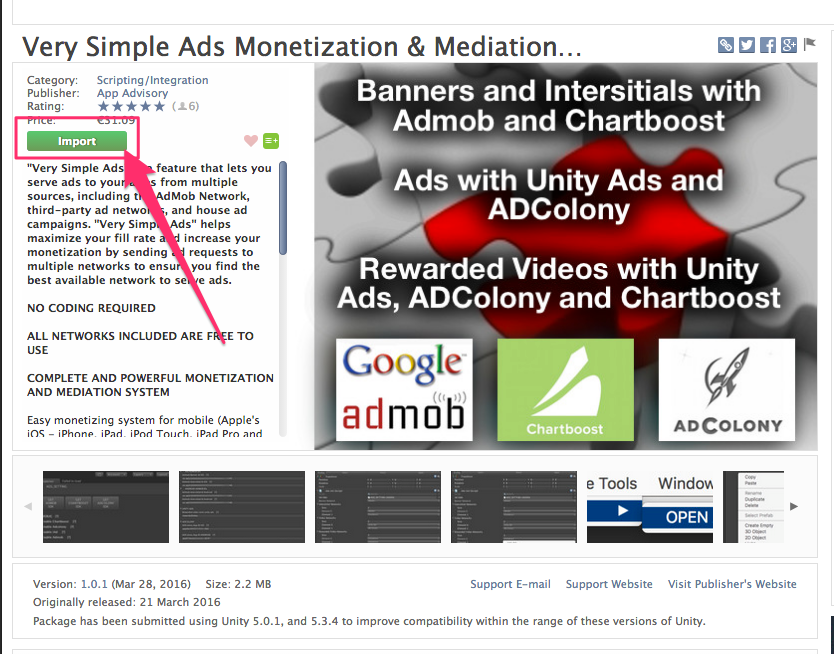
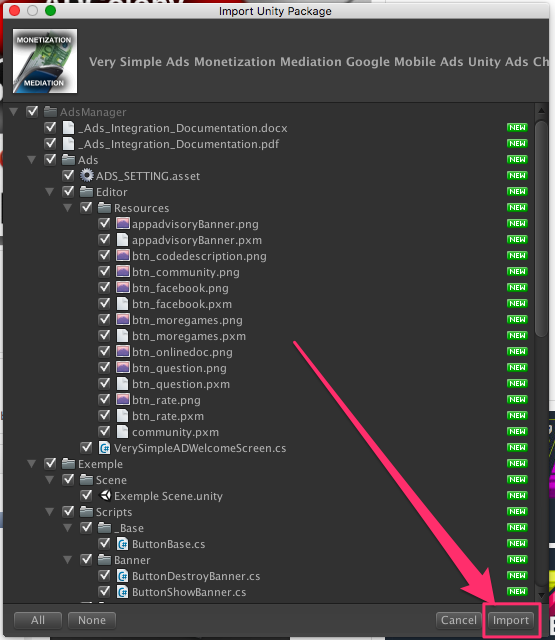
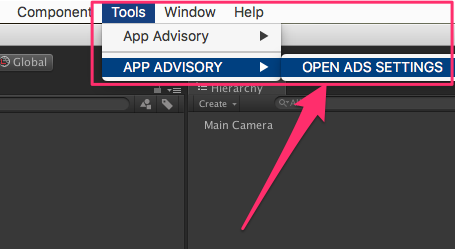
1/ Import Very Simple Ads



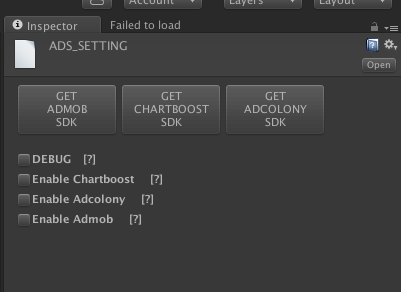
Then :



