## 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 at 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 ad 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)

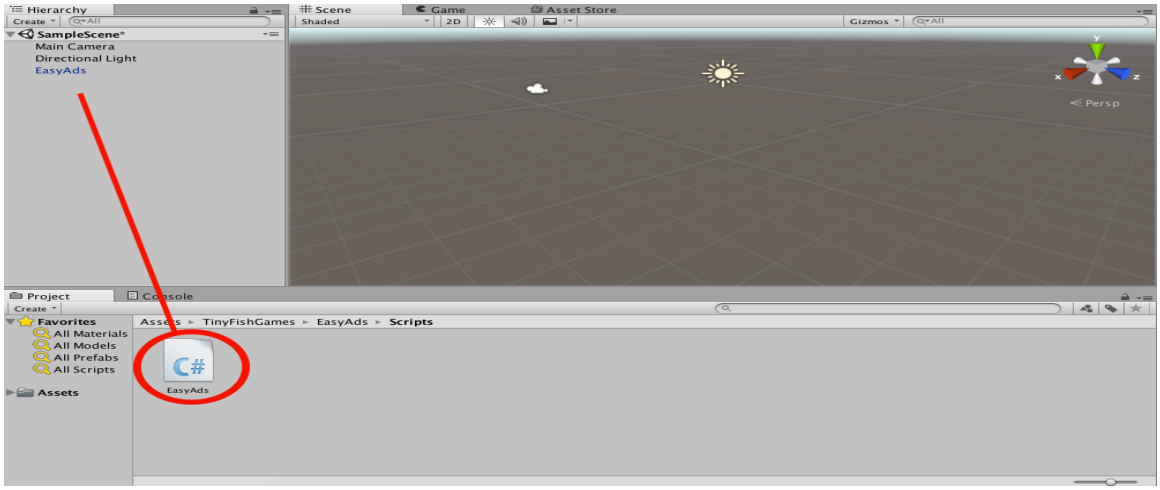
## Technical Support:

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:

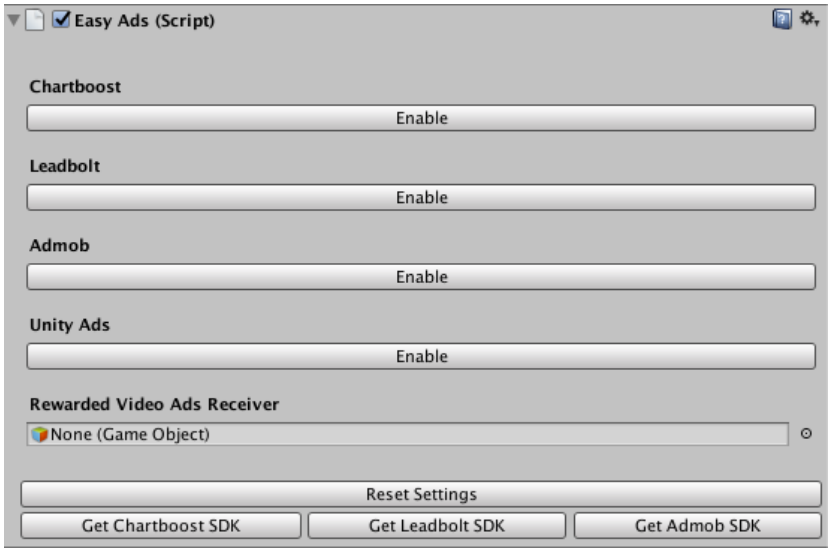
**1. Download Ad SDK:** Download the SDK(s) of ad-networks, which you would like to use in your game. You can check the downloads section below which contains instructions how to download the required SDK(s).

**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.

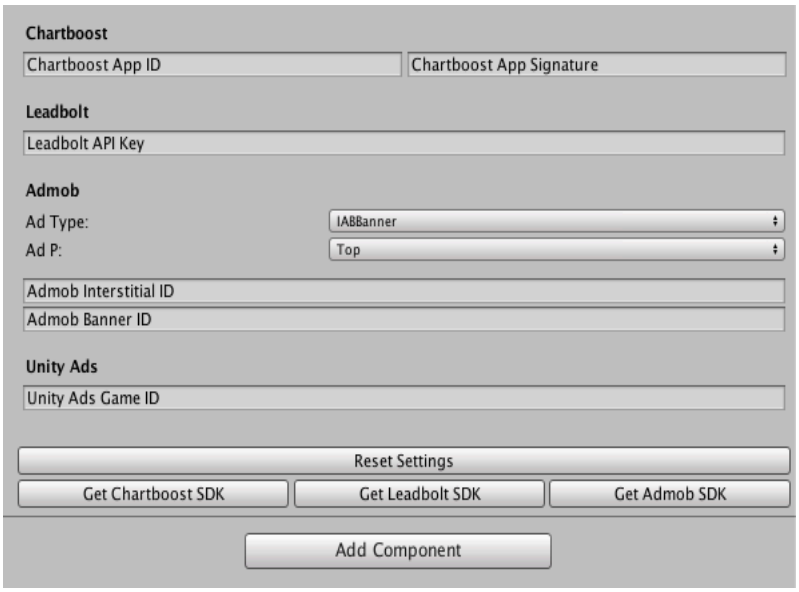



Note: EasyAds prefab is created only once and it is not destroyed when you change the scene.

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.




