AdMob Setup

GameMaker Asset For iOS, Android
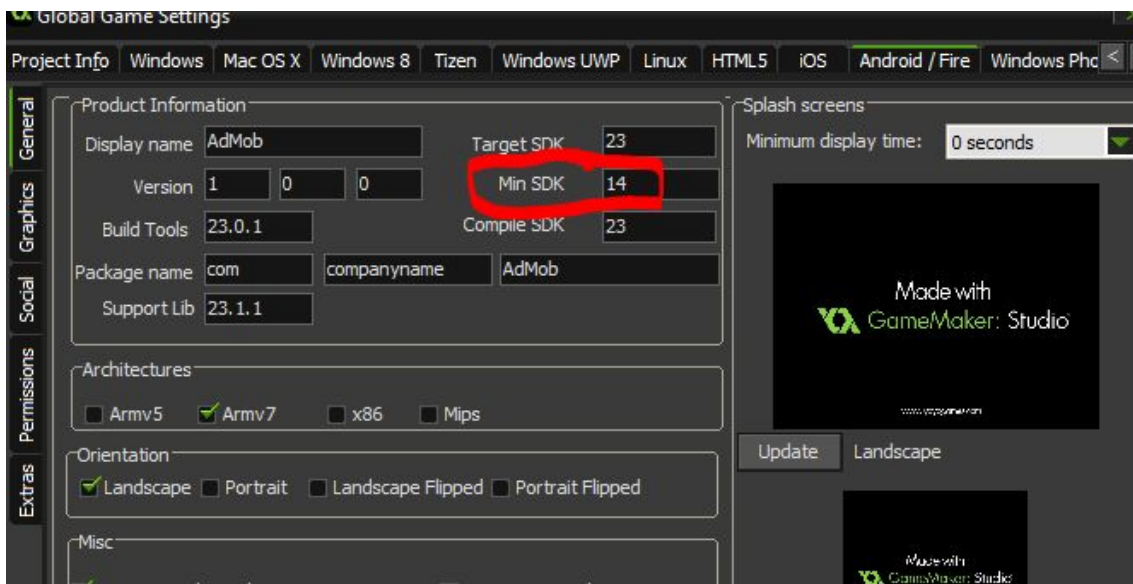

Contact me at eMail, Skype or Hangouts at :

kaguva.games@gmail.com

Buy this asset on YoyoMarketplace

https://marketplace.yoyogames.com/assets/6401/firebase

On Global Game Settings ->Android Put Min SDK on 14

GameMaker:Studio and GameMaker:Studio2 Windows and Mac files are located in different places we only need add a little code in build.gradle File