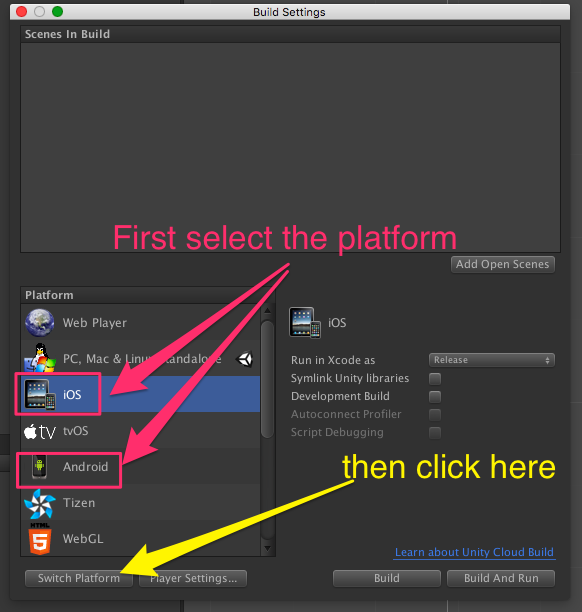
2/ Open the Ads Settings Editor :



You should see :

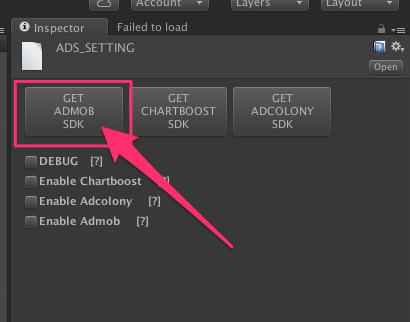


3/ Switch on a mobile platform :

