

In-Game Advertisement Documentation



iab.
TECH LAB

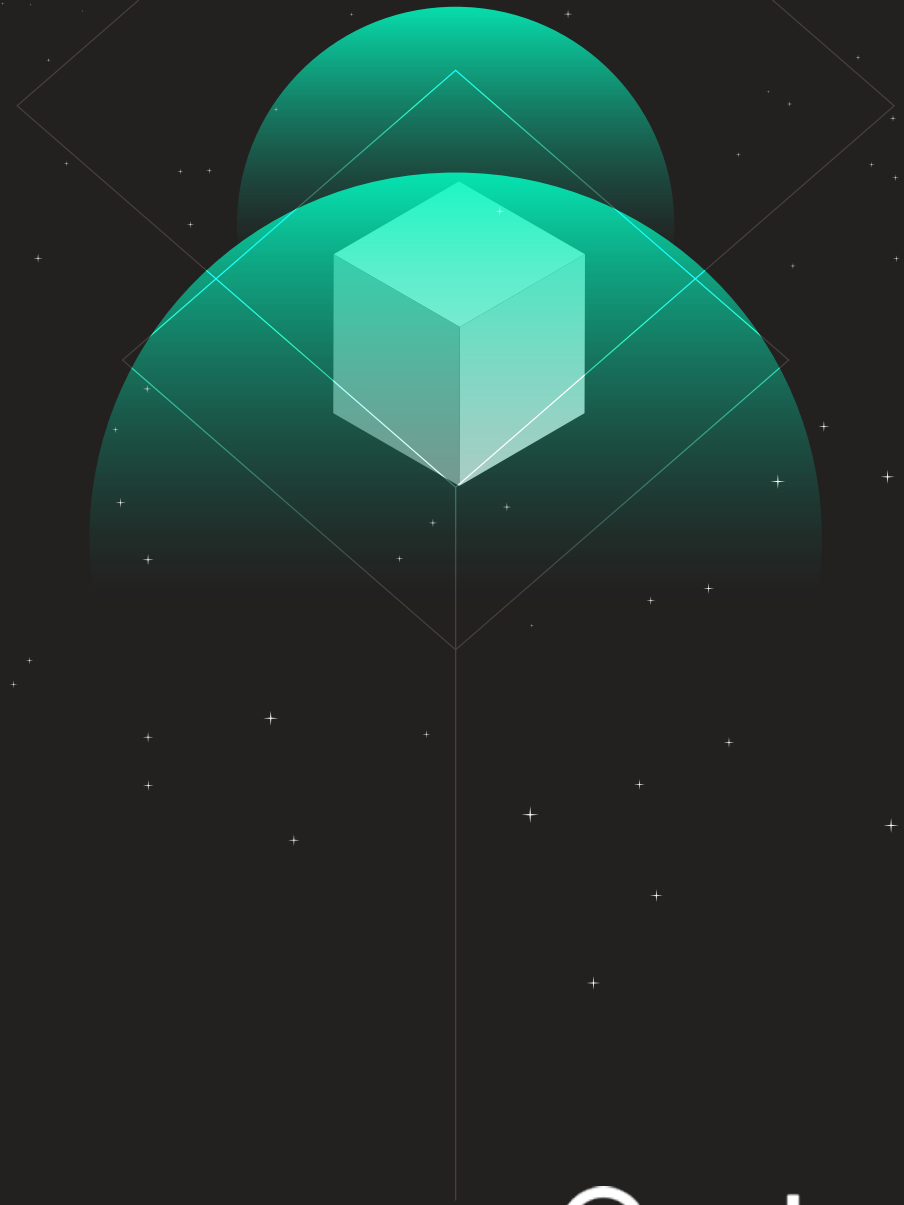


*This documentation is prepared
suitable according to IAB procedures.*

In-Game Advertisement Documentation

