

# Monetization

## Navigate to Monetization Settings:

- Go to **Tech Juego/Game Editor**.
- Select the **Ads Panel**.

## Choose an Ad Provider:

- Select the ad provider you want to use by clicking the checkbox.

## Add Your App ID:

- **AdMob:** Visit <https://admob.google.com>, create a new app, or use the existing App ID from your app settings.
- Import the Google admob plugin then add the “ADMOB” scripting symbol in the player setting.
- **Unity:** Visit <https://cloud.unity.com/home/organizations/>, select your project, and retrieve the Unity App ID.
- Install Advertisement Legacy from the package manager for Unity ads.

## Configure Ad Settings:

- Click on **Add Item** and select an **Ad Provider**.
- Choose the **Ad Type** you want to use.

## Set Up Ad Call Details:

- **Ad Call ID:** Enter a custom name for the ad call.
- **Android & iOS ID:** Add the respective IDs for both platforms.

## Define Ad Call Events:

- Click on **Add Item** under **Ad Call Events**.
- Choose when the ad should be triggered.
- Select the ad you want to display.
- Specify the number of ad calls per level, meaning how often the ad will be shown during gameplay iterations.
- Click the save button.

Select Ad Provider Which you want to use  
 Unity ☒ Admob ☒

Admob App ID:-- Android  IOS   
 Unity App ID:-- Android  IOS

Add Monetization ID =====

	Ad Provider	Ad Type	Ad Call ID	Android Ad ID	iOS Ad ID
X	Unity	Interstitial	Unity_Interstitial	Interstitial_Android	Interstitial_IOS
X	Admob	Interstitial	Admob_Interstitial	ca-app-pub-1245350599133291/6968586264	ca-app-pub-1245350599133291/6968586264
X	Unity	Banner	Unity_Banner	Banner_Android	Banner_IOS
X	Admob	Banner	Admob_Banner	ca-app-pub-1245350599133291/6968586264	ca-app-pub-1245350599133291/6968586264
X	Unity	Reward	Unity_Reward	Reward_Android	Reward_IOS
X	Admob	Reward	Admob_Reward	ca-app-pub-1245350599133291/6968586264	ca-app-pub-1245350599133291/6968586264

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Add Call Events =====

	When To Call	Ad Call ID	Call Every Level
X	Game Over	Unity_Interstitial	1
X	Leaderboard	Admob_Reward	1

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## Auto Triggering Ads in Your Game Based on Game State

### 1. Game State Definition

The following GameState enum defines different game phases:

```
public enum GameState { None, Ready, InProgress, GameOver, Leaderboard }
```

### 2. Automatically Triggering Ads on Game State Change

When DataHandler.Instance.m\_gameState is updated, and ads will be triggered if the game state matches predefined conditions.

#### Example: Setting Game Over State (Triggers Ads Automatically)

```
DataHandler.Instance.m_gameState = GameState.GameOver;
```

When GameOver is set, it checks the ad configuration.

If the configured conditions are met (e.g., every X level), an **Interstitial Ad** or **Rewarded Video Ad** is shown.

## Manually Triggering Ads in Your Game

You can manually call ads at any point in your game by invoking the appropriate monetization events. Below are examples of how to trigger different types of ads manually:

### 1. Show a Banner Ad

To display a **banner ad**, use:

```
MonetizationEvents.OnCallBanner?.Invoke("Admob_Banner", true);
```

## 2. Show an Interstitial Ad

To display an **interstitial ad** (full-screen ad that appears between game sessions or levels), use:

```
MonetizationEvents.CallInterstitial?.Invoke("Admob_Interstitial");
```

## 3. Show a Rewarded Video Ad

To display a **rewarded video ad** (where the player earns a reward after watching), use:

```
MonetizationEvents.CallRewardVideo?.Invoke("Admob_Reward", (id) => {  
  
    // Reward the player after watching the ad  
  
});
```