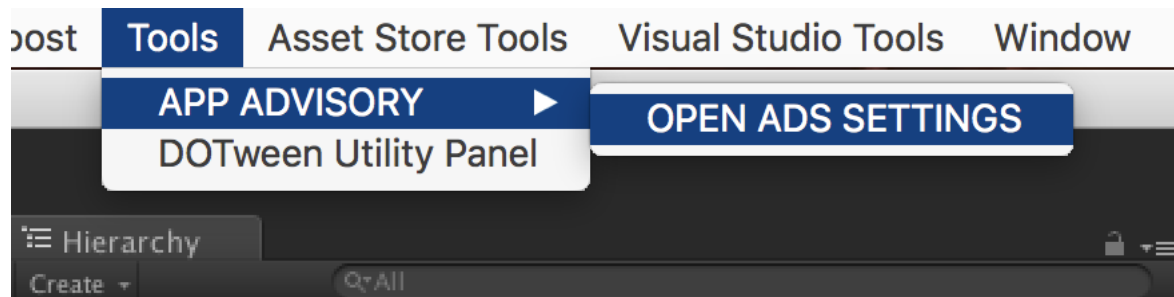
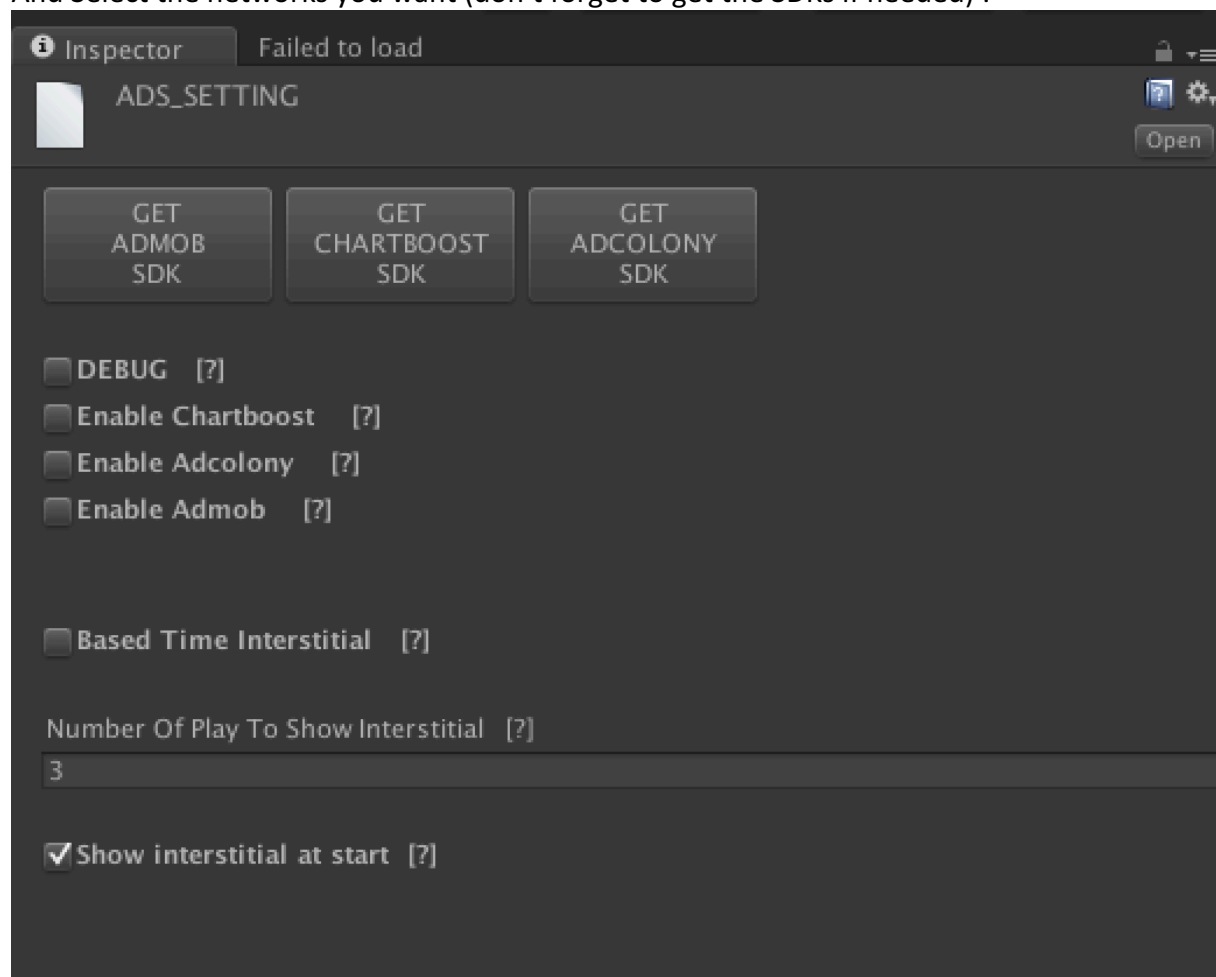


