

# In-Game Advertisement Documentation



**iab.**  
TECH LAB

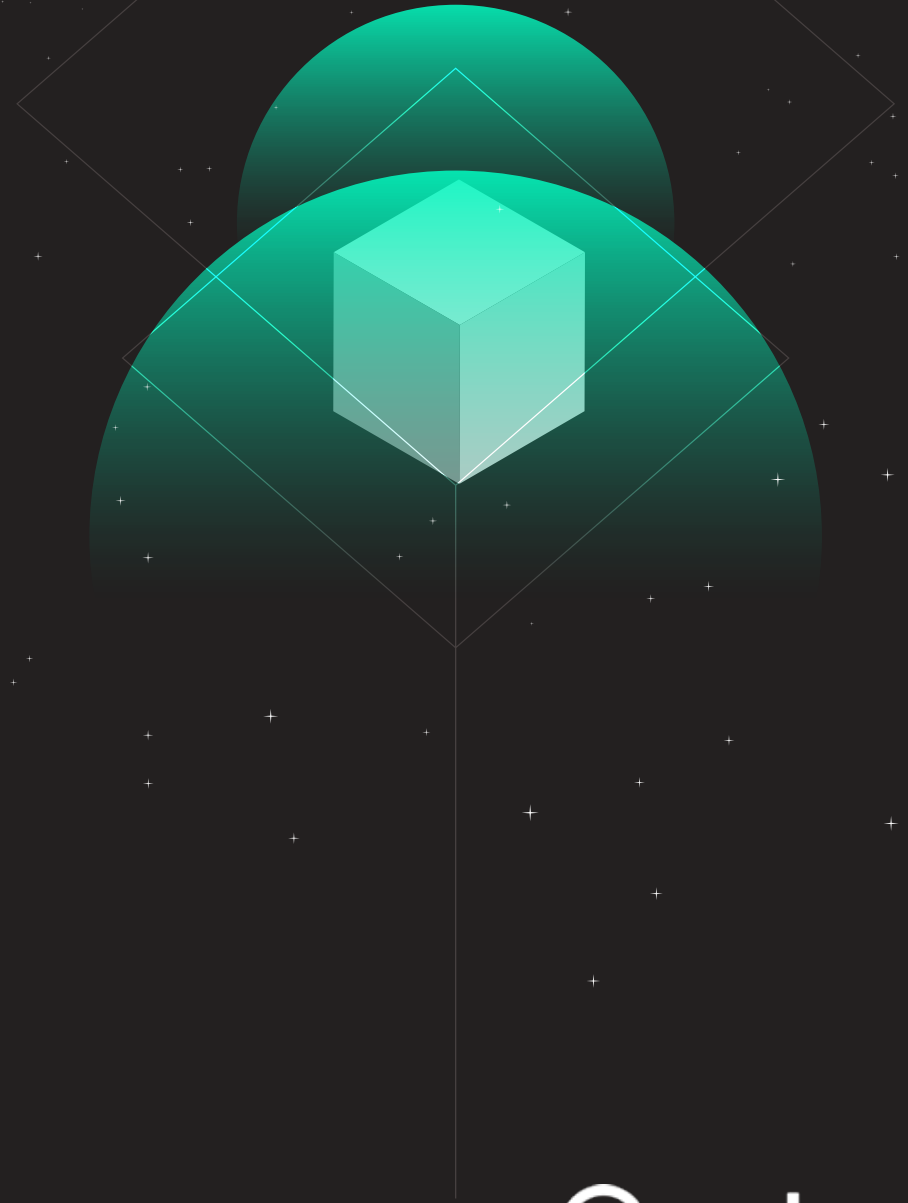


*This documentation is prepared  
suitable according to IAB procedures.*

# 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.



Click import and import everything on the packages.