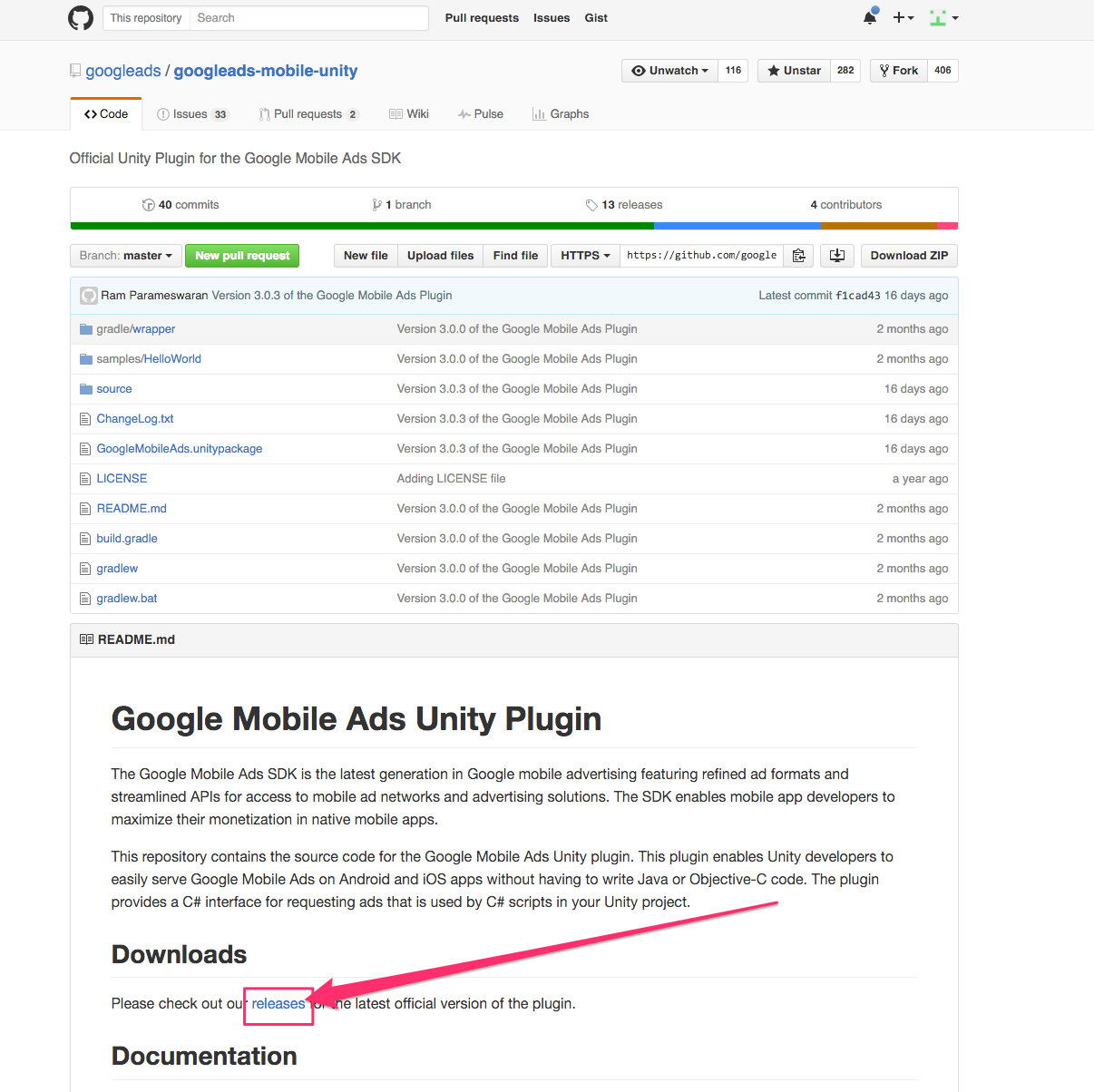


**ADMOB :**

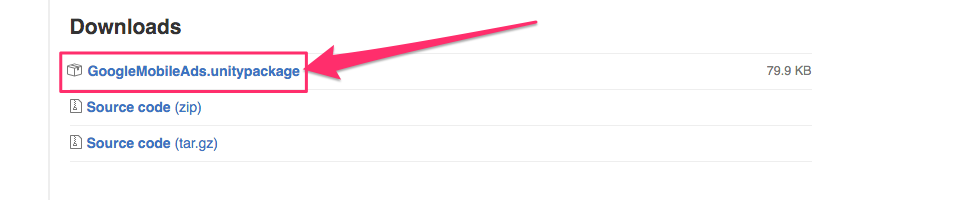
1/ Get the SDK :



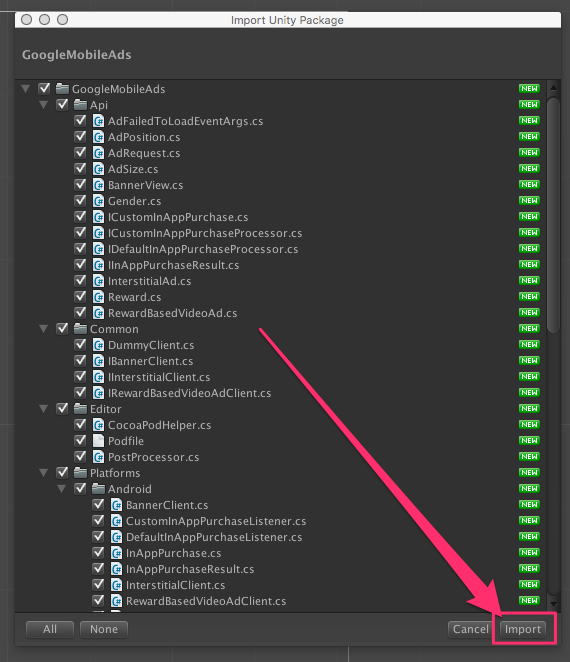
2/ Grab the last release :



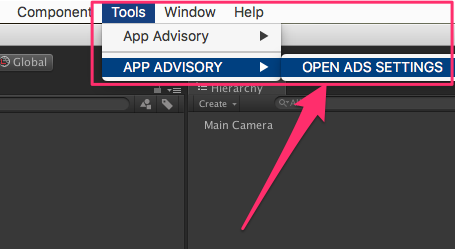
3/ And download the SDK



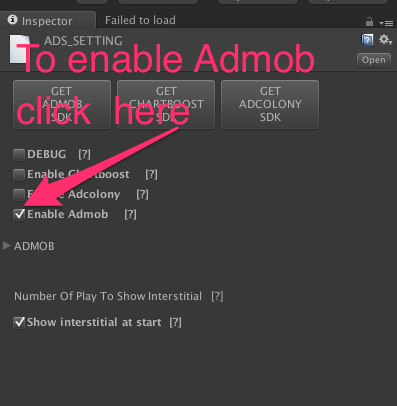
4/ Open the downloaded file (double click on it) and import it to your project :