ADS INTEGRATION DOCUMENTATION :

Everything is done for you :



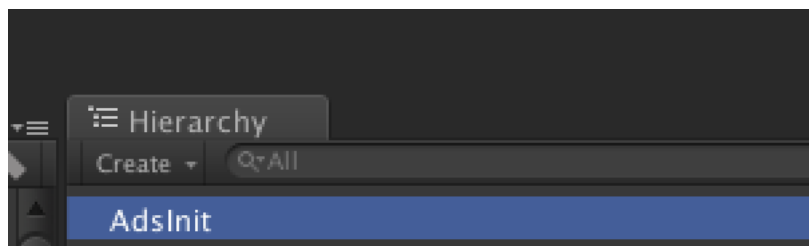
And Select the networks you want (don't forget to get the SDKs if needed) :



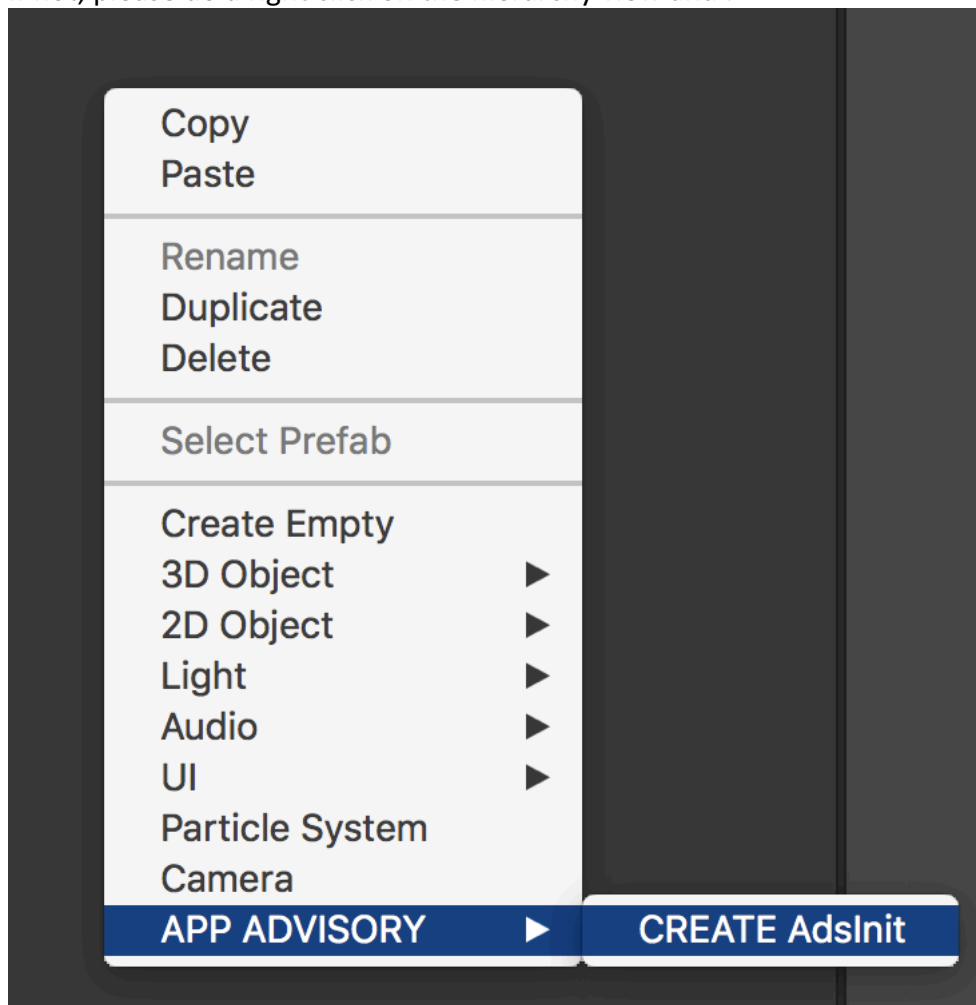
For Unity Ads, please visit my website :