Then go to Window

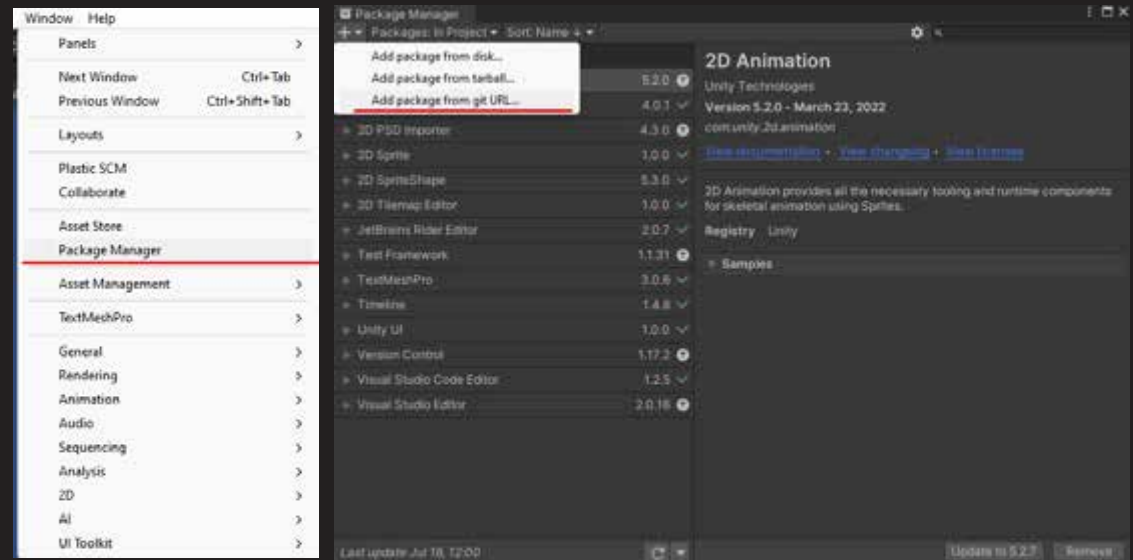
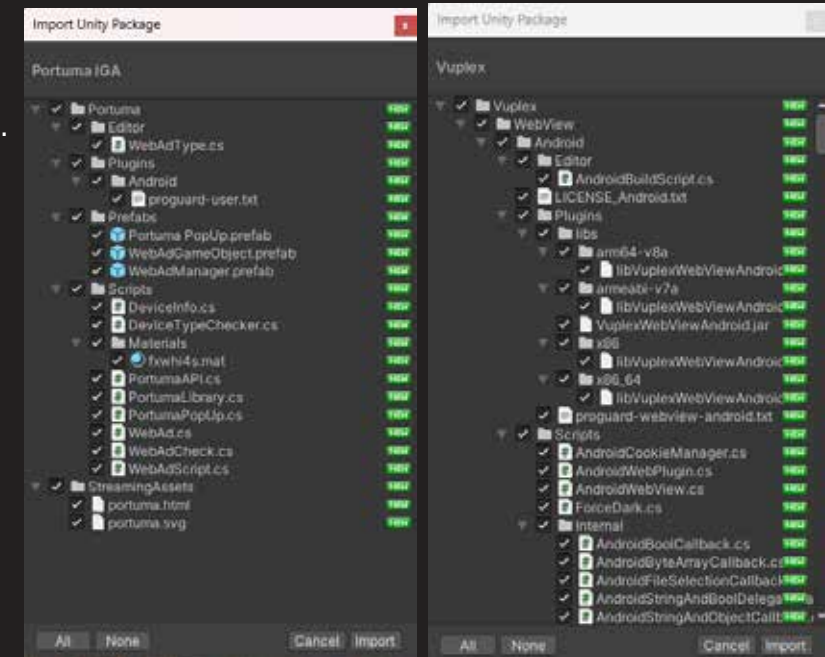
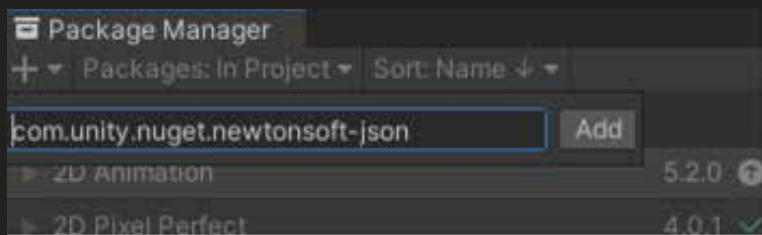


Package Manager and from  
there click on the plus on the top left  
corner and select Add package from git URL.