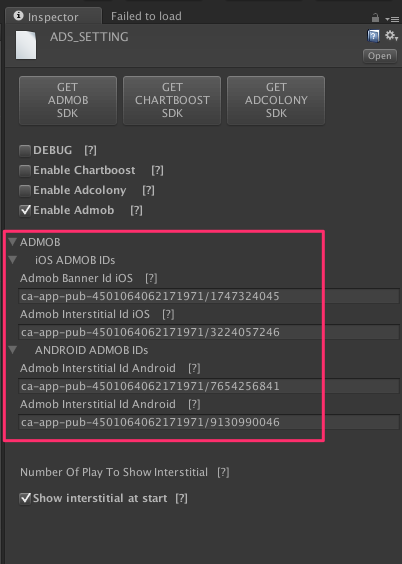
5/ Open th Ads Settings Editor again :



6/ Check the box to enable admob

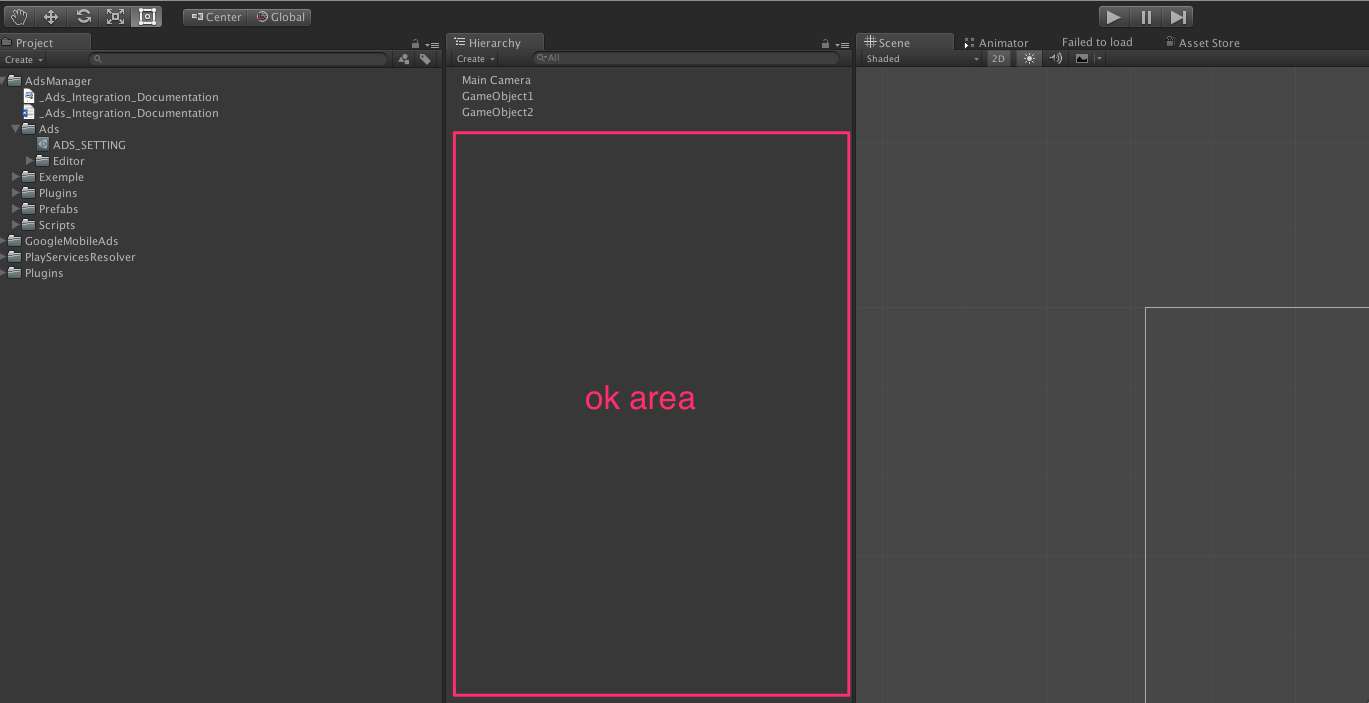


7/ Now you can enter your ids :

