# HyperByte Studios – Ad Network Setup

Hi There,

This package comes with pre-installed setup support for Unity Monetization SDK 3.0 and Google AdMob Ads SDK for monetizing your game. You can choose any of the ad Network for monetization. Please follow below instructions for setting up ad network and make it work for your game.

Before getting Started, Please checkout AdManager.cs and BaseAdManager.cs script component, BaseAdManager.cs is a placeholder script and it will be replaced by Ad Network of your selection.

- ◆ **Setting Unity Monetization SDK 3.0**

  NOTE: We've provided Interstitial (Skippable Video) and Rewarded Video Ad Support with Unity Monetization SDK. Please follow below instruction for setting it up.

  - ✔ Please download Unity Monetization SDK from <u>Unity Asset Store</u>.
  - ✔ Import SDK after getting downloaded.
  - ✔ After it gets imported, Please Go to HyperByte Menu Item ~> Support-Modules ~> Ad-Network ~> Unity Monetization ~> Setup. [See Ref. Image below]
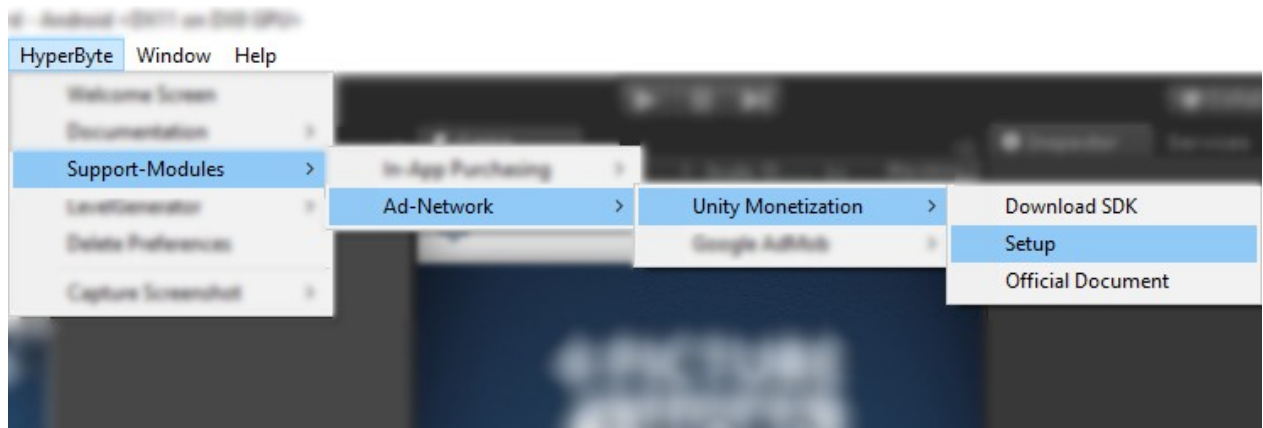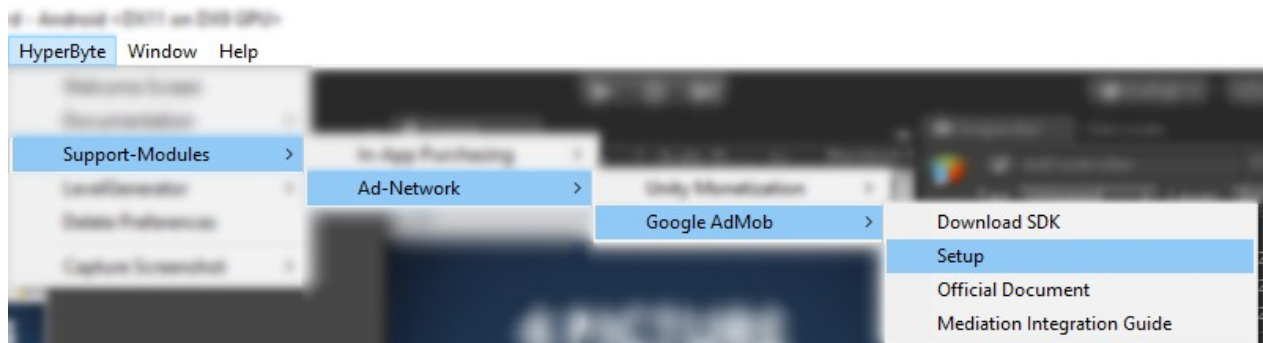

