

LevelPlay Ads Callbacks Part-2

Introduction

In this video, we will learn how to set up **LevelPlay Ads Callbacks** in your mobile game using **Mobile Monetization Pro**.

LevelPlay Ads - Banner & Interstitial Callback Event Example

```
``csharp using System.Collections; using UnityEngine;

public class LevelPlayAdEventsExample : MonoBehaviour { private
MobileMonetizationPro.MobileMonetizationPro_LevelPlayInitializer LevelPlayInitializer;

private void Start()
{
    LevelPlayInitializer = MobileMonetizationPro.MobileMonetizationPro_LevelPlayInitializer;
    StartCoroutine>ShowInterstitialAutomatically());
}

private void OnTriggerEnter(Collider other)
{
    if (other.CompareTag("Player") && LevelPlayInitializer != null)
    {
        LevelPlayInitializer.HideBannerAd();
    }
}

private void OnTriggerExit(Collider other)
{
    if (other.CompareTag("Player") && LevelPlayInitializer != null)
    {
        LevelPlayInitializer.ShowBannerAd();
    }
}

private IEnumerator ShowInterstitialAutomatically()
{
```

```

        yield return new WaitForSeconds(10f);
        if (LevelPlayInitializer != null)
        {
            LevelPlayInitializer.ShowInterstitial(true);
            LevelPlayInitializer.ResetInterstitialAdTimer();
        }
    }
}'''

```

LevelPlay Ads - Rewarded Callback Event Example

```

'''csharp using UnityEngine; using UnityEngine.SceneManagement; using
UnityEngine.UI;

```

```

public class ProgressionBar : MonoBehaviour { public Image fillImage; // Image
component to fill public float fillSpeed = 0.1f; // Speed at which the fill completes

```

```

public Button LoadLevelButton;

```

```

private void Start()

```

```

{
    if (fillImage == null)
    {
        Debug.LogError("Fill Image is not assigned!");
        return; // Exit if no image assigned
    }

    fillImage.fillAmount = 0f; // Ensure starting from 0
    StartFilling(); // Start filling normally if assigned
}

```

```

private void Update()

```

```

{
    if (MobileMonetizationPro.MobileMonetizationPro_LevelPlayInitializer.i
    {
        // give reward
        LoadLevelButton.gameObject.SetActive(true);
        MobileMonetizationPro.MobileMonetizationPro_LevelPlayInitializer.i
    }
}

```

```

    }
}
public void StartFilling()
{
    StartCoroutine(FillProgressionBar());
}

private System.Collections.IEnumerator FillProgressionBar()
{
    while (fillImage.fillAmount < 1f)
    {
        fillImage.fillAmount += fillSpeed * Time.deltaTime; // Increment
        fillImage.fillAmount = Mathf.Clamp01(fillImage.fillAmount); // Cla
        yield return null; // Wait for next frame
    }

    // Fill completed
    Debug.Log("Fill Completed!");

    if (MobileMonetizationPro.MobileMonetizationPro_LevelPlayInitializer.i
        MobileMonetizationPro.MobileMonetizationPro_LevelPlayInitializer.i
    }
}'''

```