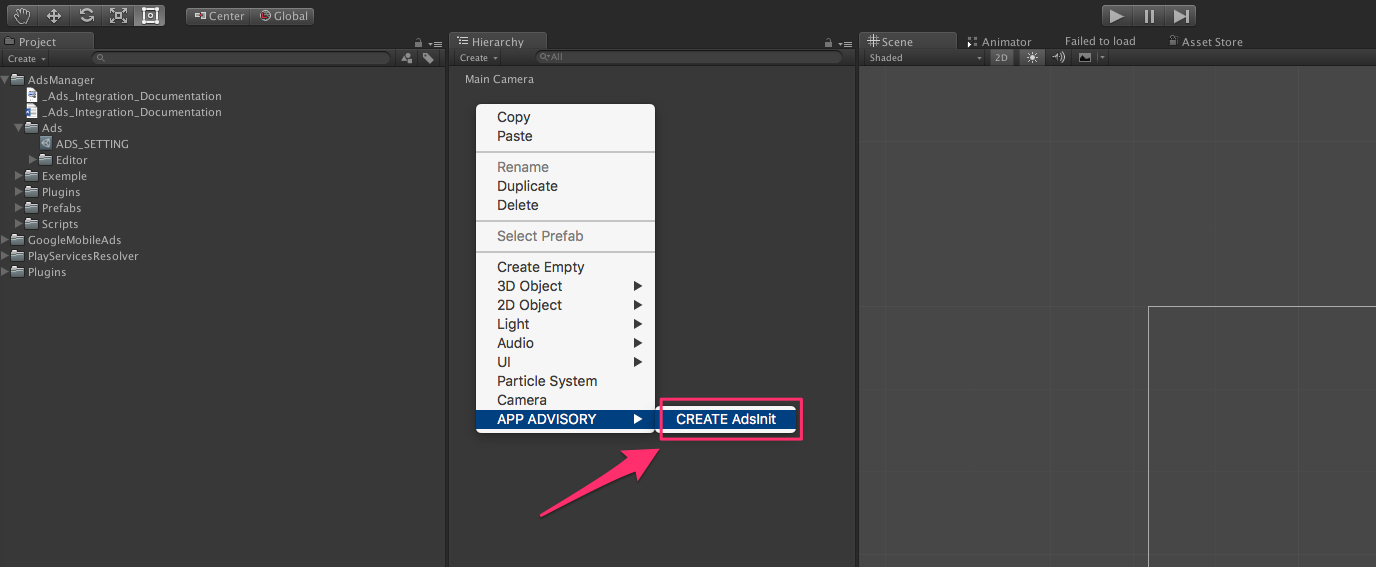


8/ You have to add the AdsInit to your scene now ! To do that :

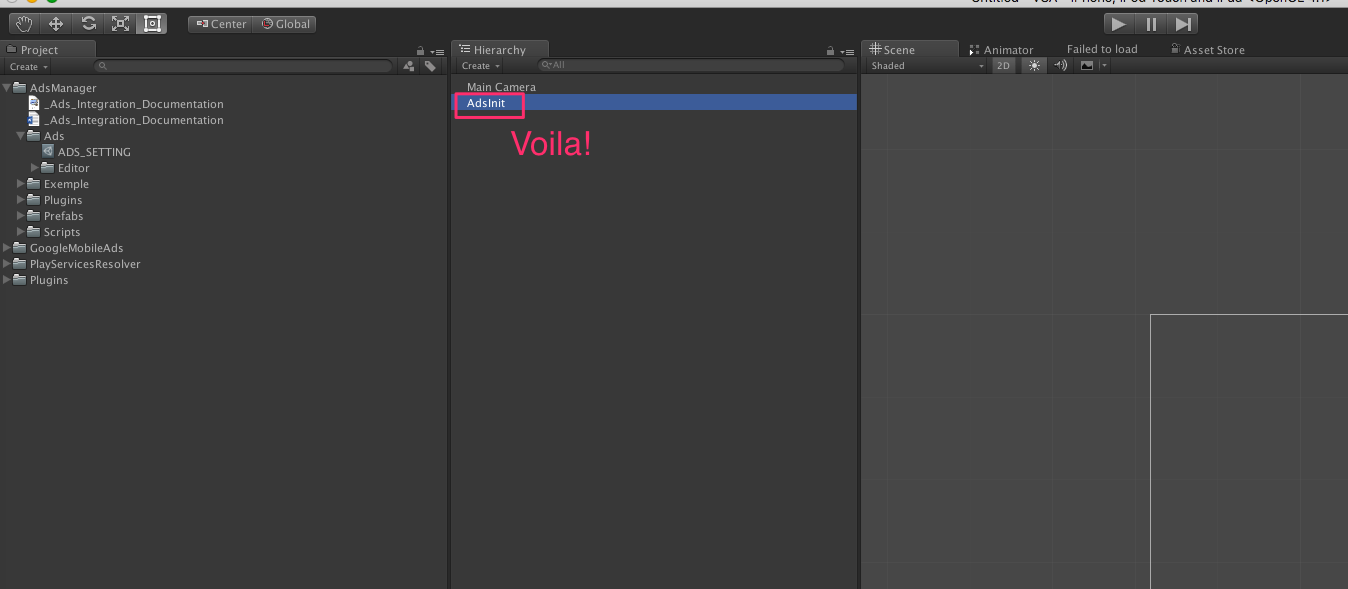
* Right click on an empty space on the hierarchy (= not on a game object) :



