Mobile Tools

The free Mobile Tools asset in the Unity Asset Store must be imported into your project for you to enable Ads / IAP.

Ads

To enable Ads in the game, download the free unity asset [Mobile Tools](#) and import it into your project.

After importing, open the **AdsDocumentation** PDF which will be located in the **MobileTools/Documentation** folder and follow setup steps for either AdMob or Unity Ads.

Once properly set up, Ads should start appearing in your game.

IAP

To enable IAP in the game, download the free unity asset: [Mobile Tools](#) and import it into your project.

After importing, open the **IAPDocumentation** PDF which will be located in the **MobileTools/Documentation** folder and follow setup steps for enabling IAP.

You can setup buttons to initiate IAP purchases by attaching the **IAPProductButton** component to any Button object:
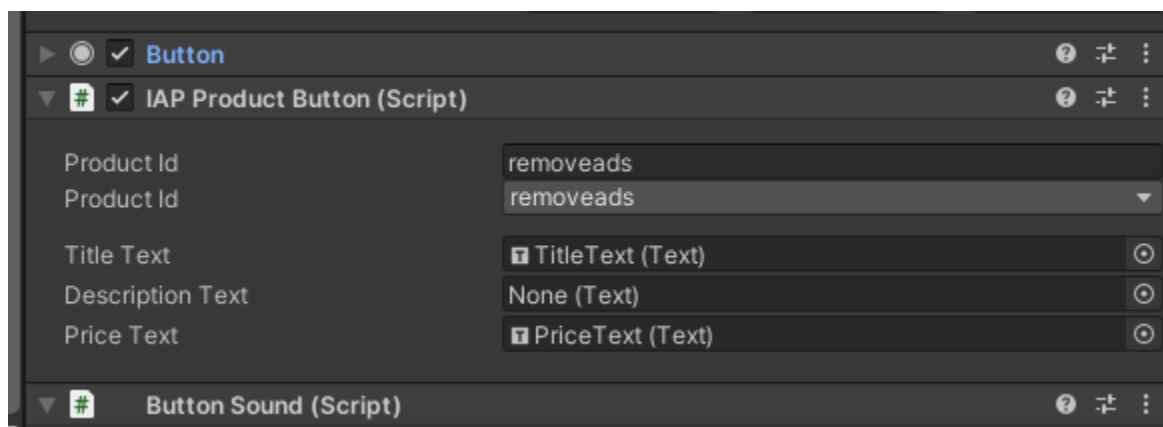
Then select the Product Id from the dropdown for the product this button will purchase.

In order to reward the player when the product is successfully purchased, select the **MobileToolsManager** in the Main scenes Hierarchy. Then in the Inspector window, expand **Product Purchased Events** and add events for each of your products.