



MOBILE ADS PLUGIN



WHY DO YOU NEED TO USE THIS PLUGIN ?



Integrate easily all supported advertisers simply by importing their SDK, no other settings are required. It is not mandatory to integrate all/any of the supported advertisers to work.



Load ad from any ad platform using the same line of code.



Customizable mediation policy by using either order mediation or weight based mediation.



Read mediation config file from an external server of choice to allow the ad display order to be changed without uploading a new build to the store.



Works for Android/Ios/Windows store without any additional setup.



CURRENTLY SUPPORTED ADVERTISERS





GDPR COMPLIANCE

Our plugin does not collect any personal information only selected advertisers collect personal information about users. Here is a list of how any advertiser deals with personal user data and what you have to do to be compliant with GDPR:

Unity Ads

Versions 2.0 and above will automatically present users with an opportunity to opt-out of targeted advertising, with no implementation needed from the publisher. On a per-app basis, the first time a Unity ad appears, the user will see a banner with the option to opt-out of behaviorally targeted advertising. Thereafter, the user can click an information button to receive the opt-out again.

No specific action needed.

Vungle

Vungle will display a consent dialog before playing an ad for a European user, and will remember the user's consent or rejection for subsequent ads.

No specific action needed.

Admob, AdColony, Heyzap

All require that implementation of getting user consent for receiving targeted ads to be made by publisher in his application and then to be sent to their SDK(Admob, AdColony, Heyzap).

If the application user does not accept the compliance they will keep serving ads but it will not be targeted anymore.

Getting consent from the user is needed to display ads in order to be compliant with GDPR.

Chartboost

Chartboost requires that implementation of getting user consent for receiving targeted ads to be made by publisher in his application and then sent to Chartboost SDK.

If the application user does not accept the compliance Chartboost SDK will not provide any ads.

Getting consent from the user is needed to display ads in order to be compliant with GDPR.

For detailed implementation see section Usage Guide.

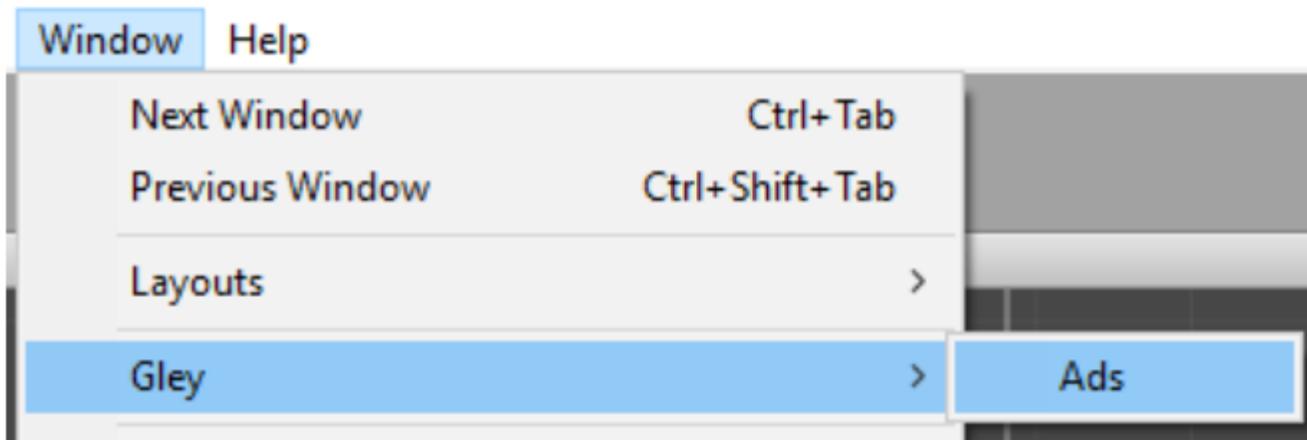
A decorative yellow arc is located in the bottom right corner of the page, curving from the bottom edge towards the right edge.