Requirements

Unity Version 2020.2 or higher



Setup SDK

Unity



Window



Package Manager



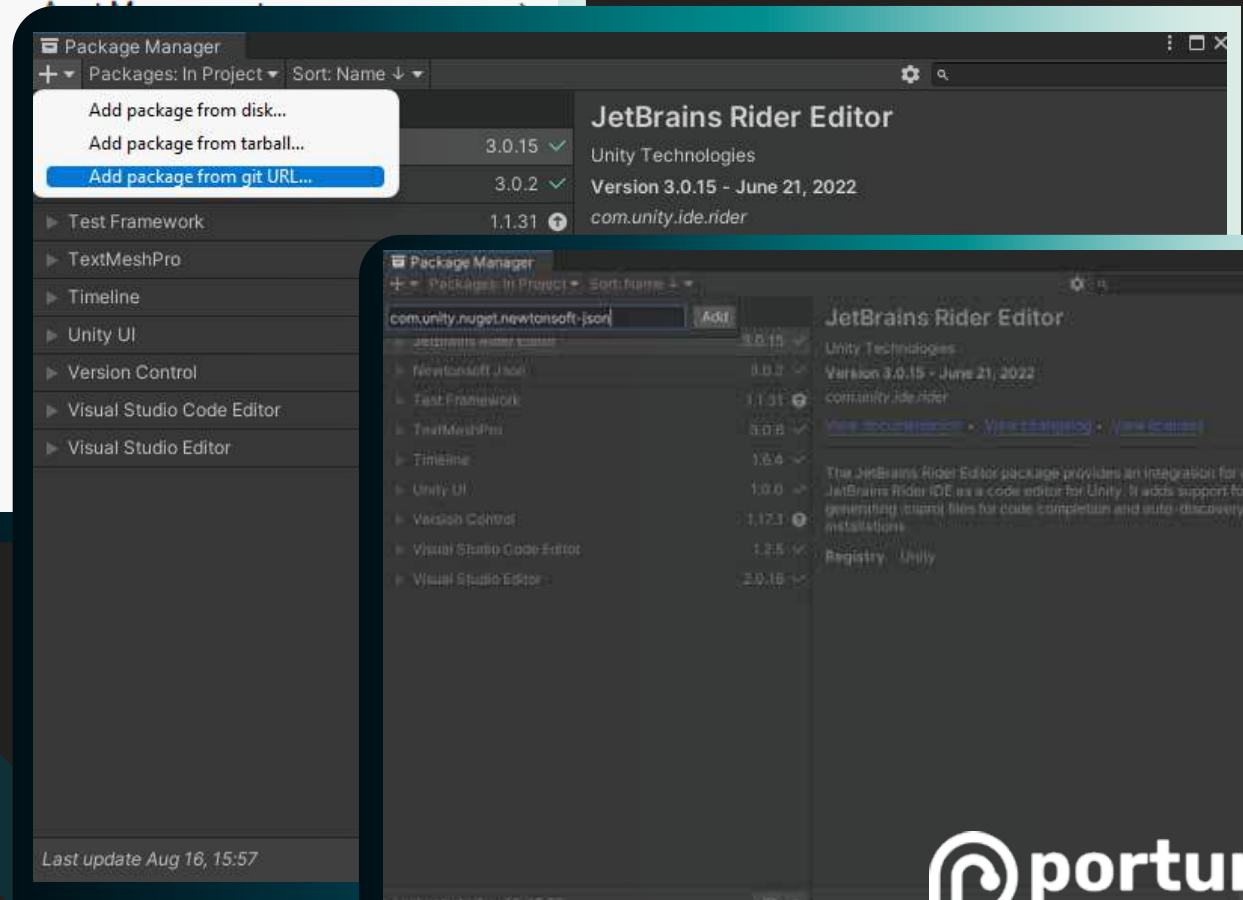
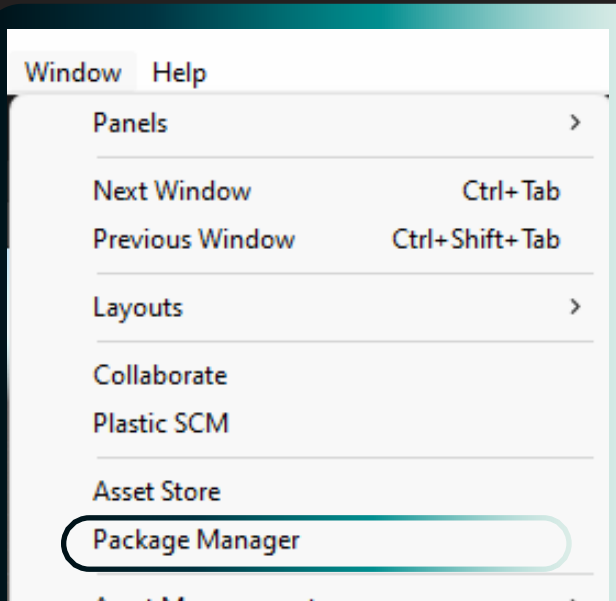
Add package from git URL



