

AdMob Setup

GameMaker Asset For iOS, Android



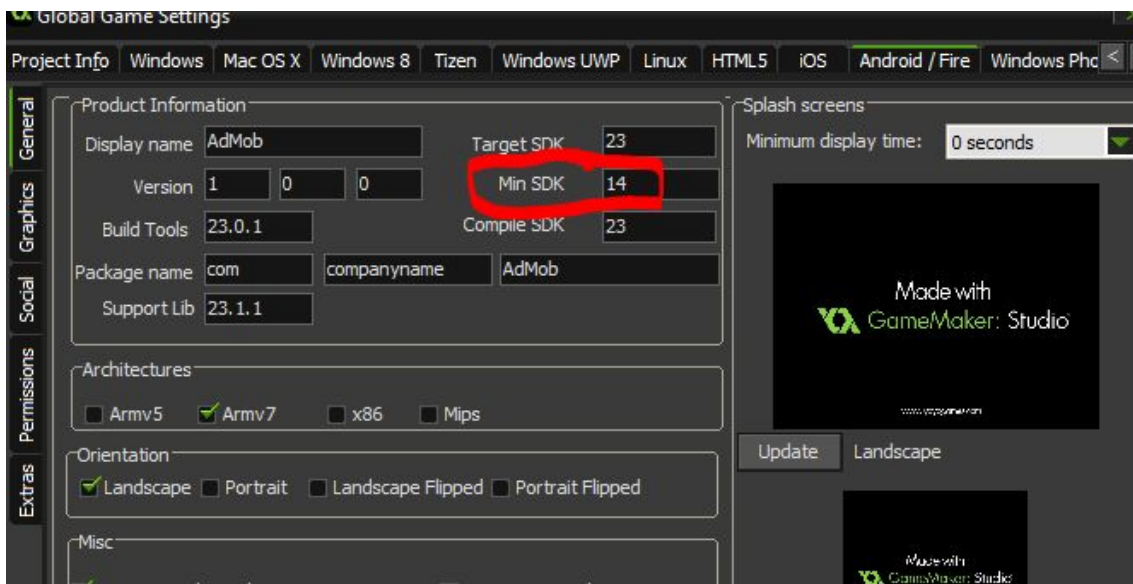
Contact me at eMail, Skype or Hangouts at :

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



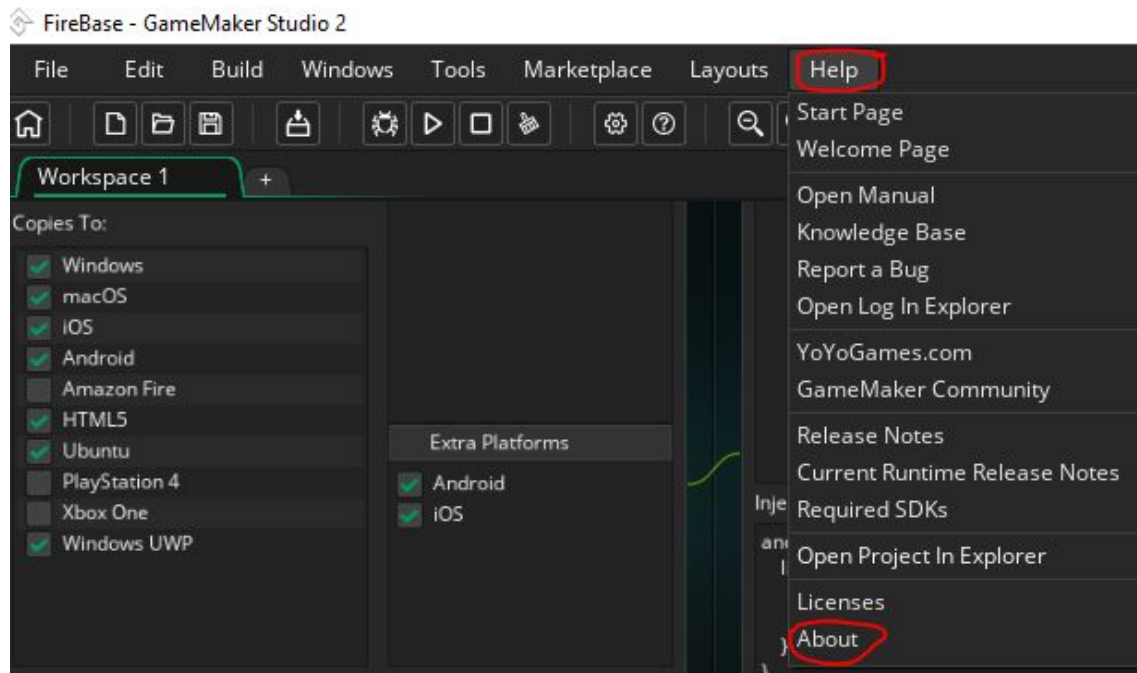
```
// Top-level build file where you can add configuration options common to all sub-projects/modules.  
buildscript {  
    repositories {  
        jcenter()  
        mavenCentral()  
    }  
    dependencies {  
        classpath 'com.android.tools.build:gradle:2.2.0+'  
    }  
}  
allprojects {  
    repositories {  
        jcenter()  
        //Only for Admob . . .  
        maven {  
            url "https://maven.google.com" // Google's Maven repository  
        }  
    }  
}
```

