

About:

EasyAds is a powerful plugin that allows you to easily integrate Ad Networks in your games/apps. It helps you to maximize your fill rate and increase your eCPM. EasyAds also sends ad requests to all the enabled ad networks to serve best ads to your users.

There's no coding required to use this plugin. You can easily monetize your game/apps with EasyAds. "**Easy Ads**" helps mobile apps/games developers to maximize their profit by monetizing multiple ad-networks with a simple click.

Supported Networks:

Currently we're supporting the following networks, but if you want to add another network, please tell us at tinyfishgames@gmail.com we'll include your desired ad network to our list.

- Admob [Banner | Interstitial]
- Chartboost [Interstitial | Rewarded Video]
- UnityAds [Video Ad | Rewarded Video]
- Leadbolt [Interstitial | Rewarded Video]

Supported Platforms:

- iOS
- Android
- Windows (Coming Soon)

Technical Support:

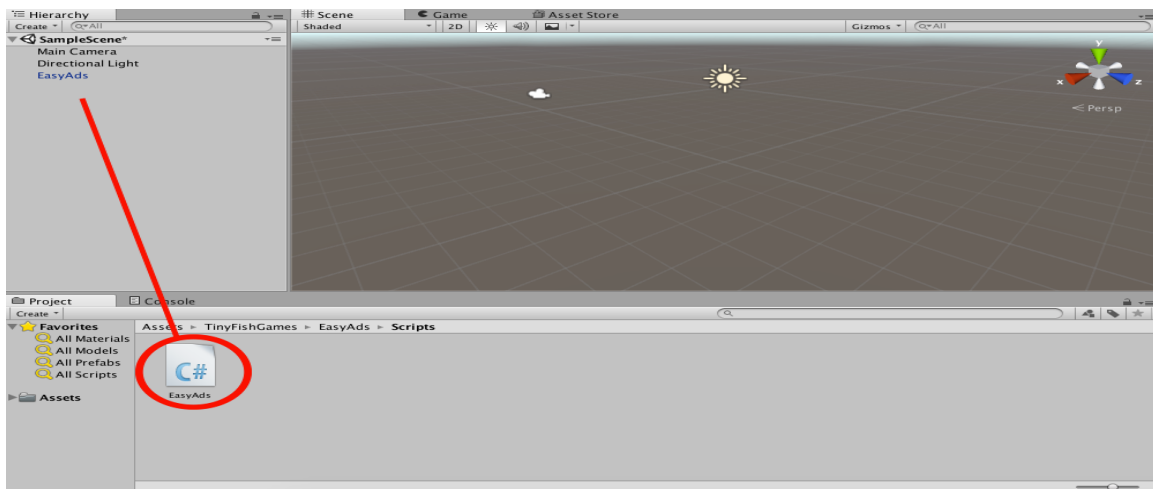
If you've any issues in implementing **EasyAds** or if you want to include any other ad-network feel free to contact us @ tinyfishgames@gmail.com, we'll be glad to help you.

Note: Please include your invoice# when you're contacting for support.

EasyAds Configuration:

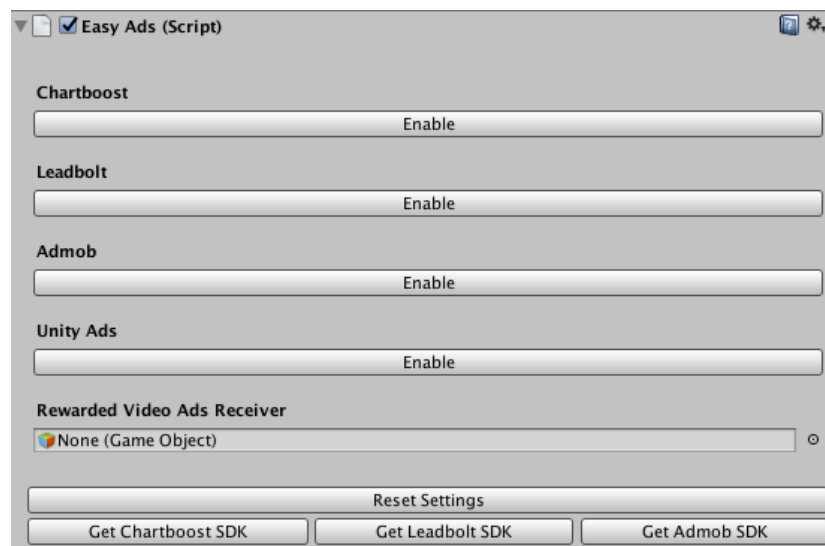
1. Download Ad SDK: Download the SDK(s) of ad-networks, which you would like to use in your game. You can check the downloads section below which contains instructions how to download the required SDK(s).

