

I'm not a bot



Next, Compare Ad Manager, AdSense, and AdMobAdMob is a free way for app developers to earn money by showing ads in their apps. AdMob offers customization and control over the look and feel of ads, as well as targeting options to show relevant ads to users. With AdMob, app developers get access to a variety of ad formats and types. AdMob also provides reporting and dashboards to help app developers understand their ad performance and identify areas for growth. Learn more about how AdMob works. Find out how you can sign up for AdMob. Benefits of Google AdMob Customization and control Change the look and feel of your ads to fit your app and specify where you want ads to appear Show ads that are relevant to your users with extensive targeting options Choose from a variety of ad formats and types with options to block certain categories of ads or even specific advertisers Easily accessible support Customized help and performance suggestions Tips and best practices to help you grow your business Help center and online learning tools to learn how to set up and run your account successfully Access to Google ads AdMob gives you instant and automatic access to a many sources of advertiser demand More advertisers means competition for your ad requests, more relevant ads, and ads for all your app content Performance tools With personalized reports and dashboards, you can easily understand your ad performance and identify opportunities for growth. Additional features Next: Verify your app with app-ads.txt The first step to making money in your app with AdMob is setting it up. All new apps must undergo an app readiness review before they can fully serve ads. Learn more about the app readiness process. Note: If your app is only listed in a third-party store (not in the Play Store or App Store), you won't currently be required to verify your app with app-ads.txt. Learn how to set up an app-ads.txt file for your specific platform. There are two ways to set up an app: Set up a published app Sign in to your AdMob account at . Click Apps in the sidebar. Click Ad app. Select the platform of your app (Android or iOS). Select Yes, it's listed on a supported app store. Click Continue. Apps listed in Google Play or the Apple App Store Search for your app by app name, developer name, app ID, or app store URL. Note: If you published your app but can't find it in AdMob, try searching using the app store URL to find your app. The app store URL must be accessible in a browser. Click Ad next to the app you want to add. If your Android app is also listed in other supported third-party Android stores and shares the same package name, select the stores from the list that appears. At this time, AdMob supports the Amazon Appstore, OPPO App Market, Samsung Galaxy Store, VIVO App Store, and Xiaomi GetApps. If you're also adding other third-party Android stores, check that the package name is the same package name as the app on other Android stores. This package name is used for the app readiness review so it's important to ensure it correctly identifies your app. Click Continue. The app name and the Android package name or Apple store ID will be automatically populated. Confirm that you want to enable user metrics for this app. Click Ad app. Note: You can't link privateGoogle Playapps to AdMob. All Android apps must be publicly available in a supported store in order to link to AdMob. Apps listed in other Android stores only (not in Google Play) Select the supported third-party app store that your app is listed in. At this time, AdMob supports the Amazon Appstore, OPPO App Market, Samsung Galaxy Store, VIVO App Store, and Xiaomi GetApps. If you've listed your app on a supported store or using the instructions for setting up an unpublished app or an app listed in an unsupported store, note that apps listed exclusively in unsupported stores can't be reviewed and will receive limited ad serving. Note that your app will not appear in the search results unless it's listed in Google Play or the Apple App Store. Click Continue. Enter the package name for your app. Note that package names are case-sensitive and must exactly match the package name in the app stores. Learn more about package names. Enter a name for your app. We recommend you use the same app name that's used in the store the app is listed in. This information may be used for the app readiness review. Confirm that you want to enable user metrics for this app. Click Ad app. Set up an unpublished app Choose this option if your app isn't listed on an app store yet or if the app store where your app is listed isn't supported by AdMob. Adding an unpublished app can be useful to set up and test your app before you release your app on an app store. Note that apps listed in unsupported stores will receive limited ad serving until it's listed in and linked to a store that AdMob supports. Sign in to your AdMob account at . Click Apps in the sidebar. Click Ad app. Select the platform of your app (iOS or Android). Select No. Enter a name for your app. We recommend you use the same app name that's used in the store the app is listed in. This information may be used for the app readiness