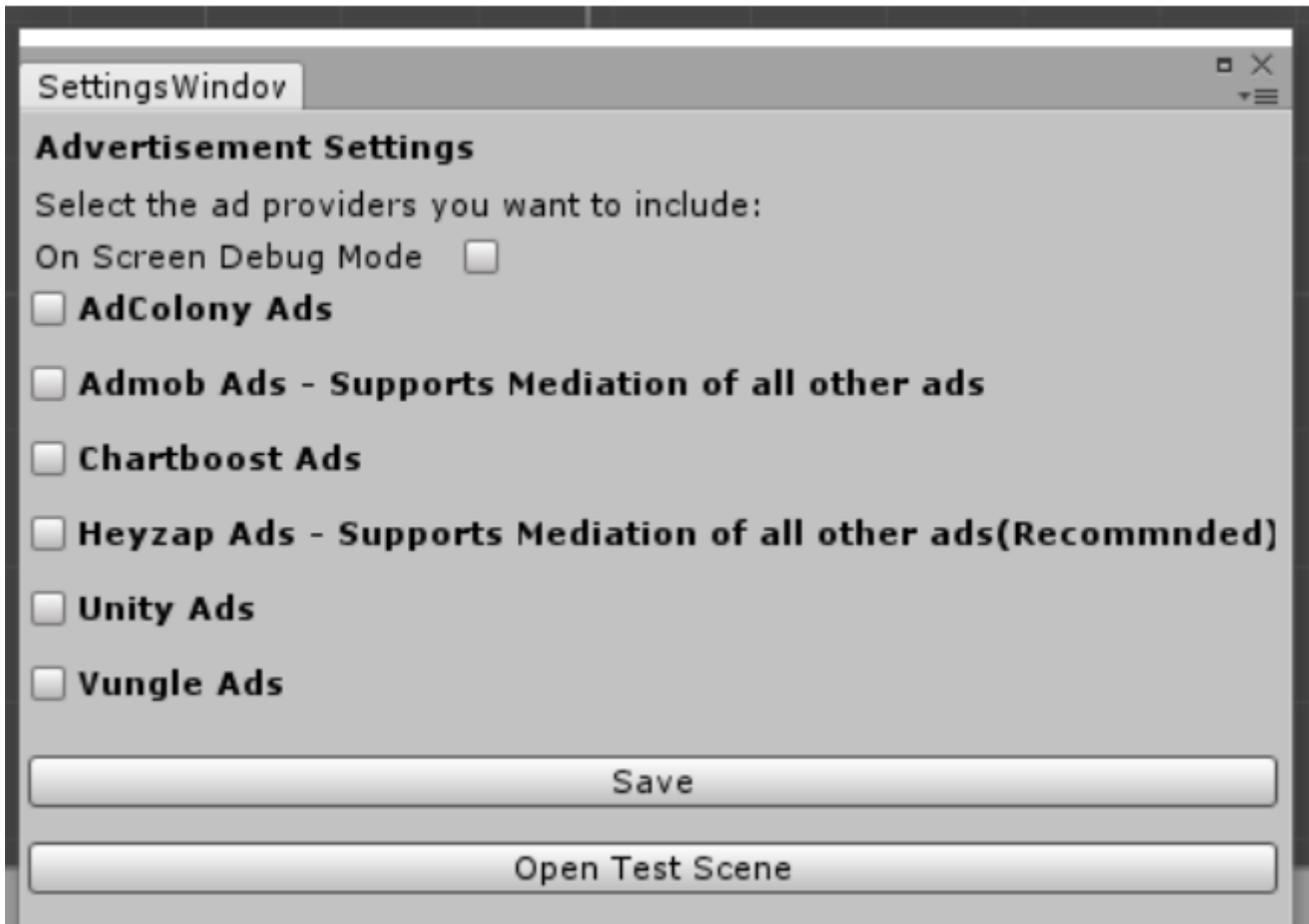
SETUP GUIDE

Import **GleyAdsPlugin** into Unity.

Go to **Window->Gley->Ads** to open the plugin settings window.



Select the desired advertisers from the settings window using the checkbox.



Select the desired platforms to build for(Android/iOS/Windows Store).

