the user
    }
    else
    {
        //Don't reward the user
    }
});
```

Or like this :

```
AdsManager.instance.ShowRewardedVideo(RewardedVideoCallback);
```

```
void RewardedVideoCallback(bool isSuccess)
{
    if(isSuccess)
    {
        //Rewarded the user
    }
    else
    {
        //Don't reward the user
    }
}
```

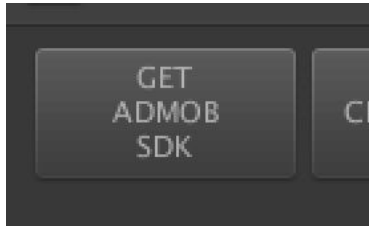
For OLD VERSION OF ADMOB SDK for iOS ONLY

ON IOS :

Build on iOS your project, then you have to import manually the Admob SDK to XCode.

For that, please download the Admob SDK :

By clicking here



Or on this link :

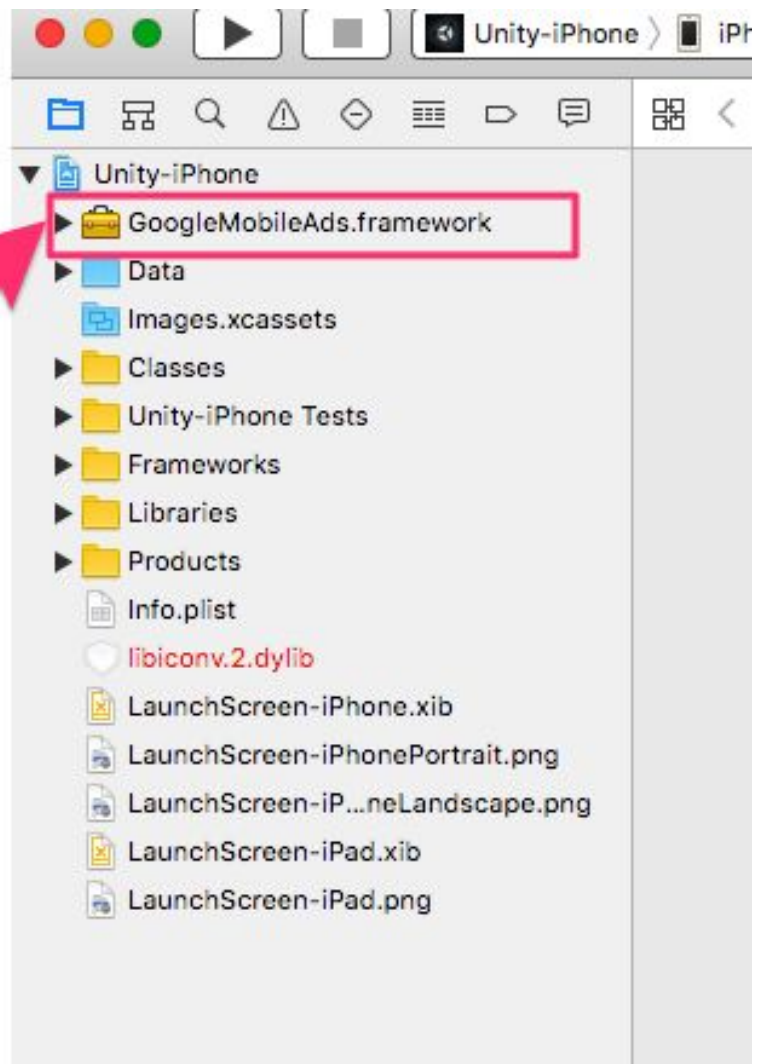
<https://github.com/googleads/googleads-mobile-unity/releases>

Then find this file :



And drag and drop it in XCode :

Here

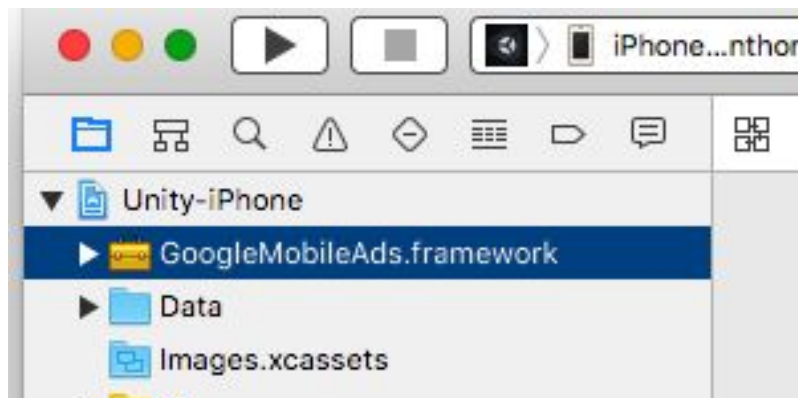


TIPS :

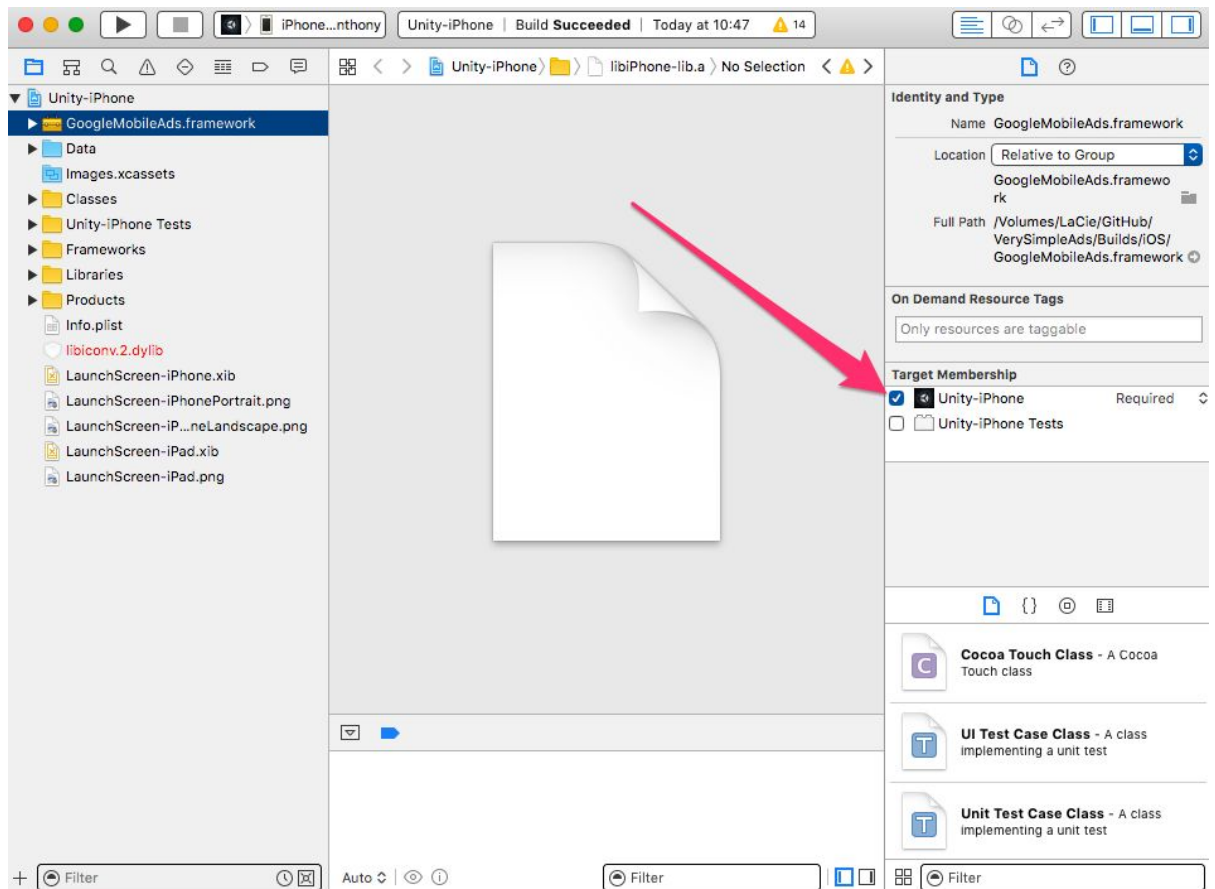
Sometimes, when you build again your project, and you chose « appen », you will have error on XCode.

