

Forum:[Hack Forums](#)

Thread: [Ads won't enable on my Android app - Used Unity to make the app and Admob for ads](#)

KING KING - August 22, 2014, 8:23 pm

I have made an app for android and have tried to enable ads at the bottom of the screen, similar to Flappy Birds/Piano Tiles ad placement but the problem is that it keeps saying "these are tests ads" and do not actually run real ads. Does anyone know what's going on here?

All the SDK is up to date.

Admob Plugin git hut says this: Added test device info

Google is quite strict with invalid ad requests and can block an account if detects impressions or clicks that are supposed not to be. Plugin now adds the emulator flag to be excluded from Ad request and, there is also a new flag, called isTestDevice. When this flag is TRUE, the AdMob's device id is calculated and set into the AdRequest to be able to test the application without any concern with admob..

https://github.com/nabrozidhs/unity_admob_android/commit/1ec39fe1e94faedf5f0c45bcd8db8c7c731833f5

Do i turn flag is TRUE to false? Not sure how to do it if so.

Screenshots:

Spoiler ([Click to View](#))

[img]<http://speedcap.net/sharing/files/8c/92/8c920e739195dc12635ee5d316db48eb.png>[/img]

The start of the admob unity plugin in c# script:

[img]<http://speedcap.net/sharing/files/30/d1/30d196ea81b532fdb667faf4e2b4a893.png>[/img]

R?ziel - August 22, 2014, 9:45 pm

the screenshot provided doesn't really tell anything, but anyways, isTestDevice should be TRUE if you want to see how the ads fit in, but it won't earn you anything. When deploying the app you should set it to FALSE.

The reason why this exists is because if you set it to false and compiled it over and over again testing the app and various parts of it, admob might suspect you of being a view bot for the ads and ban you.

KING KING - August 22, 2014, 11:17 pm

(Aug 22, 2014 09:45 PM)R?ziel Wrote: [\[CITE\]](#) the screenshot provided doesn't really tell anything, but anyways, isTestDevice should be TRUE if you want to see how the ads fit in, but it won't earn you anything. When deploying the app you should set it to FALSE.

The reason why this exists is because if you set it to false and compiled it over and over again testing the app and various parts of it, admob might suspect you of being a view bot for the ads and ban you. Hmm, okay thank you for that but the problem is i don't know how to set it to false..

R?ziel - August 22, 2014, 11:37 pm

(Aug 22, 2014 11:17 PM)King Zendle Wrote: [\[CITE\]](#) Hmm, okay thank you for that but the problem is i don't know how to set it to false..

do you even call createBanner then lol?

I haven't used admob for unity yet, only adcolony, so can't really help you step by step.

KING KING - August 23, 2014, 12:20 am

(Aug 22, 2014 11:37 PM)R?ziel Wrote: [\[CITE\]](#) do you even call createBanner then lol?

I haven't used admob for unity yet, only adcolony, so can't really help you step by step.

There is already a banner... but it only displays test ads. All that we want is for the test ads to change to real ads. The positioning of the banner is all right.

Here is another screenshot, it says createBanner: Spoiler [\(Click to View\)](#)

[img]http://speedcap.net/sharing/files/04/6c/046c6de12b70a3156a6847e09f210ac1.png[/img]

R?ziel - August 23, 2014, 12:30 am

(Aug 23, 2014 12:20 AM)King Zendle Wrote: [\[CITE\]](#) There is already a banner... but it only displays test ads. All that we want is for the test ads to change to real ads. The positioning of the banner is all right.

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[img]http://speedcap.net/sharing/files/04/6c/046c6de12b70a3156a6847e09f210ac1.png[/img]

This is what I meant. Here is where you said "true" to isTestDevice.

<http://pokit.org/get/?bd45c4dd1a61744a365c71977cf63fe8.jpg>

change the last param to false and it should work.

KING KING - August 23, 2014, 12:57 am

(Aug 23, 2014 12:30 AM)R?ziel Wrote: [\[CITE\]](#) This is what I meant. Here is where you said "true" to isTestDevice.

<http://pokit.org/get/?bd45c4dd1a61744a365c71977cf63fe8.jpg>

change the last param to false and it should work.

Ahh! Thanks a lot for your help, this looks like it's going to work now :)

+3