Add sdk keys for all your platforms of choice (Read the SDK provider documentation on how to obtain these keys).

AdColony Ads

Android

App ID

Interstitial Zone ID

Rewarded Zone ID

iOS

App ID

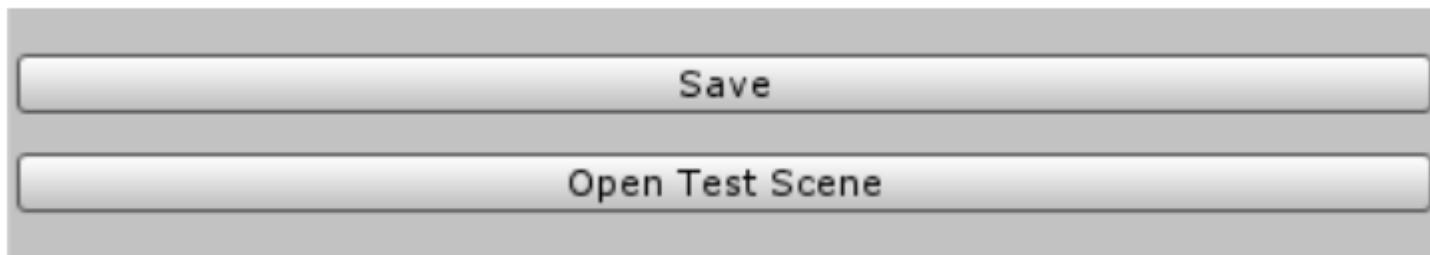
Interstitial Zone ID

Rewarded Zone ID

You just need to import the SDK, no additional setup is required

Select the desired platforms to build for(Android/iOS/Windows Store).

Add sdk keys for all your platforms of choice (Read the SDK provider documentation on how to obtain these keys).



Step 4 / 4





ADVANCED SETUP

If more than one advertiser is selected the mediation section will be displayed.

Select Mediation Policy

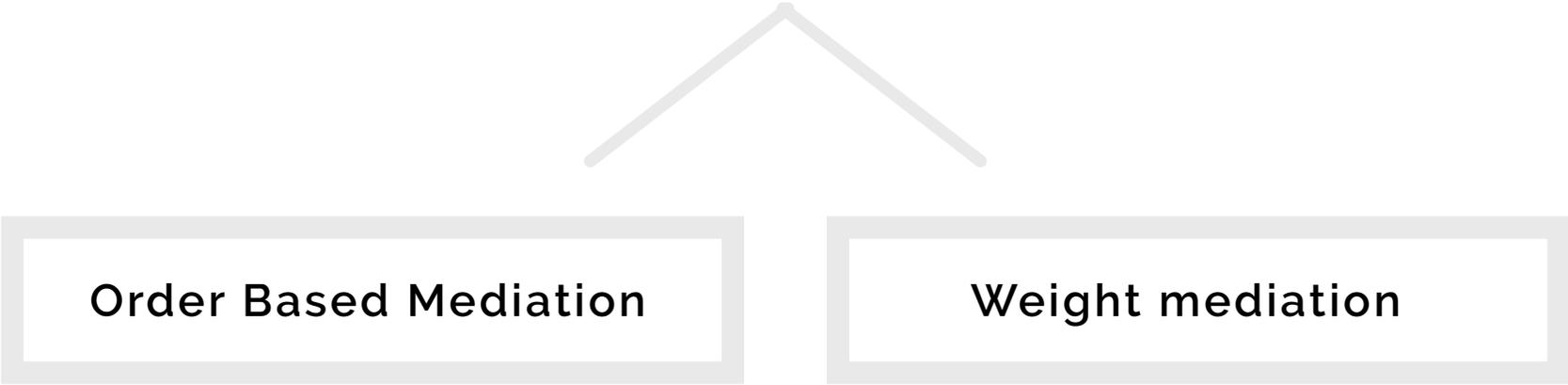
Use Weight Mediation Use Order Mediation