review. Confirm that you want to enable user metrics for this app. Click Ad app. Once you publish your app and list it in a store that AdMob supports, you'll need to come back to AdMob and link the app to its app store listing. Note: You can't link privateGoogle Playapps to AdMob. All Android apps must be publicly available in a supported store in order to link to AdMob. Your app will receive limited ad serving until it's approved during AdMob's readiness process. In order for your app to be reviewed and approved by AdMob, you'll need to list it in a store that AdMob supports and link your app to the app store in your AdMob account. At this time, AdMob supports the Amazon Appstore, OPPO App Market, Samsung Galaxy Store, VIVO App Store, and Xiaomi GetApps. Next: Mobile Ads SDK implementation guideBelow, we've listed the most frequently asked questions that we receive from developers like you when setting up their accounts. These questions revolve around payments, account issues, and policies. If you're having issues with signing in or signing up, check out the Account Issues FAQ. You can start showing ads in just a few steps: Sign in to your AdMob account at . Set up your app. If it's not already in AdMob, decide what kind of ad unit you want to create. Want a full screen ad between content? That's an interstitial. Read more on when to use them. Or you can put a banner at the bottom of your app on all screens. Eventually, we recommend using both in ways that make sense for your app. Next, create the ad unit you'll show ads in. Note: Use test ads prior to publishing your app to ensure that your implementation code is working correctly. Learn more. Be sure to implement the SDK, too. Review the detailed instructions for Android and iOS. Link your AdMob apps to Firebase to take advantage of its robust analytics toolset, including user behavior analysis to help you make smarter decisions about monetization. To learn more about Google Analytics for Firebase, you can check out the Firebase help center. What are the different metrics in my reports? There are many different metrics in your reports and many terms to learn in AdMob, check out the glossary for all terms and read below for a few key terms to know in your Monetize reports: Impressions, which is the count of each time an individual ad is displayed in an app. Clicks, the total number of clicks on ads in your app. Impression clickthrough rate, which is the rate at which users clicks per each individual ad shown. Revenue per 1000 impressions (RPM) represents the estimated earnings you'd accrue for every 1000 impressions you receive. Estimated earnings are the current estimated of earnings. These can change before payment and are finalized each month. Read more about estimated versus finalized earnings. Policies & invalid activity What is invalid click activity? Invalid activity consists of any clicks or impressions that may artificially inflate an advertiser's costs or a publisher's earnings. Invalid activity covers intentionally fraudulent traffic as well as accidental clicks. If you see ever see a big difference between Estimated vs. Finalized Earnings there might be an increased amount of invalid click activity. How can I prevent invalid click activity? There are several ways to prevent invalid click activity and make sure that your account is compliant, learn all about them here. Payments When will I get my first payment? If you've completed the steps to getting paid, you will be paid the month after you cross \$100 (or the equivalent) in Finalized earnings. Your earnings finalize on the 21st of the month. Then, the account balance will be sent in payment. For example, if your account balance reaches \$100 during November, we will send you a payment on December 21st. The payment will be issued on this date, but will take some time to reach you and you should have payment by the end of the month. What are the steps to getting paid? Before you can get paid, you need to complete a few steps. Go through our detailed steps to getting paid checklist or read below for the quick version. First, your earnings must reach the verification threshold (\$10 or the equivalent value in your currency). Then, you'll be required to: Verify your identity. Verify your addressing the PIN we've sent to the address you entered in your payment details. We won't send your PIN until after you've successfully completed identity verification. Identity verification is not required in China or Hong Kong. Select your form of payment. The forms of payment available depend on your country. Get paid. Once you reach the payment threshold and you have completed the above steps you will get paid on the 21st of the month. Learn more about the payment schedule. Why is the amount I'm paid different from what I see in AdMob? Estimated earnings, which are visible in your reporting, offer a close estimate of recent account activity as soon as possible. However, these earnings aren't finalized until the end of the month and won't necessarily reflect the amount you will ultimately be paid. Finalized earnings are accurate earnings amounts that include all revenue you will be paid for validated