

# Implementing Google Ads and Social Apps.

## Facebook

To use facebook you need to import facebook sdk .

You need to work only on two script to implement it

1) FacebookShare 2) InGameGUI.

Now in this script you will see some lines “`//uncomment after importing facebook sdk`” , you need to uncomment this lines so that facebook functions can be used.

To setup the facebook please check this link:-

<https://developers.facebook.com/docs/unity/gettingstarted>

Other things like link to share , title , etc can be modified in inspector.

# GoogleAdMob

Google admob just import the sdk . Here you need to work with AdsManager script , just uncomment lines which says to uncomment.

In ads manager you have 3 methods which are used to call the specific ads:-

1) ShowBannerAds – used to show banner ads.

The scene where you want to show banner ads , add this line to any script which is active in that scene :- `AdsManager.instance.ShowBannerAds`.

You can also hide or destroy banner ads by replacing ShowBannerAds with HideBannerAds or DestroyBannerAds.

2) ShowRewardBaseAds:- Use this ads to give reward to the player after watching complete ads eg you can give gems , coins , etc.

Use this code in the script active in that scene:-  
`AdsManager.instance.ShowRewardBaseAds`.

3) ShowInterstitial:- use this to show normal ads , same as above add the below code to the script active in that scene:-

`AdsManager.instance. ShowInterstitial.`

## GooglePlayService

As others you need do to some changes in Social Script and MainMenuGUI by uncommenting the codes.

GooglePlayeService sdk have some bug so it can cause some problem , others work perfectly fine.

If you encounter and problem let me now and I will help you.

Contact me at [madfireongames@gmail.com](mailto:madfireongames@gmail.com)