

Ad Networks

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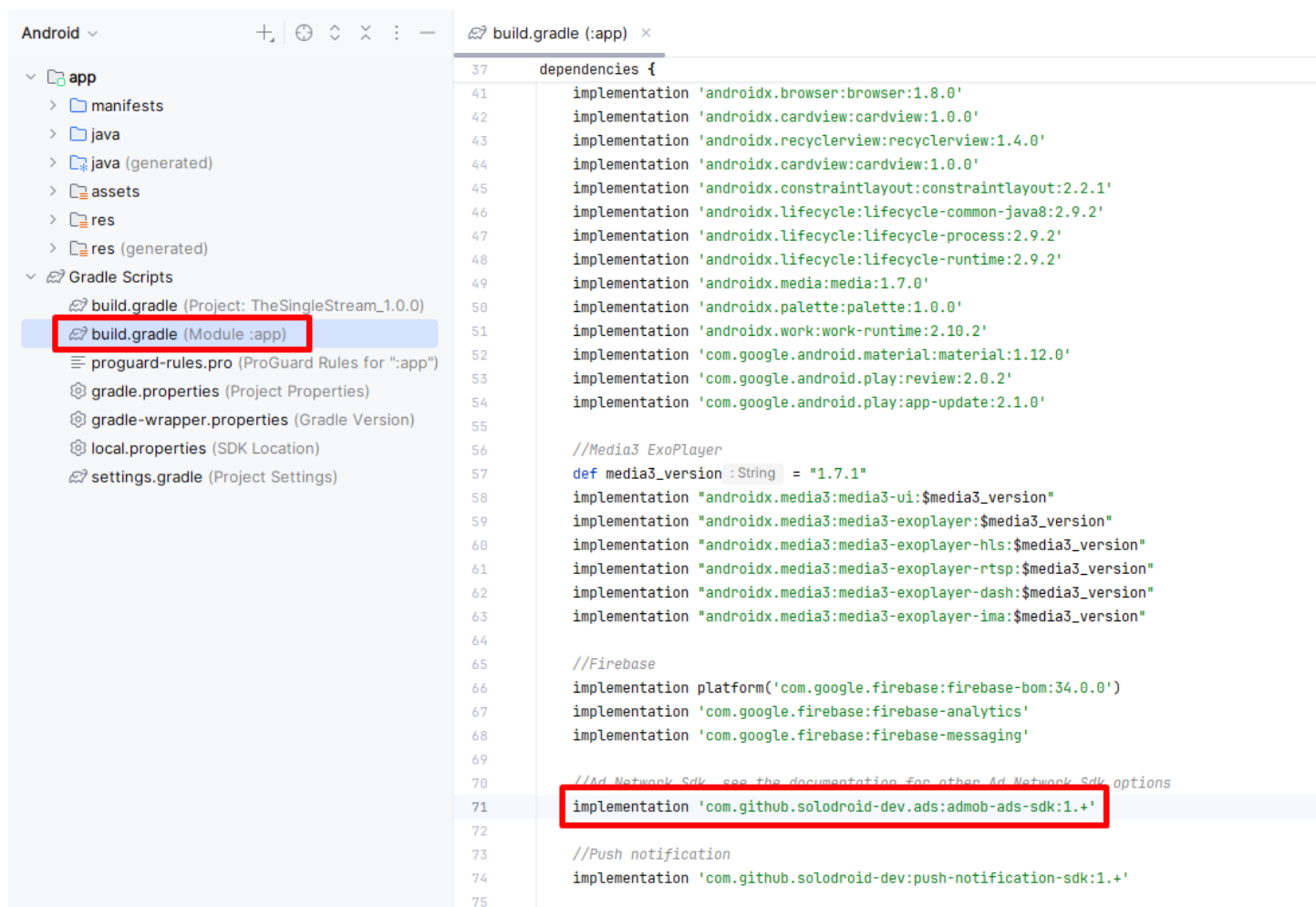
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Getting started

We provide several choices of ad network libraries that you can customize yourself based on monetization needs for your application.