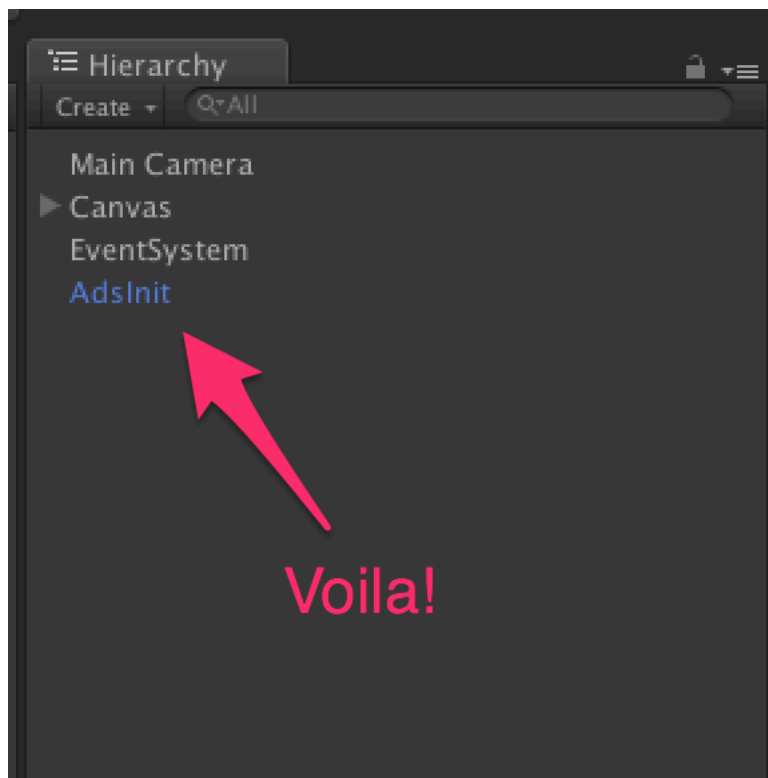
<https://appadvisory.zendesk.com/hc/en-us>

You should have a GameObject named « Adslnit » in the hierarchy view :



If not, please do a right click on the hierarchy view and :





How to check :

- If an interstitial is available ?

AdsManager.instance.IsReadyInterstitial()

Return a boolean : true if ready, false if not.

- If a video ad is available ?

AdsManager.instance.IsReadyVideoAds()

Return a boolean : true if ready, false if not.

- If a rewarded video is available ?

AdsManager.instance.IsReadyRewardedVideo()

Return a boolean : true if ready, false if not.

How to show :

- An interstitial ?

AdsManager.instance.ShowInterstitial()

- A video ad?

AdsManager.instance.ShowVideoAds()

- A rewarded video?

```
AdsManager.instance.ShowRewardedVideo( () => {  
    If(success)  
    {  
        //give a reward to the player  
    }  
})
```

```

else
{
    //the player do not complete the video
}
})

```

OR

```

AdsManager.instance.ShowRewardedVideo(Method) ;

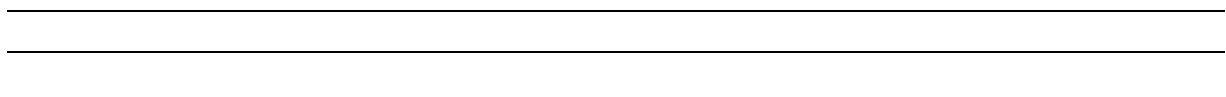
```

And the method called is like this :