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

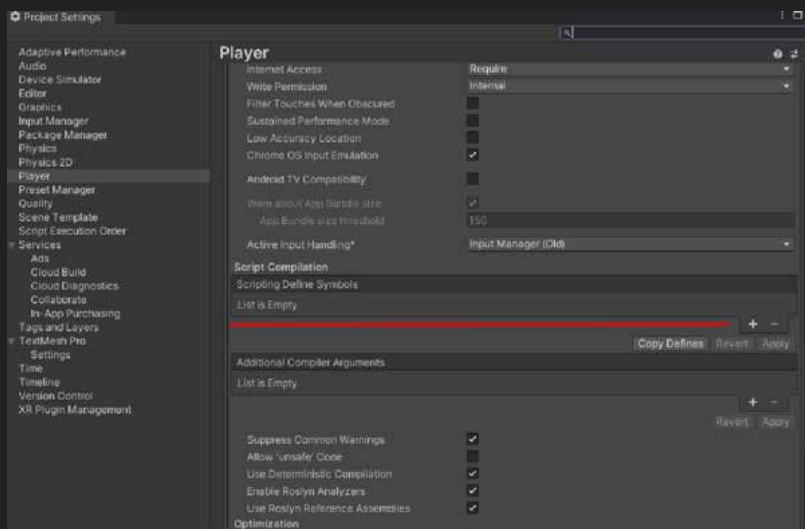
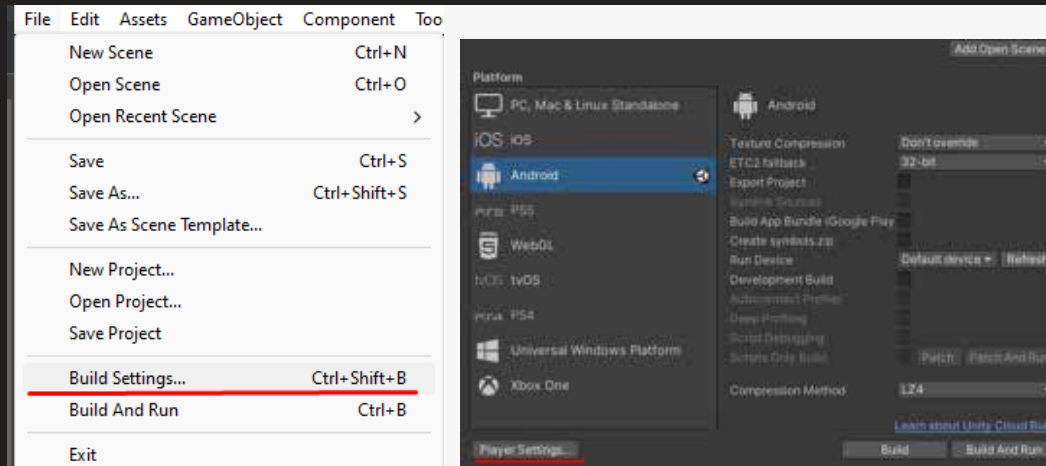
It should look like this when installation is completed.



# Importing Portuma SDK

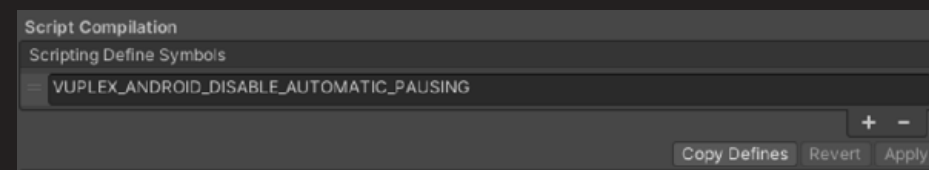
If you are using AdMob, Unity Ads or similar variants this step is very important.

Open File > Build settings > Player Settings



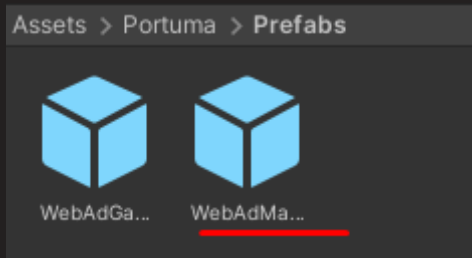
Scroll down below until you reach Script Compilation and press the plus on right corner.

Copy and paste "VUPLEX\_ANDROID\_DISABLE\_AUTOMATIC\_PAUSING" and press apply to finish.