clicks and impressions. What happens if my account gets disabled? If your account gets disabled for any reason, you are able to address and appeal the issue. Our policy and traffic quality team will review your case. Learn more about account, disablement, and appeals here. Account sign in & other questions Having trouble signing in or issues with your password? Use our Cant sign in to my account troubleshooter, and it will help you get access into your AdMob account. AdMob is a dedicated ad monetization platform for apps designed for developers who want to monetize with ads, and may also wish to use advanced monetization strategies, like mediation, CPM floors, frequency-capping, user-based analytics, and house ad campaigns. Rewarded Products from Google Play is an alternative monetization product for Android developers offered directly in the Play Console, just like Managed Products and Subscriptions. This solution enables developers to try ads for the first time, without an additional SDK work. Click here to get started Next: Why app publishers use Google AdMobAdMob provides a way for Google to help app developers earn more money from their apps. AdMob works by matching ads to your app based on criteria you set. The ads are created and paid for by advertisers who want to promote their products. Since these advertisers pay different prices for different ads the amount you earn will vary. Introducing AdMob, App Monetization by Google For subtitles in your language, turn on YouTube captions. Select the settings icon at the bottom of the video player, then select "Subtitles/CC" and choose your language. AdMob works in three steps You make your app ad spaces available by creating ad units in AdMob. You choose where you want the ads to appear when you add the ad units to your app code. AdMob works with its own network and third-party ad networks to ensure the highest performing ads will be shown in your app. We handle all the behind-the-scenes work of billing advertisers and networks for the ads shown in your app. Then, you receive your payments. Note: Payments are contingent on compliance with AdMob policies. Sign up for AdMob Frequently asked questions To help you learn more about how AdMob works, we've put together these FAQs from publishers: Expand all Collapse all About AdMobWhat is AdMob? AdMob is a free platform that gives you a way to earn money by displaying targeted ads alongside your content. You can show relevant and engaging ads to your app users and even customize the look and feel of ads to match your app. How does AdMob differ from other mobile ad platforms? AdMob brings together best-in-class technology in a single platform, so you can gain insights about your users and help maximize your ad revenue. You no longer have to rely on a combination of tools or use precious development resources to build your own solution. With AdMob, you can make money from the ads shown in your ad units, use house ads to cross-promote your own apps, and run direct deals for clients all in one place. Do I have to choose which ads to show in my app? No, AdMob automatically serves ads to your app through the AdMob Network and third-party networks of your choosing. These ads can be targeted to your app content and target audience. If you do want control over what appears in your app, you can block ads from certain advertisers and categories from being shown in your app. Who decides which ads to show in my app? AdMob uses an ad auction to automatically select the ads that appear on your pages from all the available ad sources. Generally, the highest performing ads are shown in your app. If you do want control over what appears in your app, you can block ads from certain advertisers and categories from being shown in your app. Can I choose the design of the ads in my app? Yes, you can choose from a variety of ad formats and types to fit your app. Can I review the ads in my app? Yes, when you've got your ads up and running, you'll be able to review them in your app. However, an important thing to remember is not to click on your own ads. Clicking your own ads for any reason is not permitted by the AdSense Program policies and can result in the termination of your account. If I have an ad in my app that I don't like, can I remove it? Costs Do I have to pay to use AdMob? No, using AdMob is free. Even better, Google and any third-party ad networks you use will pay you for clicks, impressions, and other interactions with the ads you display in your app. Sign up How do I sign up for AdMob? If you're ready to get started with AdMob, you can sign up here. You should sign up with the Google Account associated with your existing Google Ads and AdSense accounts. Policies Does AdMob have policies for participation that I must adhere to? Publishers who choose to use AdMob are required to adhere to both AdMob and AdSense policies. If you fail to comply with these policies, we may disable your AdMob account. In many cases we prefer to work with publishers to achieve policy compliance; however, we reserve the right to not display ads that violate these policies, to disable ad serving on pages that violate these policies, to withhold payment, or