A random number is generated between 0 and sum of all weights which corresponds to an advertiser
ex:
unity weight=10, admob weight=20
random number=9 -> unity ad shown
random number=13 -> admob ad shown
Admob has 66% chances to be shown

If ad with order 1 is available
-> ad 1 is shown
if not, ad 2 is shown
set ad with high ecpm as 1

AdColony Order	4
Admob Order	5
Chartboost Order	6
Heyzap Order	1
Unity Ads Order	3
Vungle Order	2

THERE ARE 2 OPTIONS:



Order Based Mediation

Weight mediation



Order Based Mediation

Give to each advertiser a priority(must be an integer)

The priority list will be sorted in ascending order.

If the first advertiser from the list has no ads to display, an ad from the next advertiser in the list will be displayed and so on.



Weight mediation

Each advertiser has an associated weight (for greater weight there is a higher probability for the ad to be displayed).

Using the above example: AcColony-20, AdMob-30, Chartboost-10:

The SDK generates a random number between 1 and sum of all your weights ($10+20+30 = 60$).
If the number is between 1 and 20 AdColony ad will be displayed.

If the number is between 21 and 50 AdMob ad will be displayed.

If the number is between 51 and 60 Chartboost ad will be displayed.

To be able to change the above settings outside the build (after the build was published to store) an external config file can be used.

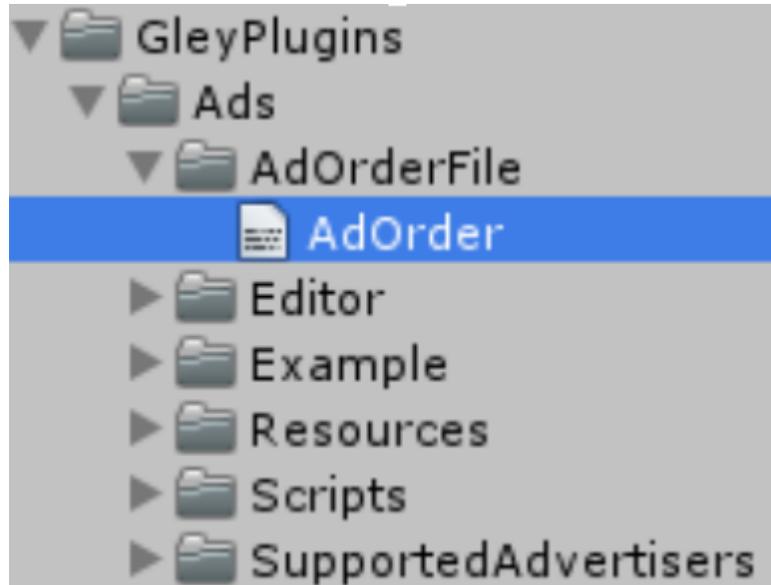
You can generate a settings file that can be uploaded to an external server and the plugin will automatically read the config from that file. This is usefull change the order of your ads withut updating your build
If you use Heyzap or Admob you can do exactly the same thing from their dashbord (recommended approach)

External Settings File url

Generate Settings File

Press the Generate Settings File button and all your settings will be saved in a .txt file that can be uploaded to any server and the URL of the file must be pasted in the text box above the button.

The .txt file is located in Assets/GleyPlugins/Ads/AdOrderFile/AdOrder.txt





USAGE GUIDE

- **Debug Mode**

If the debug mode is checked in the settings window, debug messages will be displayed on the screen.

- **GDPR Compliance (it is not required if just Unity and/or Vungle sdk's are used otherwise in mandatory for GDPR).**

- **Call this before calling initialize the SDK**

```
//check if the user was not already asked  
if(Advertisements.Instance.UserConsentWasSet()==false)  
{  
    //display your custom popup to notify the user about targeted //advertisements with YES  
    and NO options  
    if(YES)  
    {
```

```
        //means that user agrees with data processing
Advertisements.Instance.SetUserConsent(true);
}
else
{
    //user doesn't want to share his data
    Advertisements.Instance.SetUserConsent(false);
}
}
```

- **Advertisements.Instance.SetUserConsent(bool consent);**

Sets and also stores(saves on device) the user answer so all ads from now on will be displayed based on this settings.