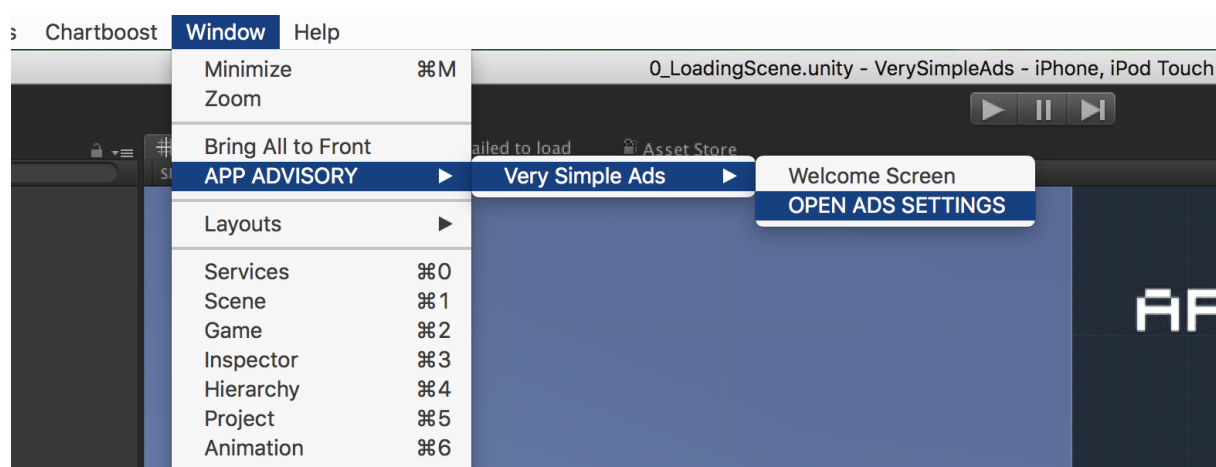
```

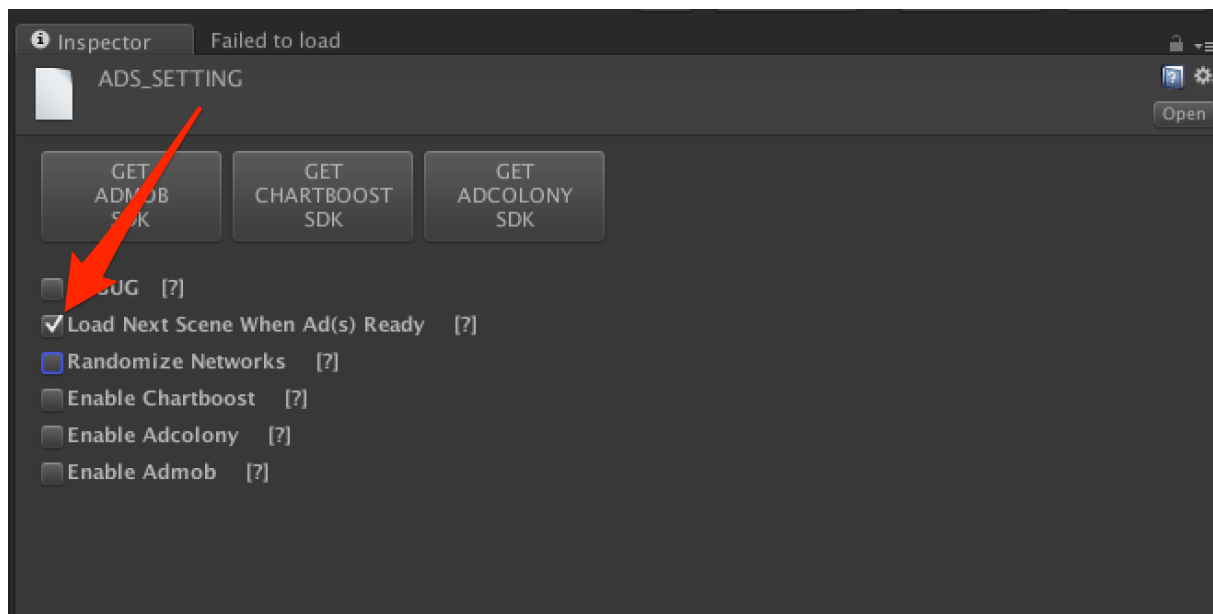
Void Method(bool success)
{
    If(success)
    {
        //give a reward to the player
    }
    else
    {
        //the player do not complete the video
    }
}

