Monetization

Navigate to Monetization Settings:

- Go to **Window/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:

- **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.

Auto Triggering Ads in Your Game Based on Game State

1. Game State Definition

The following GameState enum defines di erent game phases:

public enum GameState { None, Ready, InProgress, Level complete}

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 di erent types of ads manually:

1. Show a Banner Ad

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

```
AdsHandler.Instance?.ShowBanner();
```

2. Show an Interstitial Ad

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

```
AdsHandler.Instance?.ShowInterstitial();
```

3. Show a Rewarded Video Ad

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

```
AdsHandler.Instance.ShowReward(() =>
    {
        // do this
    });
```