2. Enable Ad Networks: After downloading the SDK, import ad-sdk to your unity project. After that, drag the prefab of **EasyAds** (*Assets->TinyFishGames->Prefabs->EasyAds.prefab*) to your scene.



Note: EasyAds prefab is created only once and it is not destroyed when you change the scene.

Each ad network section contains an enable button, clicking that button will allow you to ad your app id and chose ad positions.



Reset Settings: This button will remove all the settings and Ad ID's from EasyAds.

Note: It will not remove any SDK imported.

The image shows a settings panel for EasyAds. It contains several sections with input fields and buttons:

- Chartboost:** Two input fields for "Chartboost App ID" and "Chartboost App Signature".
- Leadbolt:** One input field for "Leadbolt API Key".
- Admob:** Two dropdown menus for "Ad Type:" (set to "IABBanner") and "Ad P:" (set to "Top"). Below them are two input fields for "Admob Interstitial ID" and "Admob Banner ID".
- Unity Ads:** One input field for "Unity Ads Game ID".
- Buttons:** A "Reset Settings" button, three buttons for "Get Chartboost SDK", "Get Leadbolt SDK", and "Get Admob SDK", and a large "Add Component" button at the bottom.

2. Calling Ad: Use the following code to call ads:

- Interstitial Ad:

```
EasyAds.Instance._showInterstitialAd ();
```

It will check for available ad-networks and will show the cached interstitial ad.

- Non-Rewarded Video Ad:

```
EasyAds.Instance._showNonRewardedVideoAd ();
```

It will check for available ad-networks and will show the cached non-rewarded video ad.

- Rewarded Video Ad:

```
EasyAds.Instance._showRewardedVideoAd;
```

It will check for available ad-networks and will show the cached rewarded video ad.

- Display Banner Ad:

```
EasyAds.Instance._showAdmobBanner ();
```

It will display Admob Banner If available.

- Hide Banner Ad:

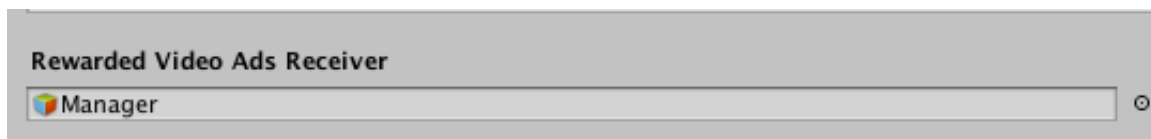
```
EasyAds.Instance. hideAdmobBanner ();
```

It will hide Admob Banner.

3. Rewarded Video Ad Callback: In order to know whether your user completely watched a rewarded video, add the following code to your custom class:

```
public void rewardedVideoCompleted (string network) {
    // Received Network Names...
    // • UnityAds
    // • Leadbolt
    // • Chartboost
}
```

You'll be required to pass the gameobject which contains the above code to EasyAds prefab.



4. Calling Specific Ad-Network: Use the following code to call interstitial/video ad for specific ad-network [Chartboost, UnityAds, Leadbolt, Admob]

Chartboost	
EasyAds.Instance._isChartboostInterstitialAvailable()	Check availability of Interstitial Ad
EasyAds.Instance._isChartboostMoreAppsAvailable()	Check availability of More Apps
EasyAds.Instance._isChartboostRewardedVideoAdAvailable()	Check availability of Rewarded Video Ad
EasyAds.Instance._showChartboostInterstitial()	Display Chartboost Interstitial
EasyAds.Instance._showChartboostMoreApps()	Display Chartboost

	More Apps
EasyAds.Instance._showChartboostRewardedVideo()	Display Chartboost Rewarded Video
EasyAds.Instance._showChartboostVideo()	Display Chartboost Non-Rewarded Video

You've to drag Chartboost prefab [Chartboost->Chartboost.prefab] to scene hierarchy in order to use chartboost sdk.

Leadbolt	
EasyAds.Instance._isLeadboltInterstitialAvailable()	Check availability of Interstitial Ad
EasyAds.Instance._isLeadboltVideoAvailable()	Check availability of Video Ads
EasyAds.Instance._showLeadboltInterstitial()	Display Leadbolt Interstitial
EasyAds.Instance._showLeadboltRewardedVideo()	Display Leadbolt Rewarded Video
EasyAds.Instance._showLeadboltVideoAd()	Display Leadbolt Non- Rewarded Video

For Android: You've to drag Leadbolt prefab [Plugins->Android->AppTrackerAndroid->AppTrackerAndroid.prefab] to scene hierarchy in order to use Leadbolt sdk.