For GameMaker Studio 1.4

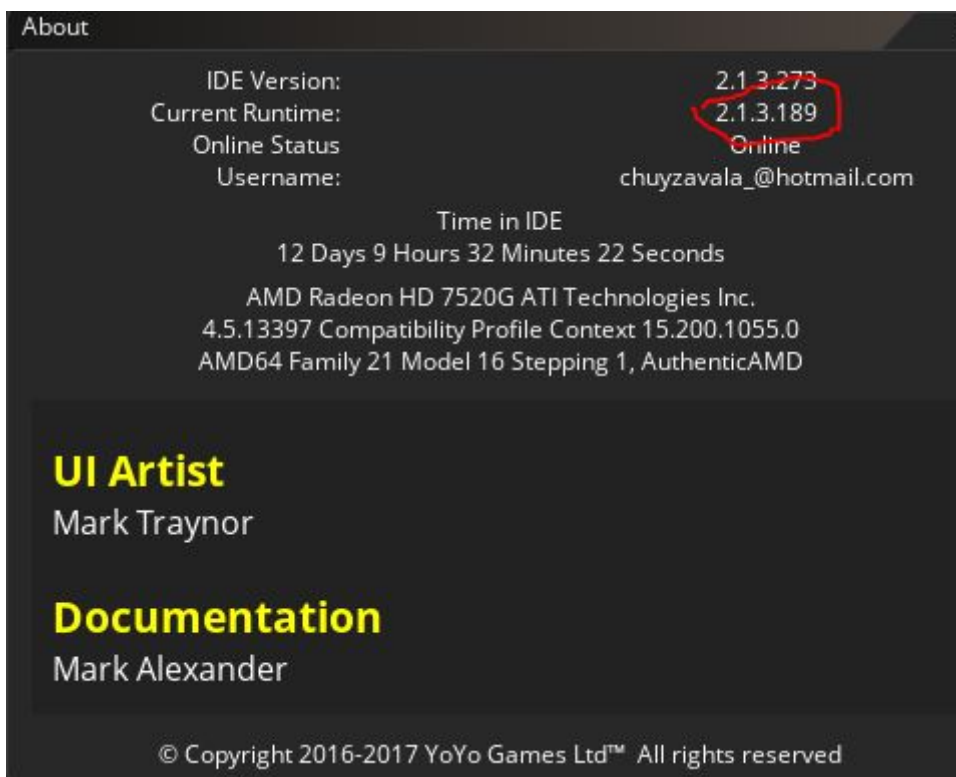
C:\Users\%UserName%\AppData\Roaming\GameMaker-Studio\Android\runner\RootFile\build.gradle

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

```
// Top-level build file where you can add configuration options common to all sub-projects/mc  
buildscript {  
    repositories {  
        jcenter()  
        mavenCentral()  
    }  
    dependencies {  
        classpath 'com.android.tools.build:gradle:2.2.0+'  
        //Only for FireBase . . .  
        //classpath 'com.google.gms:google-services:3.1.1'  
    }  
}  
allprojects {  
    repositories {  
        jcenter()  
        //Only for FireBase and Admob . . . |  
        maven {  
            url "https://maven.google.com" // Google's Maven repository  
        }  
    }  
}
```