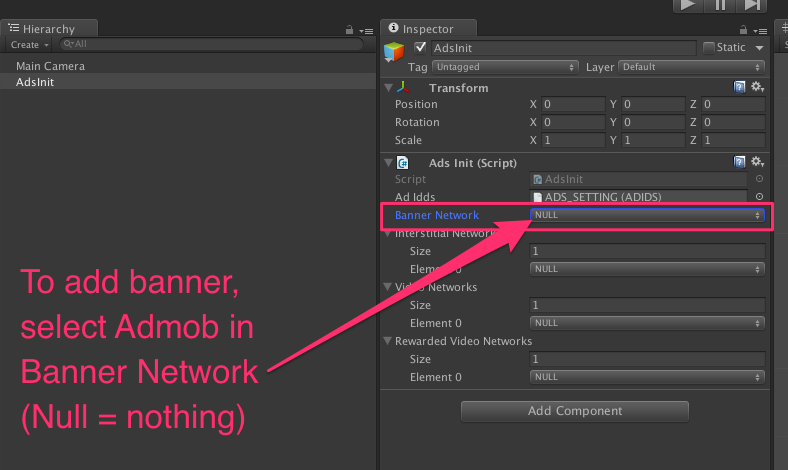
* And then select « CREATE AdsInit » :



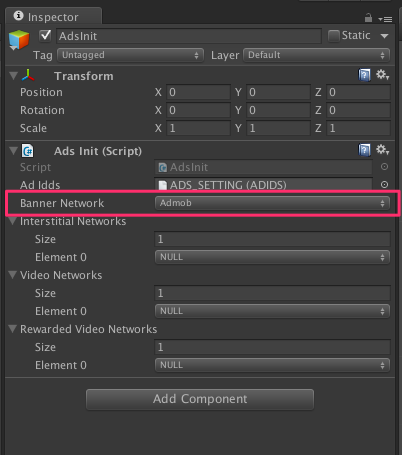
* And voilà !



9/ Set banner, interstitial etc …



Like this :



Same things for interstitial etc…

TO SHOW INTERSTITIAL :

Import AppAdvisory.ads :

../../../var/folders/3d/_68g_lwn0zb4d4rm9spylztm0000gn/T/com.skitch.skitch/DMD590DA4DE-5773-4C46-81CC-AE5E17692CD6/_Users_anthonybarouch_Desktop_VSA_Assets_AdsManager_Exemple_Scripts_Intertitial_ButtonShowInterstitial_cs_-_MonoDevelop-U

Call this method :

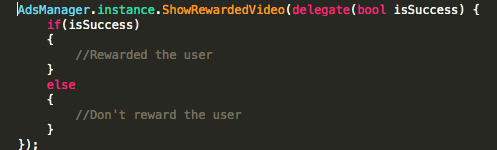
../../../var/folders/3d/_68g_lwn0zb4d4rm9spylztm0000gn/T/com.skitch.skitch/DMD22EF6B7F-49E9-4186-940A-72FF37FE89F7/_Users_anthonybarouch_Desktop_VSA_Assets_AdsManager_Exemple_Scripts_Intertitial_ButtonShowInterstitial_cs_-_MonoDevelop-U

TO SHOW REWARDED VIDEO :

Import AppAdvisory.ads :

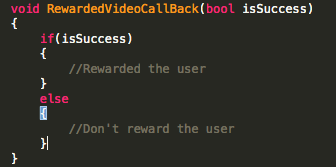
../../../var/folders/3d/_68g_lwn0zb4d4rm9spylztm0000gn/T/com.skitch.skitch/DMD590DA4DE-5773-4C46-81CC-AE5E17692CD6/_Users_anthonybarouch_Desktop_VSA_Assets_AdsManager_Exemple_Scripts_Intertitial_ButtonShowInterstitial_cs_-_MonoDevelop-U