```

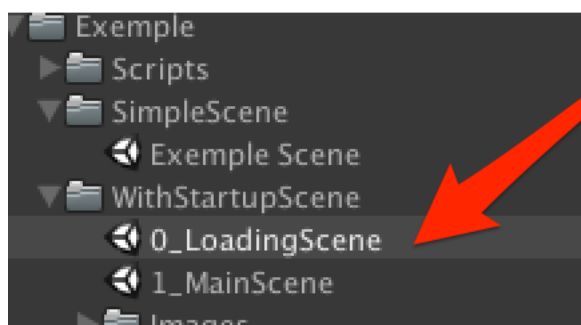


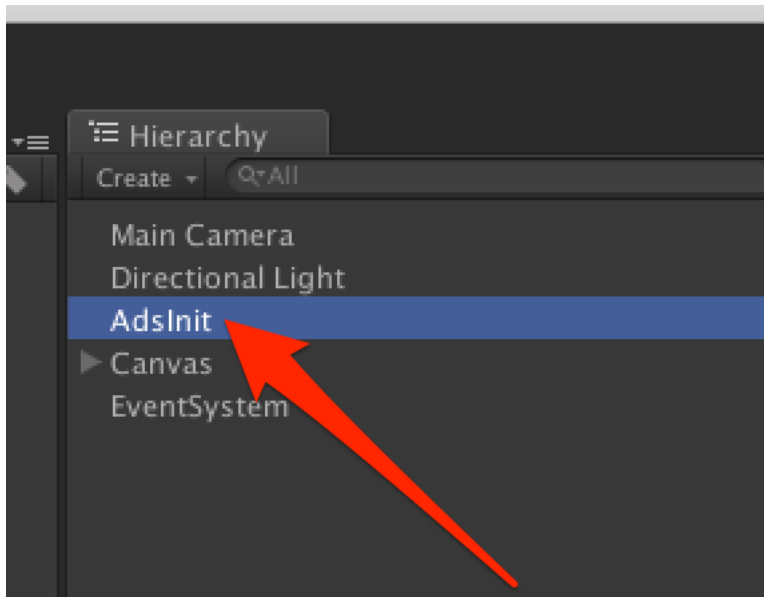
How to add a loading page to load ads before to start the game ?





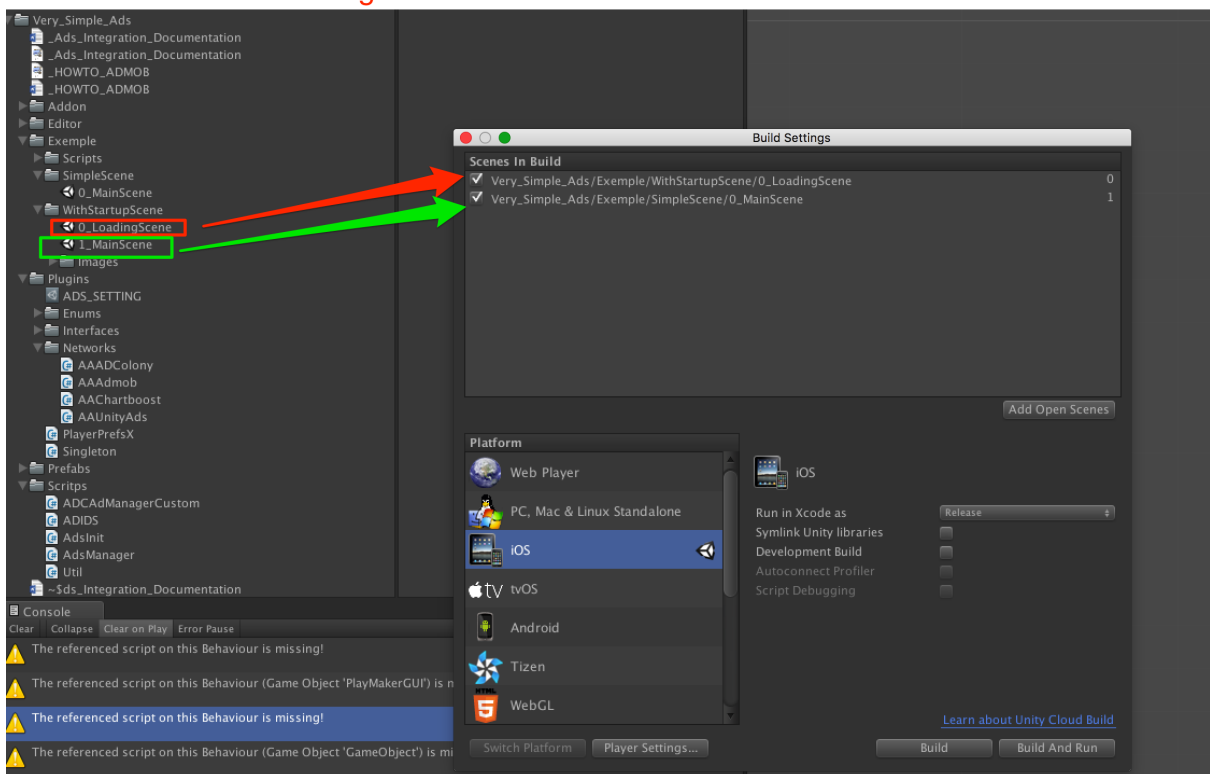
open this scene





Be sure there is an ad init
in the hierarchy.