  - ✔ As you Complete Setup, It will import a package. It will replace BaseAdManager.cs with the script that ad all code included for unity monetization SDK.
  - ✔ Setup Ad Key from Hierarchy ~> Controllers ~> AdController and check for Base Ad Manager(Script) in the inspector. You will notice 2 string fields for setting up Ad Key for Android and iOS.
  - ✔ Please Get Platform specific Ad Keys and Paste Here. You also need to set up placement Ids, please make sure you also configure at the Unity Monetization SDK console.
 - ✔ A Screenshot is attached below for better understanding.
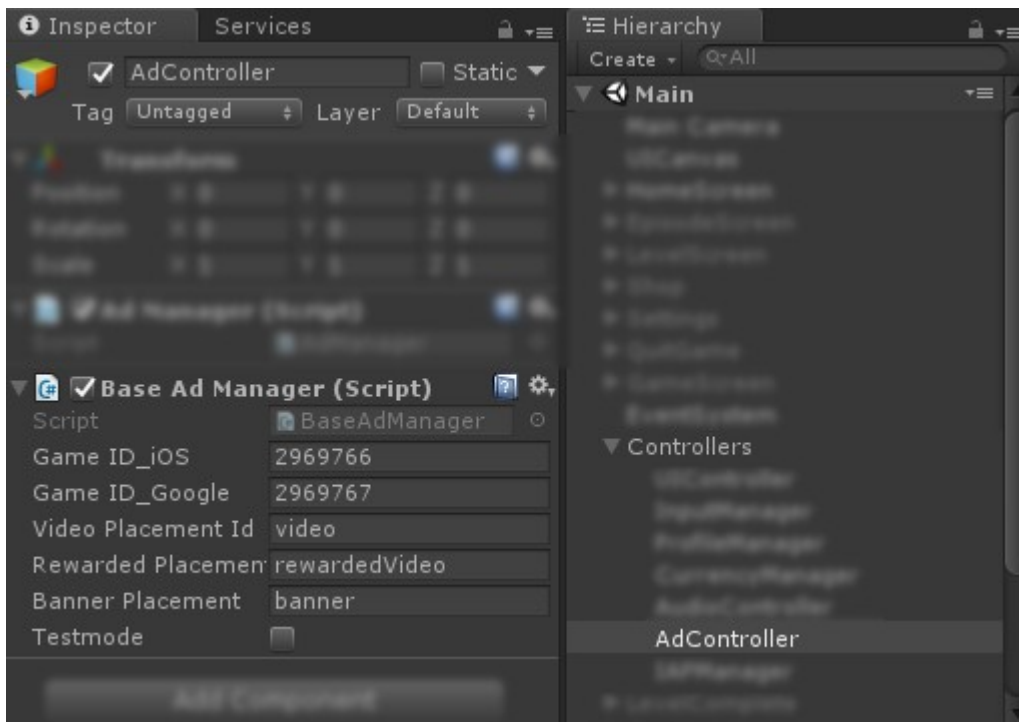
- ◆ **Setting Google AdMob SDK.**

  - ✔ Please download Google AdMob SDK for Unity from the official site.
  - ✔ Import SDK after getting downloaded.
  - ✔ After it gets imported, Please Go to HyperByte Menu Item ~> Support-Modules ~> Ad-Network ~> Google AdMon ~> Setup. [See Ref. Image below]