To fix this :

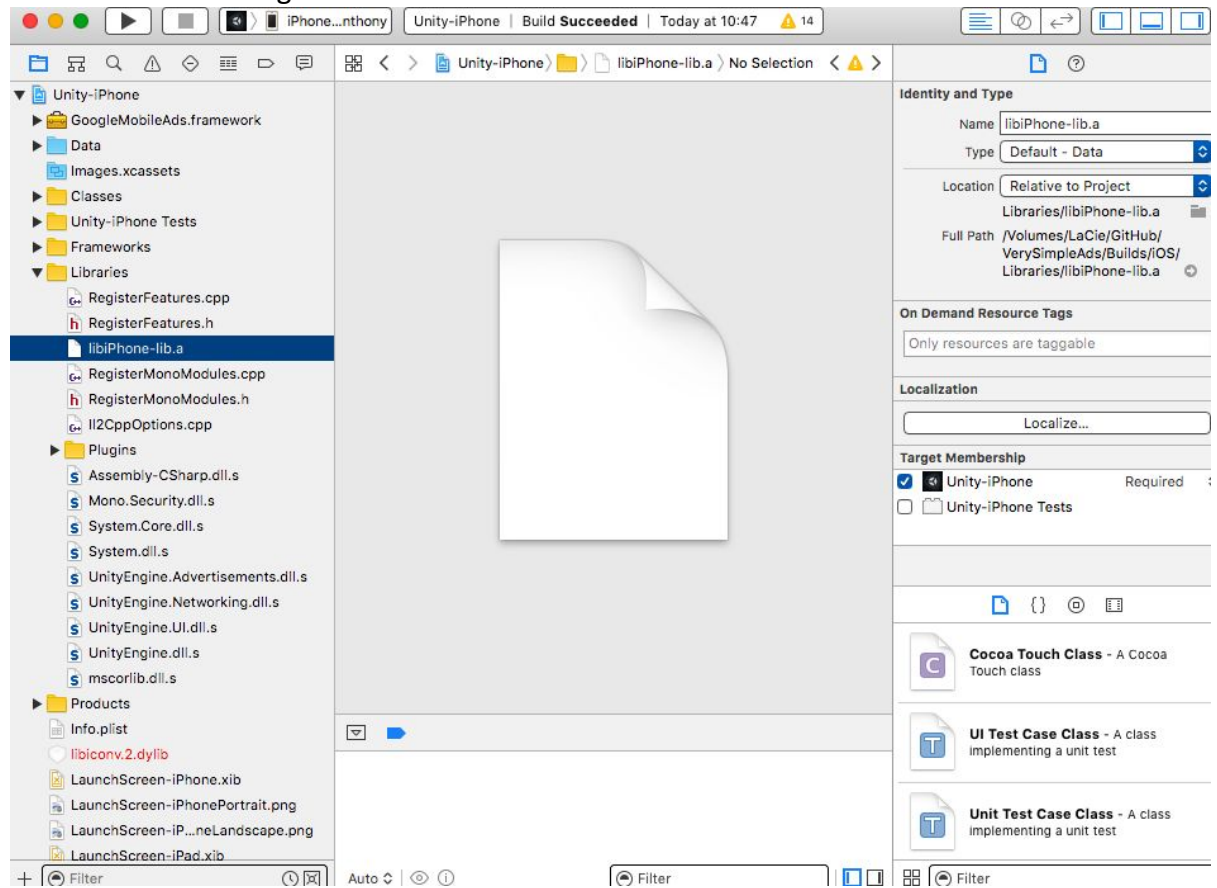
- Select the Admob SDK :



And uncheck and check again this box :



- Do the same thing with this file :



[All Unity Asset Store Assets](#) | [Linkedin](#) | [Looking for a
freelancer?](#) | [Unity Connect](#) | [Facebook](#) | [Twitter](#) |
[Youtube](#) | [Website](#) | [Newsletter](#) | [Contact](#) | [iOS Games](#) |
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