The loading scene have to be the FIRST scene

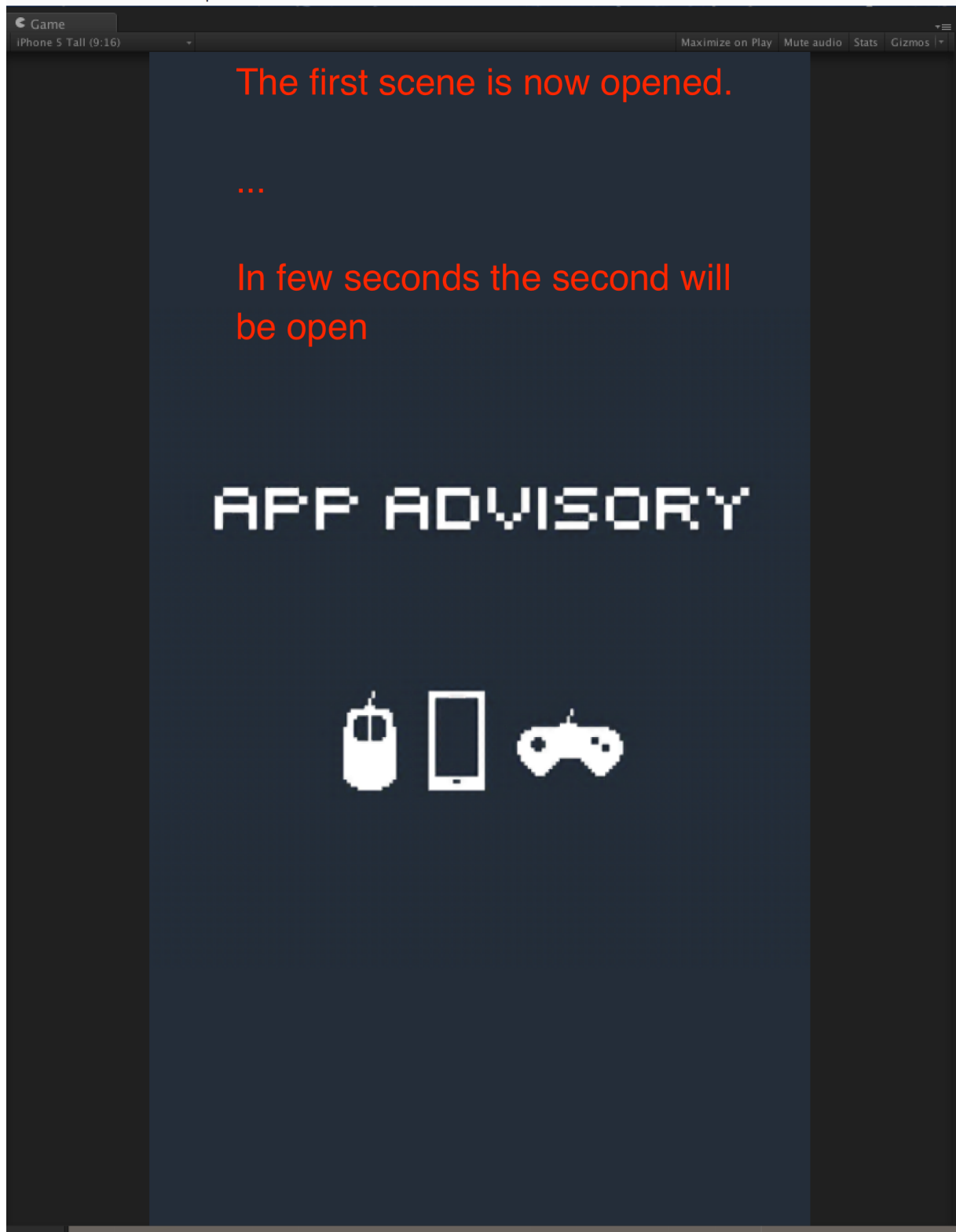


loadingScene.unity - VerySimpleAds - iPhone, iPod Touch and iPad <OpenG



t Store

Click on play



Thanks !

Our other assets : <http://u3d.as/9cs>

Contact : contact@app-advisory.com