to close offending accounts. How do you enforce the program policies? Next: Understand app-ads.txt file statuses For AdMob to find and verify your app-ads.txt file: A developer website lets your users learn more about your apps and other content. It's also how you can update your app-ads.txt file. If you're not currently using AdMob, you can create one. Your publisher ID must be included and formatted correctly for your app-ads.txt file to be verified. Create a text (.txt) file using a plain text editor, such as Notepad (Windows) or TextEdit (Mac). You will need to add your personalized code snippet to your app-ads.txt file. View an example app-ads.txt file. # app-ads.txt example file: greendexchange.com, 12345, DIRECT, d/5815a79 silverssp.com, 9675, RESELLER, 496211 blueexchange.com, Xf436, DIRECT, orangeexchange.com, 45678, RESELLER, silverssp.com, ABE679, RESELLER google.com, pub-0000000000000000, DIRECT In the above example: google.com is an ad exchange pub-0000000000000000 is the publisher / account ID DIRECT is the relationship type Note: Your app-ads.txt file must be formatted as specified by the IAB Tech Lab in order to be verified. If you need additional help, review the Authorized Sellers for Apps specification provided by the IAB Tech Lab. Step 2a: Add your personalized code snippet into your app-ads.txt file AdMob provides a personalized code snippet that makes it easier to set up your app-ads.txt file. The personalized code snippet includes your publisher ID. Note: Your publisher ID must be included and formatted correctly for your app-ads.txt file to be verified. To get your personalized code snippet, which includes your publisher ID: Sign in to your AdMob account at . Click Apps in the sidebar. Click View all apps. Click app-ads.txt. Click How to set up app-ads.txt. Click next to the code snippet to copy. Paste the code snippet into your app-ads.txt file. Step 2b: (Optional) Add other authorized seller IDs to your app-ads.txt file If you're using another ad network, remember to add that network to your app-ads.txt file. This allows your third-party seller to also find and verify your app-ads.txt file. Contact your ad network for their app-ads.txt information. Step 3: Publish your app-ads.txt file on your developer website Step 3a: Upload your app-ads.txt file to the root directory of your developer website The root directory of a site is the directory or folder following the top level domain, e.g., example.com/ads.txt. (For example, example.com/ads.txt, example.com is the root directory or folder where you would upload your ads.txt file.) Tip: If you're not sure where to add your ads.txt file, go to your site builder or editor for specific instructions. You can also contact your web hosting service to find out how to upload to the root directory for your sites. If you want to learn more about root directory, Step 3b: Verify that you published your file correctly Check if your app-ads.txt file's content is available. In your web browser, enter your app-ads.txt URL (e.g., https://www.example.com/ads.txt). If the app-ads.txt file displays in your web browser, then it's likely that AdMob will successfully find it. AdMob app-ads.txt crawler checks for your app-ads.txt file based on the developer website in your app's store listing. In accordance with the app-ads.txt specification, crawlers check for files at the following URL patterns: https://app-ads.txt http://app-ads.txt The hostname is determined from your app's developer website. This is the website's domain or (in certain circumstances) a subdomain, as described below. The following table shows general examples of where the AdMob crawler checks for an app-ads.txt URL. For different developer website URLs. If the developer website is: then the Crawler checks in the following order: Subdomain rules The app-ads.txt specification has specific rules regarding subdomains Crawling up to first-level subdomain Crawlers probe up to one subdomain level from the developer website when constructing an app-ads.txt URL. If the developer website is: then the Crawler checks in the following order: Note: "help.example.com" is at the first subdomain level and used for crawling, while "support.help.example.com" is at the second subdomain level and not used for crawling. Exclusion of www. and m. subdomains The specification excludes "www." and "m." subdomains as locations where crawlers checks for files. If the developer website is: then the Crawler checks in the following order: Web server redirects Your web server may redirect the crawler to an app-ads.txt file hosted elsewhere (including a "www." subdomain). If the crawler checks for a file here: Valid redirect destinations could include, but not limited to: Your website's "www." subdomain: Another subdomain and subdirectory: Another subdomain, subdirectory, or file name: Another domain, including multiple subdomains: To investigate whether you published your file correctly, check that you can view your file's content when you access the app-ads.txt URL in your web browser. If you can view the file in your web browser, it's likely that the crawlers will successfully find it. View the details about AdMob's