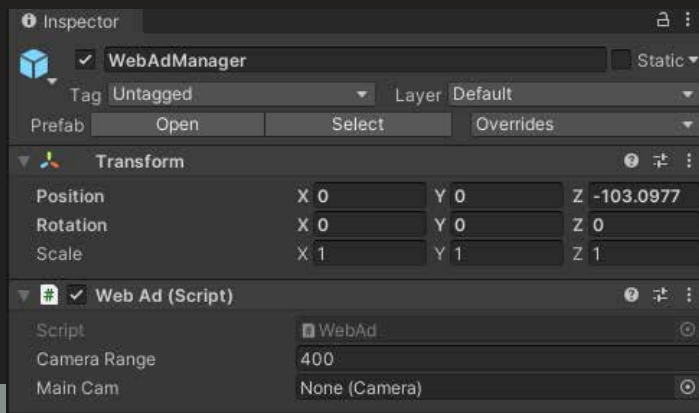


# Setting Portuma SDK

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



On Inspector of the WebAdapterManager 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.

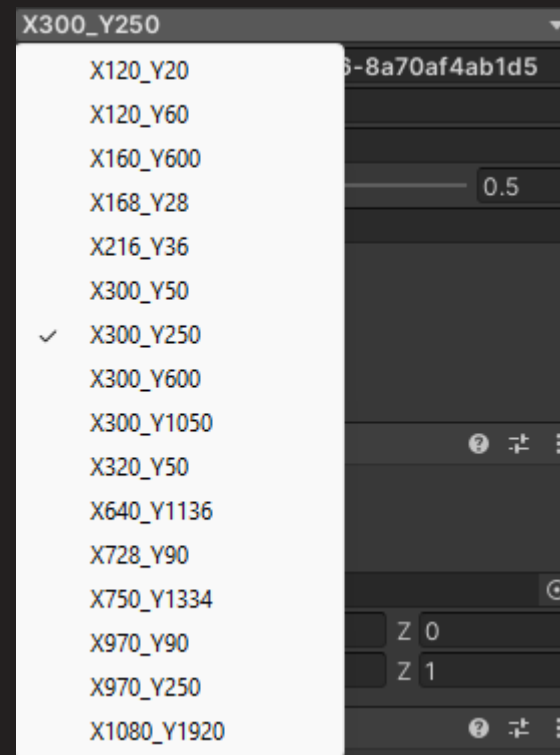
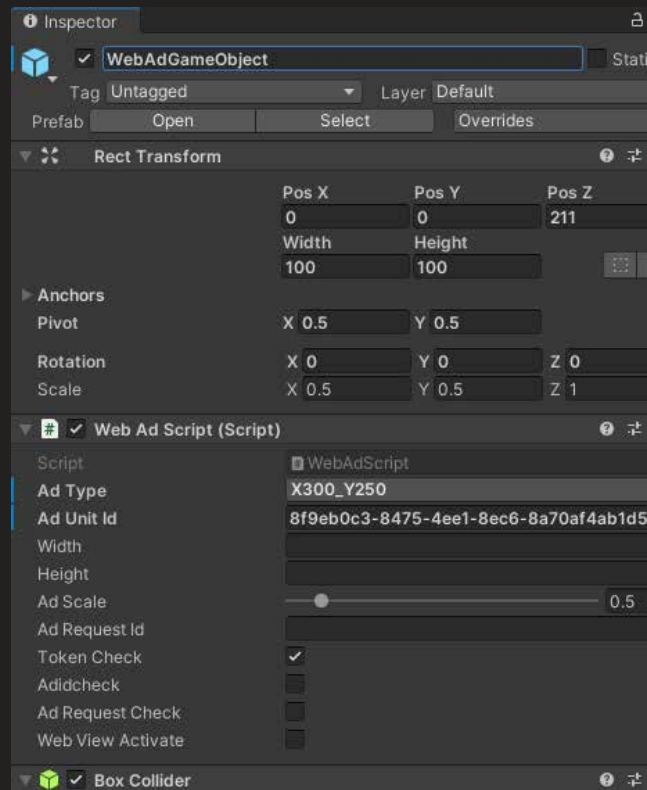


- After setting up the WebAdapterManager drag and drop WebAdGameObject to the same scene with WebAdapterManager. Having a lot WebAdGameObject in the scene might drop performance on starting of a scene.



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.



Now you are ready to test the SDK!

# Aspect Ratios

*Portuma SDK supports twenty different aspect ratios.*