  - ✔ As you Complete Setup, It will import a package. It will replace BaseAdManager.cs with the script that ad all code included for Google AdMob SDK.
  - ✔ Setup Ad Key from Hierarchy ~> Controllers ~> AdController and check for Base Ad Manager(Script) in the inspector. You will notice multiple string fields for setting up Ad Keys for Android and iOS. Please Setup all keys. [You can leave iOS fields Empty while building for Android and vice-versa].
  - ✔ Please Get Platform specific Ad Keys and Paste Here. You also need to set up placement Ids, please make sure you also configure at the Unity Monetization SDK console.
  - ✔ A Screenshot is attached below for better understanding.
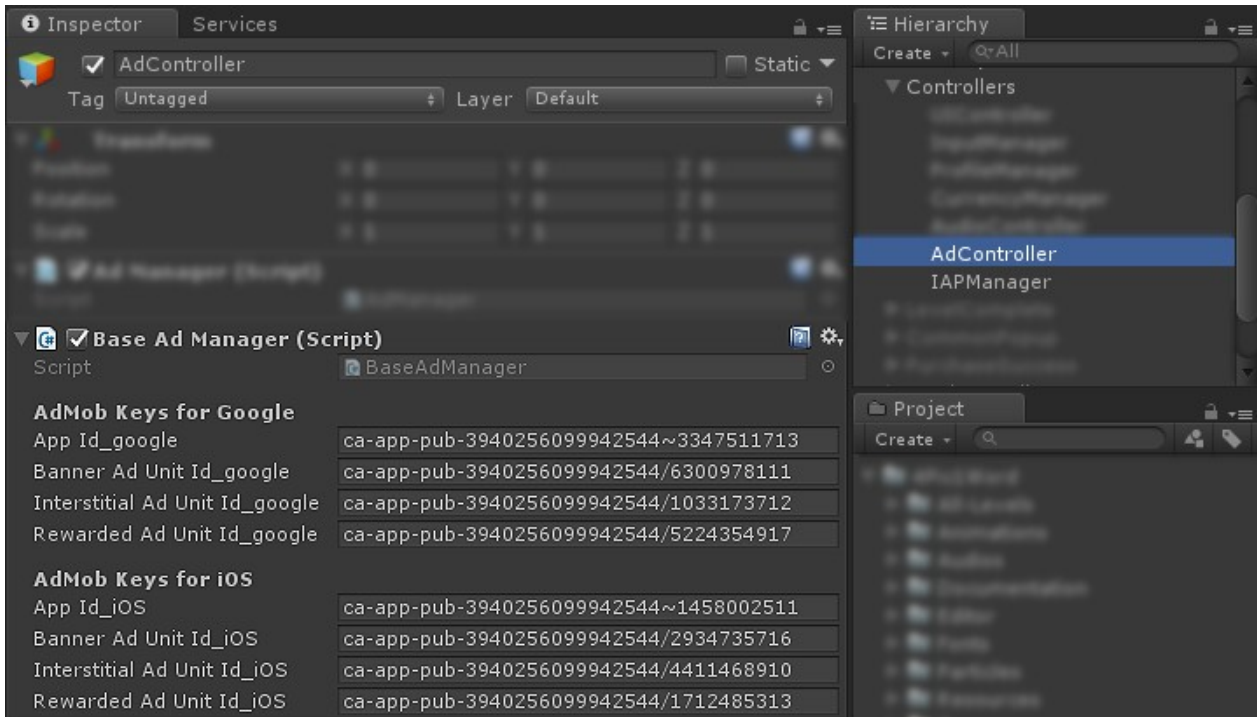
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◆ **Technical Integration : [For Any Of Supported Ad Network]**

We made a script based on reference forwarding, show below code will be same for Unity Monetization SDK as well as Google Mobile Ads.

✔ **Show Banner Ad :**

AdManager.Instance.ShowBanner();

✔ **Hide Banner Ad :**

AdManager.Instance.HideBanner();

✔ **Show Interstitial Or Skippable Video Ad:**

```
if (AdManager.Instance.isInterstitialAvailable()) {
        AdManager.Instance.ShowInterstitial();
}
```

✔ **Show Rewarded :**

```
if (AdManager.Instance.isRewardedAvailable()) {
        AdManager.Instance.ShowRewarded();
}
```

You'll need to register an Event Action to get Rewarded Video Completetion callback. It will be called automatically when video get completed with its status. Please see below code snippet for example.

```
void OnEnable() {
        AdManager.OnRewardedFinishedEvent += OnRewardedFinished;
}
```

```
void OnDisable() {
        AdManager.OnRewardedFinishedEvent -= OnRewardedFinished;
}

void OnRewardedFinished(bool isCompleted) {
        if(isCompleted) {
                AddCoinBalance(watchVideoRewardCoins);
        }
}
```

✔ *Note: We have given a static coin reward on video ad completion, you can customize it based on your requirement.*

✔ *Interstitial Ads won't get called automatically you need to place your code to show interstitial ads. You can place code at HomeScreen.cs to show up interstitial on startup and also can place the code in LevelComplete.cs to show up ads at the completion of a level.*

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Few Additional Note:

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◆ We did a lot of hard work to make this asset, so your review and feedback is most important to us. If you like asset please rate it on the asset store, we really appreciate.

◆ If you notice any bug or issue, please let us know via our support email address, we'll try to fix it ASAP.

◆ We are working on more beautiful assets already, so please be sure to check out our other game templates.

◆ We also take freelance project for unity, we have a talented and passionate team of people who will help you make your dream game, be sure to get in touch with us.

➔ **Support Email :** support@hyperbytestudios.com

➔ **Bussiness Email :** contact@hyperbytestudios.com

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