attempts to crawl your app-ads.txt file in your AdMob account. Step 4: Wait for AdMob to crawl and verify your app-ads.txt file It can take up to 24 hours for AdMob to crawl and verify your app-ads.txt files. AdMob routinely checks your latest file, but you can also request AdMob to crawl your app for a faster response. Sign in to your AdMob account at . Click Apps in the sidebar. Click View all apps. Click app-ads.txt. In the row for the app you want to review, click to expand. This opens additional details and the option to request AdMob to crawl your app. Click Check for updates. When you request AdMob to crawl for an app-ads.txt file, AdMob updates the status for all apps that share the same app-ads.txt file. In some cases, the "Check for updates" button may be unavailable. Remember that AdMob routinely crawls your latest file for updates. Note: It can take up to 24 hours for AdMob to crawl and verify your app-ads.txt files. You need to wait at least 24 hours for the app-ads.txt status to update. If you've recently added your developer website or updated your app listing in Google Play, allow up to 24 hours for AdMob to detect these changes. Step 5: Check that your app-ads.txt file is verified in your AdMob account You can view the status and details of your app-ads.txt file for all your apps in your AdMob account. Next: Enter your payment details Designed with developers in mind, AdMob helps you earn more app revenue, deliver a better user experience, and surface actionable insights all with automated tools that do the hard work for you. Steps to sign up for AdMob Complete the following steps to send your AdMob account up and running: Step 1: Create your AdMob account You can sign up for AdMob using a new or existing Google account. Complete the following steps to create your AdMob account: Go to . Sign into your Google Account. If you don't have an existing Google Account, click Create account. Select whether you'd like AdMob to get you customized help and performance suggestions. Select the country or territory where you currently live so we can verify your identity and ensure you get paid. You can't change this later. Complete the account information to create your Google publisher account with AdMob: Check that you're using the right Google Account. If you already have a Google publisher account with AdSense or other products, ensure you use the Google Account associated with that publisher account. To change the Google Account before signing up for AdMob, click your profile image or initial in the top right. Then, click Add account. Check the checkbox to confirm you've reviewed the Terms and Conditions. Click Start using AdMob. Step 2: Verify your Google account Enter your phone number. Phone verification is not required if you've previously verified with Google. If it's required for you, you'll be prompted during AdMob sign up. Choose whether you'd like to receive your verification code by text message (SMS) or voice call. Click Send. You will soon be contacted by the method you selected in the previous step. Enter the 6-digit verification code that you received and click Submit. If you didn't receive the PIN, you can click Resend code to try again. Step 3: Enter your payment details When you first sign up for AdMob, your account must be verified before it's approved to serve ads. To have your account verified, you must enter your payment details. Payment details include your name, account type (individual or business), and your payment address. The verification process typically takes up to 24 hours, but in rare cases, can take up to 2 weeks. Next: Link your app to an app store Note: In 2024, we're rolling out a new step in the app setup process in AdMob. To have your app reviewed and approved to fully serve ads, first verify your app with an app-ads.txt file. Learn more about this change. When you set up a new app in AdMob, your app must be reviewed and approved before it can fully serve ads. This helps us create a clean and safe ads ecosystem for you and your advertisers. It also provides you with a unified, at-a-glance view of all your apps and their approval status with actionable feedback. In order for your app to be reviewed: Your app must be published. This means that your app is available to users. Your app must be listed in a supported store. This means that your app has a store listing and is available for download from that app store. Your app must be set up correctly in AdMob and linked to a supported store. Follow the instructions for how to set up an app in AdMob. If you already set up your app as unpublished, follow the instructions for linking to an app store. When your app is linked to at least one supported store, the review process will automatically begin checking things like the app source and compliance with AdMob policies. These checks help ensure that the apps entering our networks have high inventory quality and bring value to the users and advertisers. Note: If you recently reactivated your account, you'll need to specifically request an app readiness review to restart ad serving on your app. During the review, apps may experience limited ad serving. Reviews typically