For iOS: You've to drag Leadbolt prefab [Plugins->iOS->AppTrackeriOS->AppTrackeriOS.prefab] to scene hierarchy in order to use Leadbolt sdk.

Unity Ads	
EasyAds.Instance._isUnityAdsAvailable()	Check availability of Ad from UnityAds
EasyAds.Instance._showUnityAdsRewardedVideo()	Display UnityAds Rewarded Video Ad
EasyAds.Instance._showUnityAdsVideoAd()	Display UnityAds Non-Rewarded Video Ad

Admob	
EasyAds.Instance._showAdmobBanner()	Display Admob Banner Ad
EasyAds.Instance._hideAdmobBanner()	Hide Admob Banner Ad
EasyAds.Instance._isAdmobInterstitialAvailable()	Check availability of Admob Interstitial
EasyAds.Instance._showAdmobInterstitial()	Display Admob Interstitial Ad

Platform Settings [Android]:

- Include the following permissions in your AndroidManifest.xml file [Plugins->Android->AndroidManifest.xml]

```
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
```

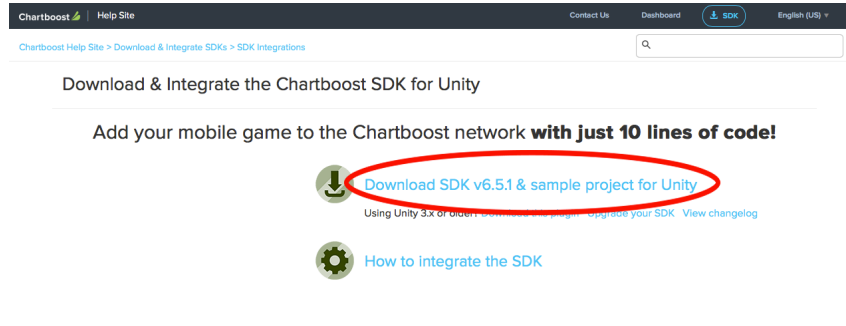
- If you're using Leadbolt, then add the following code in AndroidManifest.xml file [Plugins->Android->AndroidManifest.xml]

```
<activity android:configChanges="keyboard|keyboardHidden|orientation|screenSize"
    android:name="com.apptracker.android.module.AppModuleActivity"
    android:hardwareAccelerated="false">
</activity>
<service android:name="com.apptracker.android.track.AppTrackerService" />
```

DOWNLOADS SECTION

SDK:

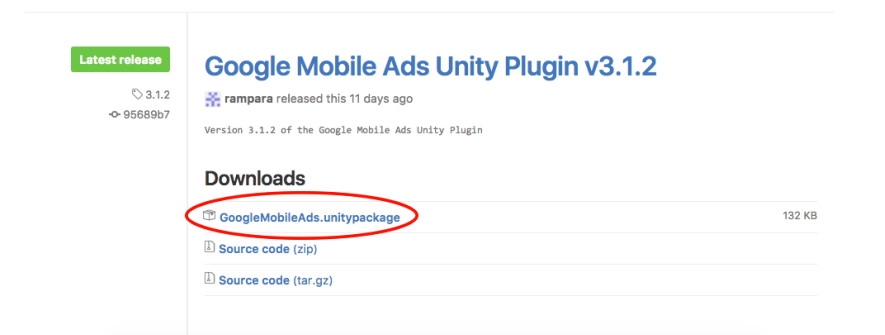
Link: [Chartboost](#)



Link: [Leadbolt](#)

Video Ads and Interstitials Android Frameworks	Video Ads and Interstitials iOS Frameworks
<ul style="list-style-type: none">• Android Studio (Java)• AdMob• Adobe Flash• B4A• Cocos2d-X• Corona• Heyzap• Intel XDK• Marmalade• Phonegap / Cordova• Titanium• Unity for android• Unity with AdMob• Unity with Heyzap• Xamarin	<ul style="list-style-type: none">• Xcode (Objective-C)• Xcode (Swift)• AdMob• Adobe Flash• Cocos2d-X• Corona• Heyzap• Intel XDK• Marmalade• Phonegap / Cordova• Titanium• Unity for iOS• Unity with AdMob• Unity with Heyzap• Xamarin

Link: [Admob](#)



You can download unity SDK from Asset Store for free!

Unity Ads

Services/In-Game Advertising
Unity Technologies

★★★★ (1584)


Free

[Open in Unity](#)

Requires Unity 4.2.2 or higher.

Crossy Road earned over \$1 million in 45 days on iOS alone just with Unity Ads.

Unity Ads is the top performing video ad network, used by King and other developers in hit games like Hill Climb Racing, Crossy Road, and many more.



unity ADS

Crossy Road earned over \$1 million on iOS in 45 days with delightful ads: watch a video, earn a virtual item

