

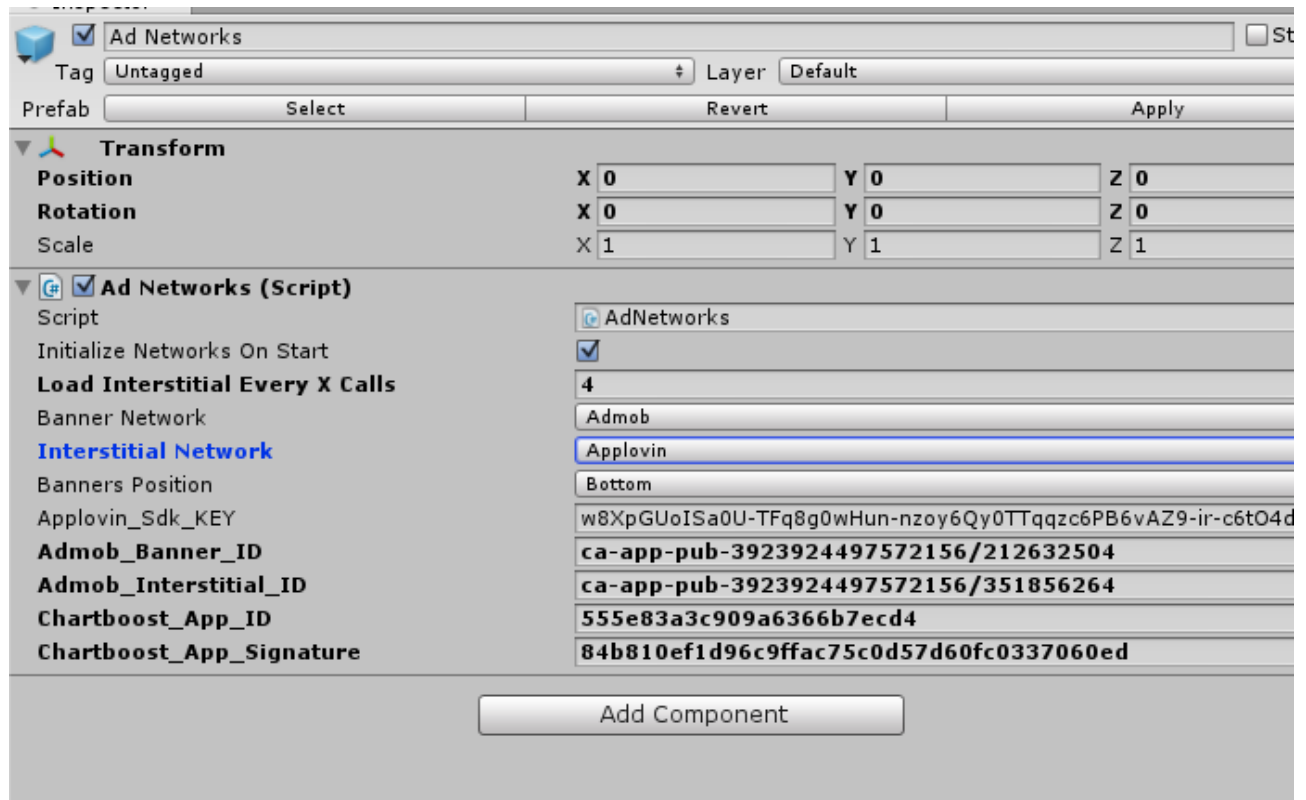
All In One - Simple Mobile Ads (adMob – AppLovin – ChartBoost)

Overview:

This package provides an easy solution for the implementation of the three most popular mobile ad-networks.

By using All In One you will never spend countless hours trying to implement the ad network plugins without getting compatibility errors.

You can setup the mobile ad networks in 10 minutes, without any coding skills, it is easy as it sounds.



How to setup:

- 1) Create an empty GameObject and insert AdNetworks script inside.
- 2) Select your banner network and interstitial network.
- 3) Fill the ID fields.

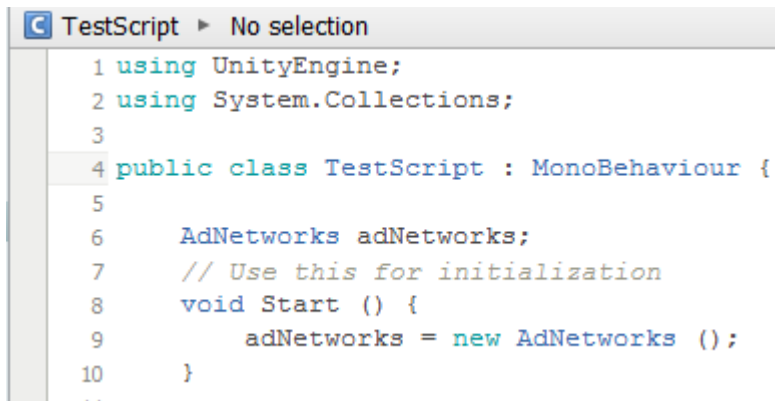
Example:

If you use only adMob just insert your adMob bannerID and your adMob interstitial ID.

Calling the functions:

Remember: The mobile ads will be shown only if you build and test your application on a mobile device, if an AD doesn't show please check your ID and the configuration on the respective ad network platform.

- 1) In the class where you want to use the ad networks just Initialize a new AdNetworks object like the screenshot below



```
TestScript ▶ No selection
1 using UnityEngine;
2 using System.Collections;
3
4 public class TestScript : MonoBehaviour {
5
6     AdNetworks adNetworks;
7     // Use this for initialization
8     void Start () {
9         adNetworks = new AdNetworks ();
10    }
11 }
```

- 2) The functions available are:

- **ShowBanner ();**
- **HideBanner();**
- **ShowInterstitial();**

Example:

To show an interstitial in the game over, just place `adNetwork.ShowInterstitial()` inside the function that handles your game over routine.

```
public void gameOver(){
    adNetworks.ShowInterstitial ();
    //YOUR GAMEOVER CODE HERE
}
```

You can also `ShowInterstitial()` every X calls.

By default the variable is setted to 1.

In the example screenshot we setted it to 4 so the interstitial ad will be shown every 4 gameovers.

The class handles this for you.

Load Interstitial Every X Calls	4
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Conclusions:

That's it and thank you again for buying my products, if you have any questions please contact me at obliusgames@gmail.com