**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:

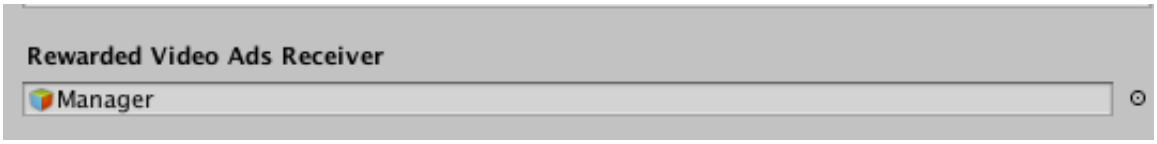
```
EasyAds.Instance._hideAdmobBanner ();
```

It will hide Admob Banner.

**3. Rewarded Video Ad Callback:** In order to know whether your user completely watched a rewarded video, ad 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" />
```

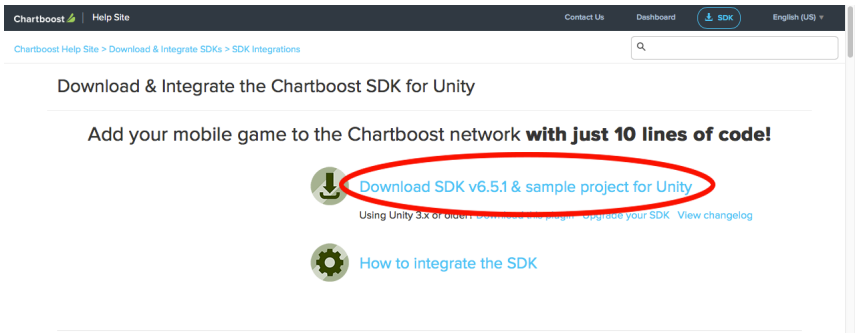
• If you're using Leadbolt, then add the following code in AndroidManifest.xml file [Plugins->Android->AndroidManifest.xml]

```
<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" />
```

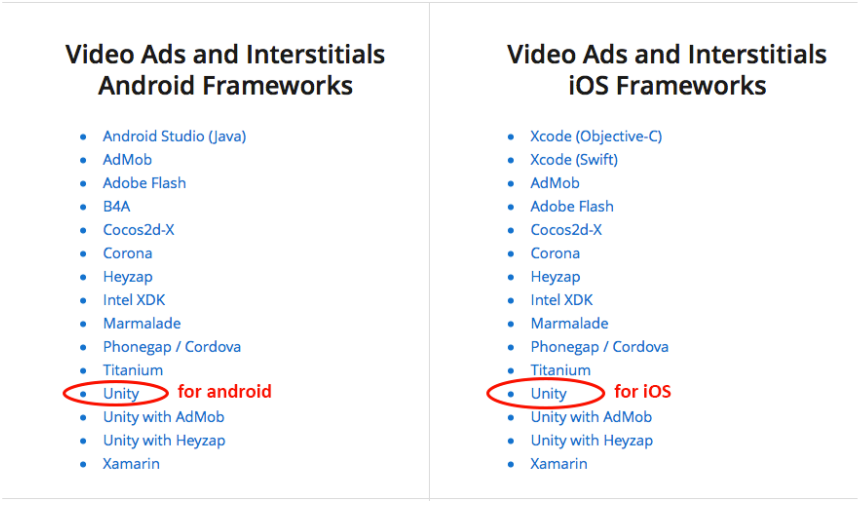
# DOWNLOADS SECTION

## SDK:

### Link: Chartboost




### Link: Leadbolt

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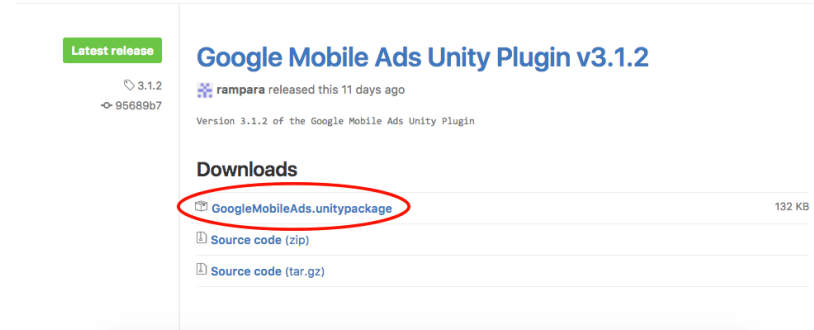
### Link: Admob

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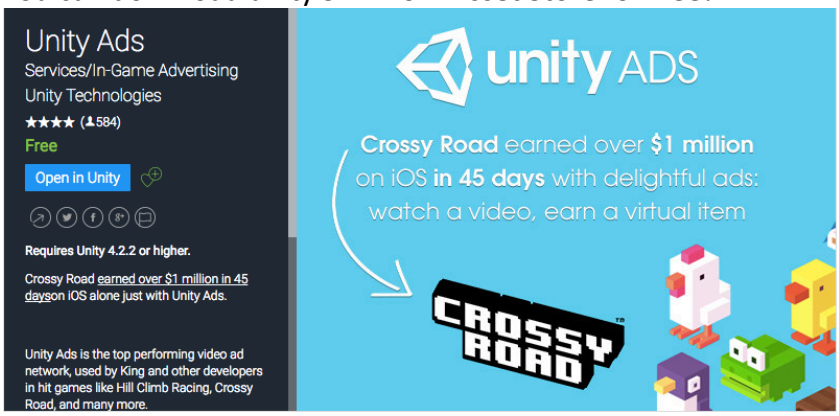
You can download unity SDK from Asset Store for free!