take 2-3 days, but in some cases we may require more time to evaluate your app. You can check the status of your review and your app's ad serving in your AdMob account. Once your app is approved, the ad serving limit on the app, where applied, will be lifted and you will be notified via email and in the All apps page of your AdMob account. If your app is not approved, you'll be notified via email and in the All apps page of your AdMob account. Learn more about disapproved apps. Understand your apps readiness status You can monitor the status of your apps ad serving and review process: Sign in to your AdMob account at . Click Apps in the sidebar. Click View All Apps. In the list of apps, find your app and check its status. Use the search bar to search by app name or ID, package name, or store ID. The table below shows the statuses and what they mean. Status What it means Getting ready We're reviewing your app. This usually takes a couple of days, but in some cases we may require more time to evaluate your app. Note: If you recently signed up for AdMob, your apps will remain in the "Getting Ready" status until your account is verified. Enter your payment details to have your account verified. Requires review Your app hasn't been reviewed yet. To have it reviewed, you must link your app to a supported app store. You can link a supported store to your app in the All Apps or App settings pages and submit for review. Needs attention You need to fix some issues before your app is ready to show ads. To view details about the issues found in your app, go to the Policy center in your AdMob account. Then, click Disapproved apps. Ready Your app is ready to serve ads. We've either lifted the ad serving limits put in place during the review or confirmed readiness for ads. To prevent any interruption in ad serving, make sure you follow the AdMob program policies and Google Platform policies at all times. Our monitoring services and teams are continually reviewing your apps. If you receives a policy violation, you will be notified of the details via email and in the Policy center of your AdMob account. Note: If you recently reactivated your account, your app's status is Request review. This means that ad serving in your app is disabled until your app is reviewed and approved again. Click Request review to submit your app for an app readiness review. What to do when your app is not ready to serve ads If your app has been disapproved, you'll be notified via email and in the All Apps page of your AdMob account. You can find the apps that are not ready to show ads in the Disapproved apps page in the Policy Center. Disapproved apps will have disabled ad serving, which means that all advertising is blocked on your app. Click Fix to learn more about the issues found. This will take you to the issue details page where you'll see a description of the issue and instructions on how to resolve it. After you've taken the required steps to fix the issue, or if you believe your app has been incorrectly labelled with an issue, you may request a review of your app. Click Fix, confirm you've made the changes, then click Start review process. Common reasons your app isn't ready to serve ads Use the table below to learn about the reasons your app might not be ready to serve ads. Issue What you can do Your app doesn't adhere to program policies. This means that your app is not currently in compliance with program policies. Review the AdMob program policies and the Google Platforms Program policies, and address any issues your app may have. After you've taken the required steps to fix the issue, or believe that an issue has been incorrectly labelled, you may request a review of your app in the Disapproved apps page of the Policy center. Click Fix next to the app, confirm you've made the changes, then click Start review process. Your app couldn't be verified. This could be due to an issue with the information you provided about your app: Check that you've entered your store ID, package name, or app name correctly. Ensure there are no typos. If you're using a package name from a third-party app store, make sure you've copied the package name directly from the respective store. If you linked the wrong store ID or package name, you can clear the app store details and link it again. Your account hasn't been verified yet. When you first sign up for AdMob, your account must be verified before it's approved to serve ads. To have your account verified, you must enter your payment details. The verification process typically takes up to 24 hours, but in rare cases can take up to 2 weeks. Note that apps will remain in the "Getting Ready" status until your account is verified. Note: You can't link privateGoogle Playapps to AdMob. All Android apps must be publicly available in a supported store in order to link to AdMob. Siguiente: Verificar una aplicacin con el archivo app-ads.txt Si quieres usar AdMob para ganar dinero con tu aplicacin, el primer paso es configurarla. Debemos revisar el estado de preparacin de todas las aplicaciones nuevas antes de que se puedan mostrar anuncios en ellas. Nota: Si tu aplicacin solo aparece en una tienda de terceros (no se