Copy

"com.unity.nuget.newtonsoft-json"
then click add.

After Setup if you face
any issue related to
newtonsoft restart Unity.



Import the SDK

Import both Vuplex and Portuma unity package to your projects. If you are facing issues while updating remove Portuma folder and reimport the package.

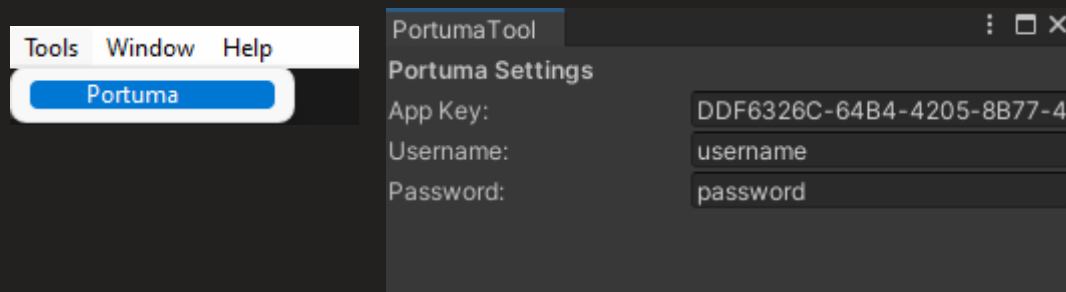


Setup the SDK

Click the dropdown Tools



Portuma and a Portuma Tool window will open. Then add the App Key. Then add the App Key, Username and Password provided by us.



Setup PortumaAdapterManager

From Portuma



Prefabs folder drop WebAdapterManager to your scene that will show ads.

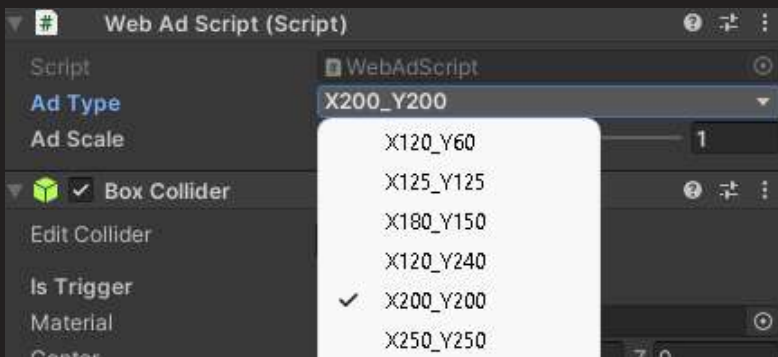


Setup WebAdManager

From Portuma



Prefabs folder drop WebAdGameObject to your scene and set the position of the ad where you wanna display.



You can set ad size from Ad Type by clicking and choosing right size. You can also edit scale by Ad Scale from bar down below or you can adjust it by just entering the value you want.

Important Details

When you are testing if ads are displaying, you cant test on windows or mac. Vuplex only supports Android and IOS. Before build check if appkey,username and password is valid.

Aspect Ratios

Portuma SDK supports twenty different aspect ratios.