The library implementation can be managed easily in the Android Studio project dependencies in the **build.gradle (Module: app)** file



Ad Network Sdk Options

build.gradle (Module: app)

```
implementation 'com.github.solodroid-dev.ads:[ad-sdk-name]:[version]'
```

multi-ads-sdk

multi-ads-sdk:1.+ with ad network support AdMob, Ad Manager, Meta Audience Network, AppLovin Max, AppLovin Discovery, Start.io, Unity Ads, ironSource

multi-ads-sdk-no-is

multi-ads-sdk-no-is:1.+ with ad network support AdMob, Ad Manager, Meta Audience Network, AppLovin Max, AppLovin Discovery, Start.io, Unity Ads

admob-ads-sdk

admob-ads-sdk:1.+ with ad network support AdMob, Ad Manager

facebook-ads-sdk

facebook-ads-sdk:1.+ with ad network support AdMob, Ad Manager, Meta Audience Network

applovin-ads-sdk

applovin-ads-sdk:1.+ with ad network support AdMob, Ad Manager, AppLovin Max, AppLovin Discovery

startapp-ads-sdk

startapp-ads-sdk:1.+ with ad network support AdMob, Ad Manager, Start.io

unity-ads-sdk

unity-ads-sdk:1.+ with ad network support AdMob, Ad Manager, Unity Ads

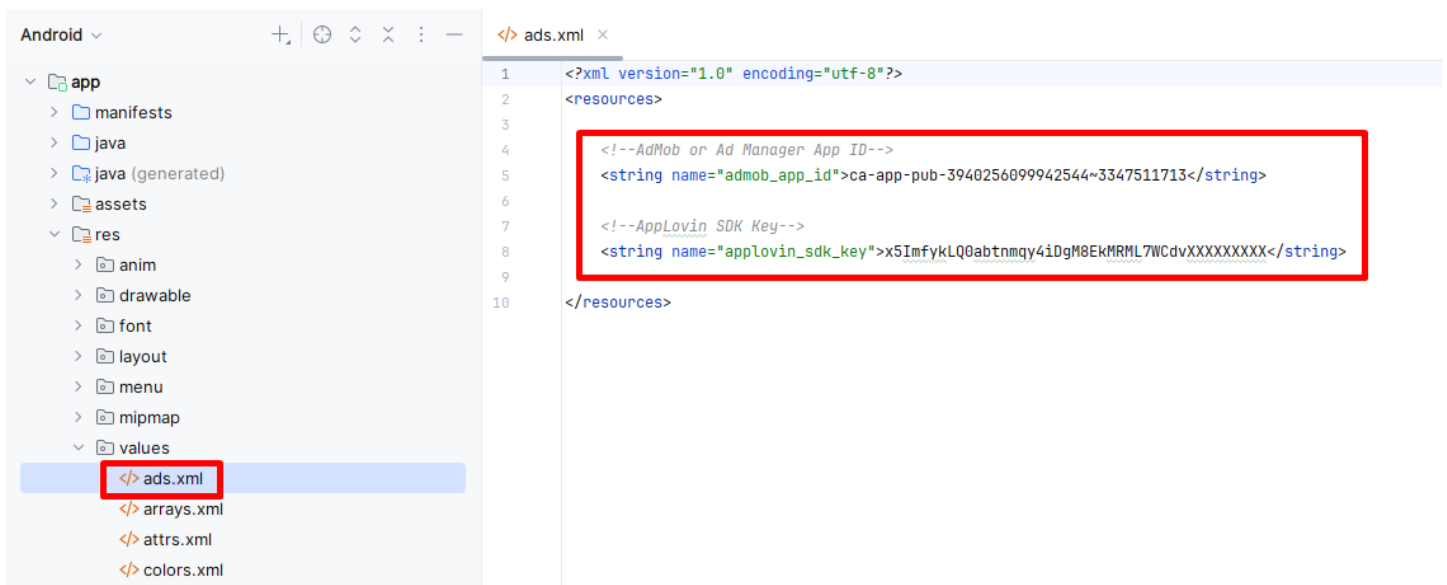
ironsource-ads-sdk

ironsource-ads-sdk:1.+ with ad network support AdMob, Ad Manager, ironSource

no-ads-sdk

no-ads-sdk:1.+ with ad network support No Ads

Important: using multiple-ads-sdk there are some risks, your application or Google Play account may be removed or even suspended because there are potential ad networks sdk other than Google and Facebook such as AppLovin, Unity ads, Start.io, ironSource and Wortise may be against Google Play policy.



Remote Ad Networks from JSON Config

- **Switch Ads** : You can switch to use Ad Network according your needs
- **Backup Ads** : If your main ad fails to show, it will automatically load backup ads if enabled
- You deactivate a particular ad **format** in the available form by giving **"0"** value
- You can completely deactivate the ad by set **"0"** value in the **ad_status**