Call this method :



Or like this :

../../../var/folders/3d/_68g_lwn0zb4d4rm9spylztm0000gn/T/com.skitch.skitch/DMD0A1CBBA0-6391-40BC-A37A-114B2EE44A47/Assembly-CSharp_-_AdsManager_Exemple_Scripts_RewardedVideo_ButtonShowRewardedVideo_cs_-_MonoDevelop-U

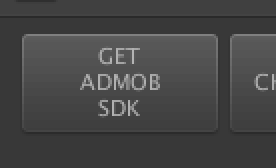


ON IOS :

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

For that, please downlaod the Admob SDK :

By clicking here



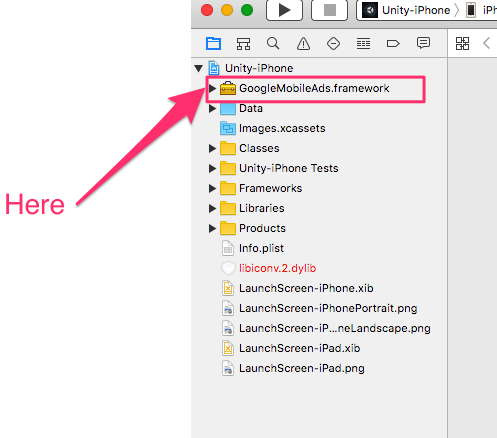
Or on this link :

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

Then find this file :

../../../../../../var/folders/3d/_68g_lwn0zb4d4rm9spylztm0000gn/T/com.skitch.skitch/DMDF88AC0BD-1A24-4C48-97AB-FF5D323CDFED/GoogleMobile

And drag and drop it in XCode :

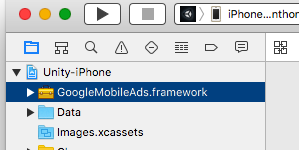


TIPS :

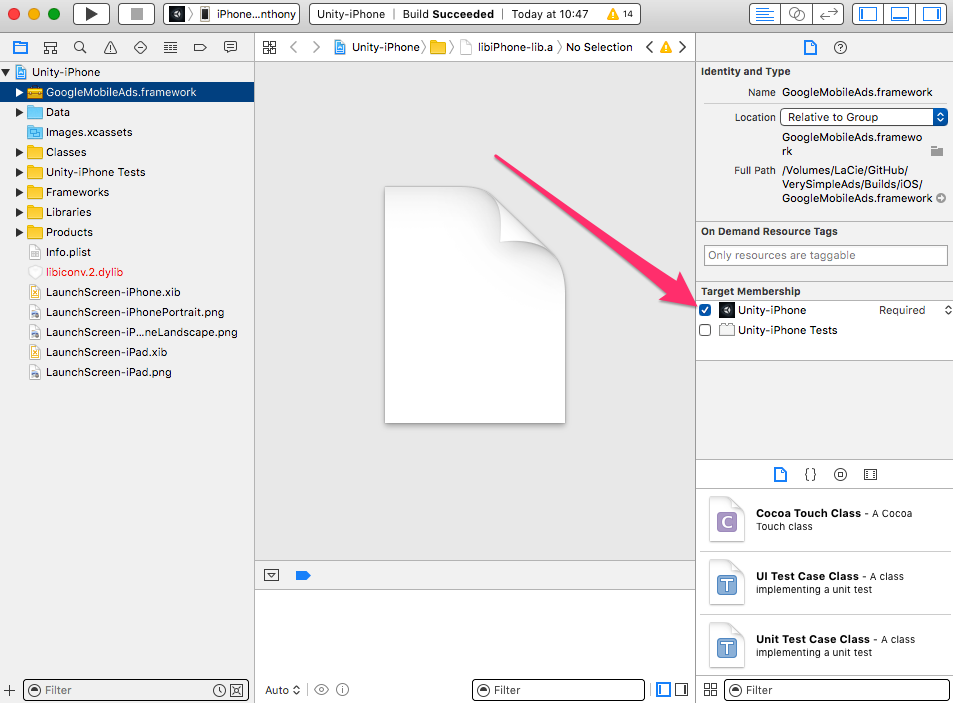
Sometimes, when you build again your project, and you chose « appen », you will have error on XCode.

To fix this :

* Select the Admob SDK :



And uncheck and check again this box :



* Do the same thing with this file :

