In-Game Advertisement Documentation



This documentation is prepared suitable according to IAB procedures.

In-Game Advertisement Documentation

Requirements Unity Version 2020.2 or higher



Importing Portuma SDK

Firstly, either open or drag and drop Portuma Unity Package and Vuplex Unity Package to your project.

> Help indow

> > Panels

Layouts

Collaborate Asset Store

General

Audio Sequencing

Analysis 20 Ał. UI Toolkit

Rendering

Click import and import everything on the packages.

Then go to Window

Package Manager and from there click on the plus on the top left corner and select Add package from git URL.

Copy and paste "com.unity.nuget.newtonsoft-json" and press add to complete installation.

It should look like this when installation is completed.







Importing Portuma SDK

1 a Newtonsoft Json Unity Technologies Version 3.2.1 - May 02, 2023 comunity.nuget.newtorisoft-json

Registry Unity

If you are using AdMob,

Unity Ads or similar variants this step is very important.

Open File > Build settings > Player Settings



C Project Settings			× 🗆 :	Caroll dayup
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Copy and paste "VUPLEX_ANDROID_DIS-ABLE_AUTOMATIC_PAUSING" and press apply to finish.

Script Compilation Scripting Define Symbols VUPLEX_ANDROID_DISABLE_AUTOMATIC_PAUSING Copy Defines Revert Appl



Setting Portuma SDK

Open the scene where you want your ads to be seen and drag and drop WebAdManager into the scene.



On Inspector of the WebAdManager you can edit Camera Range how far ads should load. It usually takes few seconds to load so we suggest more than 200 depends on how fast your game is you can increase the range. Start of the scene Main Cam find the the Main.Camera of the scene if you have multiple cameras or your main camera changes through the scene we suggest you to advice to us.

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	D WebAd			
Camera Range	400			
Main Cam	None (Camera)			

After setting up the WebAdManager drag and drop WebAdGameobject to the same scene with WebAd-Manager. Having a lot WebAdGameobject in the scene might drop performance on starting of a scene.



Firstly, choose Ad Type with drop down menu we suggest you to use x300 y250 format cause its most common one of them all and after place it on wherever you want to be seen and edit Ad Scale to change the size of the ad.

After that enter the Ad Unit Id, we provide to you. This is Unique id for each ad writing same for other ads will prevent you from seeing the ads.



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Now you are ready to test the SDK!



Aspect Ratios





256*384