The default setting (if is not set by the user) is true - will display targeted ads.

- **bool Advertisements.Instance.UserConsentWasSet()**

If true, user already gave his consent, do not bother him anymore

A detailed implementation can be found in TestAds.cs

- **Initializing the SDK:**

 - Call: `Advertisements.Instance.Initialize();`

 - This method must be called once at the launch of your project.

 - No prefabs need to be dragged into stage and no scripts needs to be attached to game objects.

- **Display Banner ad:**

 - `Advertisements.Instance.ShowBanner(BannerPosition.BOTTOM);`

 - Supported banner positions are TOP and BOTTOM.

- **Hide Banner ad:**

 - `Advertisements.Instance.HideBanner();`



● Show Interstitial ad:

```
Advertisements.Instance.ShowInterstitial(InterstitialClosed);  
private void InterstitialClosed()  
{  
    Debug.Log("Interstitial closed -> Resume Game ");  
}
```

The InterstitialClosed callback method is called after an interstitial ad is closed and this callback is optional.

● Show Rewarded Video ad:

```
Advertisements.Instance.ShowRewardedVideo(CompleteMethod);  
private void CompleteMethod(bool completed)  
{  
    if(completed)  
    {  
        Debug.Log("Completed " + completed);  
    }  
}
```

The complete callback method is called after the rewarded video ad is closed.