And add this code

```
maven {
            url "https://maven.google.com"
        }
```
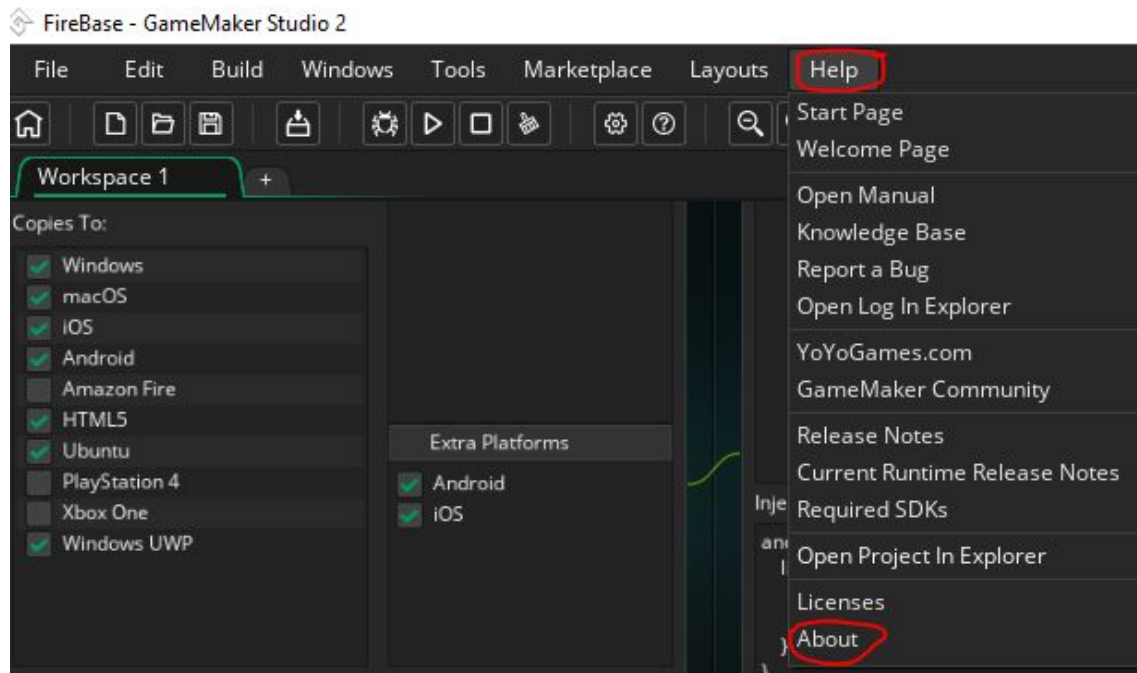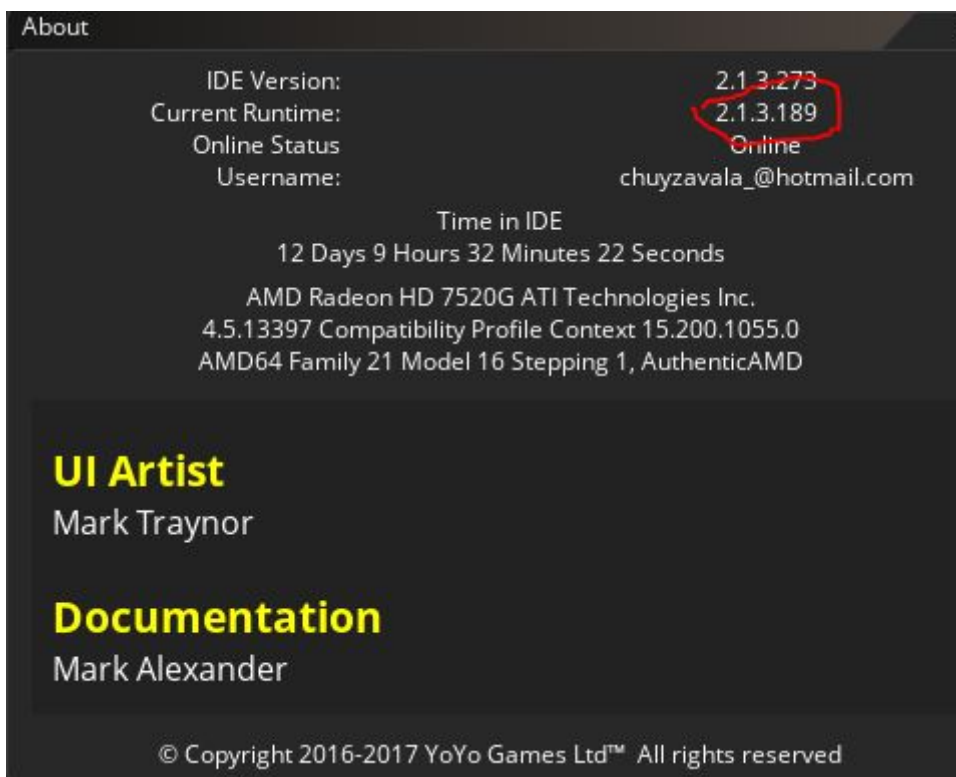
like the image

For GameMaker Studio 1.4

C:\Users\$UserName\AppData\Roaming\GameMaker-Studio\Android\runner\RootFile\build.gradle

For GameMaker:Studio2

You need you find your Android GameMaker Files first we need know how GameMAker2 version go to Help-> About

And remember your version

Windows:

C:\ProgramData\GameMakerStudio2\Cache\runtimes\runtime-2.1.3.189\android\runner\RootFile\build.gradle

Mac:

/Users/Shared/GameMakerStudio2/Cache/runtimes/runtime-2.1.3.189/android/runner/RootFile/build.gradle

add this code

```
maven {
            url "https://maven.google.com"
         }
```

like the image