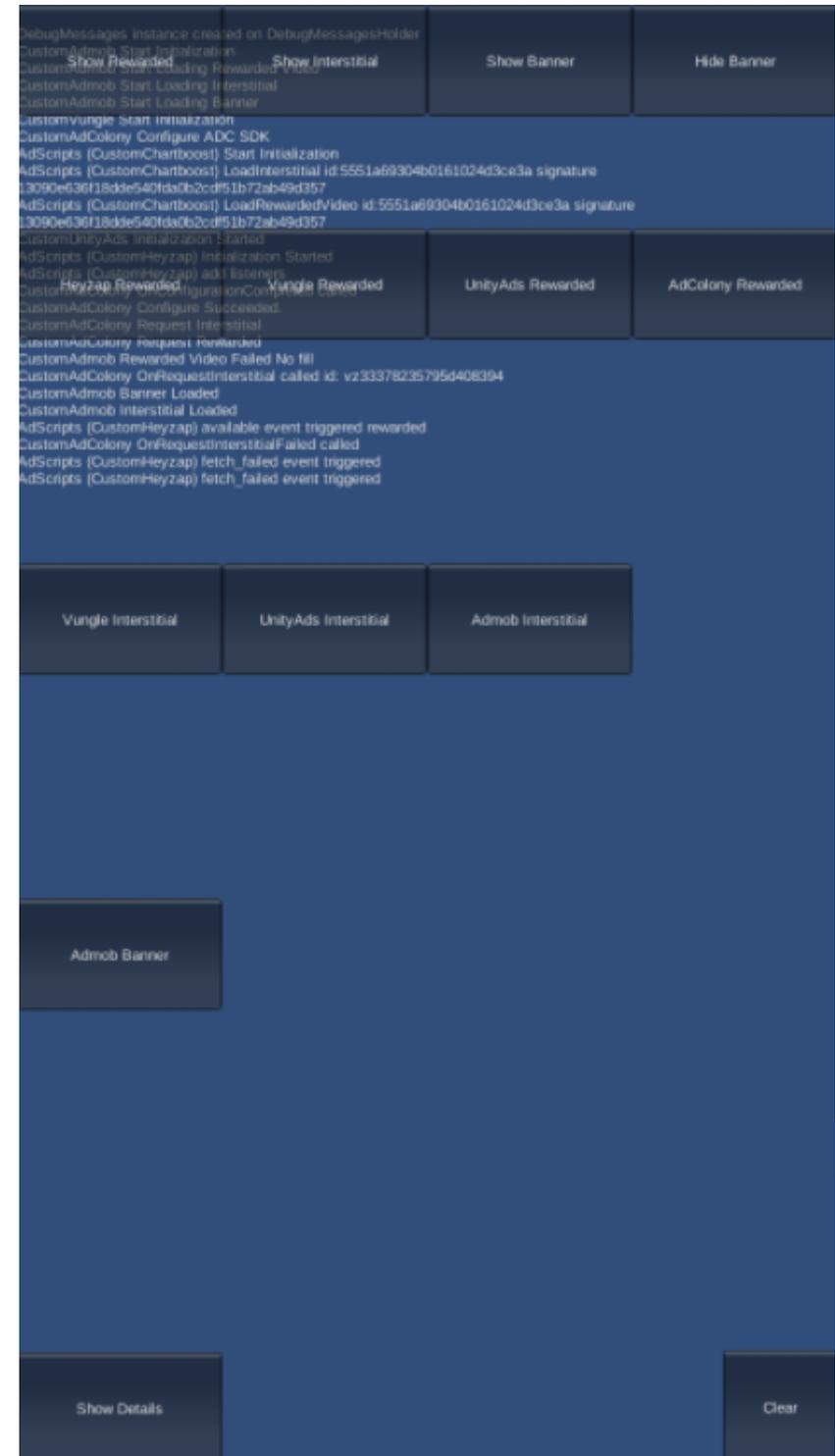
EXAMPLES

The test scene can be opened by pressing the “Open Test Scene” button or by going to **Assets/GleyPlugins/Example/TestAdsScene.unity**

Check the **TestAds.cs** for a complete implementation of the plugin.

How the test scene works:

If an ad is available a button corresponding to that type of ad will be shown, if you press it, the corresponding ad will be displayed.





ADVERTISER SDK SPECIFIC SETTINGS/ERRORS

● AdColony

Select Minimum API level from build settings to 14

Version*	1.0
Bundle Version Code	1
Minimum API Level	Android 4.0 'Ice Cream Sandwich' (API level 14)

Go to menu bar: Assets->Play Service Resolver->Resolve Client Jars

If this error occurs:

Assets/AdColony/Editor/ADCDependencies.cs(10,23): error CS0433: The imported type 'Google.JarResolver.PlayServicesSupport' is defined multiple times

Or

Assets/PlayServicesResolver/Editor/PlayServicesResolver.cs(146,56): error CS0433: The imported type 'Google.JarResolver.Dependency' is defined multiple times

Delete: PlayServicesResolver/Editor/JarResolverLib

● Admob

Go to menu bar: Asets->Play Service Resolver->Resolve Client Jars

● Chartboost

If this error occurs:

ChartboostSDK.CBSettings.Instance.get' is inaccessible due to its protection level

Open Chartboost/Scripts/CBSettings.cs and add public in front of static CBSettings Instance

If this error occurs:

Main manifest has <uses-sdk android:minSdkVersion='9'> but library uses minSdkVersion='14'

Go to: Assets/Plugins/Android/ChartboostSDK/AmdroidManifest and delete this line from the manifest: ChartboostSDK:

<uses-sdk android:minSdkVersion="9" />

If this error occurs:

Failed to re-package resources. No resource found that matches the given name (at 'value' with value '@integer/google_play_services_version').

Go to Assets/Plugins/Android/ChartboostSDK/AmdroidManifest and delete this line from the manifest: ChartboostSDK:

```
<meta-data android:name="com.google.android.gms.version" android:value="@integer/google_play_services_version" />
```

● Vungle

Requires minSdkVersion 27 for build -> Update your Android SDK

If this error occurs:

Failed to re-package resources.

Delete Assets/Plugins/Android/google-play-services_lib

If this error occurs:

Trying to merge incompatible /manifest/uses-permission[@name=android.permission.WRITE_EXTERNAL_STORAGE] element:

Go to Assets/Pugins/Android/Vungle_lib/AndroidManifest and delete this form manifest: <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"android:maxSdkVersion="18"/>

The ads are only showing in build not in unity editor.



Make sure that internet connection is available.



Make sure that the device date is correct.