incluye en Play Store ni el App Store), no ser necesario que la verifiques con el archivo appads.txt por el momento. Consulta cm configurar un archivo app-ads.txt para tu plataforma. Hay dos formas de configurar una aplicacin: Configurar una aplicacin publicada Inicie sesin en su cuenta de AdMob en . Haz clic en la opcin Aplicaciones, situada en la barra lateral. Haz clic en Aadir aplicacin. Selecciona la plataforma de la aplicacin (Android o iOS). Selecciona S, la aplicacin se puede encontrar en una tienda de aplicaciones admitida. Haz clic en Continuar. Aplicaciones publicadas en Google Play o el App Store de Apple Busca tu aplicacin por su nombre, ID, o URL de la tienda de aplicaciones. Nota: Si has publicado tu aplicacin, pero no la encuentras en AdMob, prueba a buscarla mediante la URL de la tienda de aplicaciones. Se debe poder acceder a la URL de la tienda de aplicaciones desde un navegador. Haz clic en Aadir junto a la aplicacin que quieras aadir. Si tmbin has publicado tu aplicacin Android en otras tiendas Android de terceros admitidas y comparten el mismo nombre de paquete, seleccionalas en la lista que aparece. Actualmente, AdMob admite Amazon Appstore, App Market de OPPO, Galaxy Store de Samsung, App Store de VIVO y Xiaomi GetApps. Si vas a aadir otra tienda Android de terceros, comprueba que el nombre del paquete sea el mismo que se ha utilizado para la aplicacin en otras tiendas Android. Este nombre de paquete se utiliza para revisar el estado de preparacin de la aplicacin, por lo que es importante que compruebes que identifica tu aplicacin correctamente. Haz clic en Continuar. El nombre de la aplicacin y el nombre del paquete de Android o el ID de la tienda de aplicaciones de la aplicacin que quieras habilitar las mttricas de usuario en la aplicacin. Nota: No puedes vincular aplicaciones privadas de Google Play con AdMob. Todas las aplicaciones Android deben estar disponibles pblicamente en una tienda admitida para vincularlas a AdMob. Aplicaciones publicadas nicamente en otras tiendas Android (no en Google Play) Selecciona la tienda de aplicaciones de terceros admitida en la que est publicada tu aplicacin. Actualmente, AdMob admite Amazon Appstore, App Market de OPPO, Galaxy Store de Samsung, App Store de VIVO y Xiaomi GetApps. Si has publicado tu aplicacin en una tienda que todava no es compatible con nuestra plataforma, te recomendamos que la publiques en una de las tiendas admitidas o que sigas las instrucciones para configurar una aplicacin no publicada o una aplicacin publicada en una tienda no admitida. Ten en cuenta que las aplicaciones que estn disponibles exclusivamente en tiendas no admitidas no se pueden revisar y que limitamos el servicio de anuncios en ellas. Ten en cuenta que tu aplicacin no aparece en los resultados de bsqueda a menos que est publicada en Google Play o en el App Store de Apple. Haz clic en Continuar. Introduce el nombre del paquete de tu aplicacin. Ten en cuenta que en los nombres de paquete se distingue entre mayculas y minculas, y deben coincidir exactamente con el nombre del paquete en las tiendas de aplicaciones. Consulta ms informacin sobre los nombres de paquete. Indica el nombre de la aplicacin. Te recomendamos que uses el mismo nombre que se muestra en la tienda en la que est publicada. Esta informacin se puede utilizar para revisar el estado de preparacin de la aplicacin. Confirma que quieres habilitar las mttricas de usuario en la aplicacin. Haz clic en Aadir aplicacin. Configurar una aplicacin sin publicar Elige esta opcin si tu aplicacin todava no est publicada en ninguna tienda de aplicaciones o si lo est en una tienda que AdMob no admite. Gracias a la posibilidad de aadir aplicaciones sin publicar, puedes configurar aplicaciones y hacer pruebas con ellas antes de que estn disponibles en una tienda. Ten en cuenta que limitamos el servicio de anuncios en las aplicaciones publicadas en tiendas no admitidas. Esa limitacin se retira si las aplicaciones se publican en una tienda admitida y se vinculan a AdMob. Inicie sesin en su cuenta de AdMob en . Haz clic en la opcin Aplicaciones, situada en la barra lateral. Haz clic en Aadir aplicacin. Selecciona la plataforma de la aplicacin (iOS o Android). Selecciona No. Indica el nombre de la aplicacin. Te recomendamos que uses el mismo nombre que se muestra en la tienda en la que est publicada. Esta informacin se puede utilizar para revisar el estado de preparacin de la aplicacin. Confirma que quieres habilitar las mttricas de usuario en la aplicacin. Haz clic en Aadir. Cuando publiques tu aplicacin y est disponible en una tienda admitida en nuestra plataforma, tendr que volver a AdMob y vincular la aplicacin a su ficha de la tienda de aplicaciones. Nota: No puedes vincular aplicaciones privadas de Google Play con AdMob. Todas las aplicaciones Android deben estar disponibles pblicamente en una tienda admitida para vincularlas a AdMob. Hasta que tu aplicacin se apruebe durante la revisin del estado de preparacin de AdMob, se limitar el servicio de anuncios en ella. Para que AdMob pueda revisar y aprobar tu aplicacin, debes publicarla en una tienda de aplicaciones admitida por nuestra plataforma y vincularla a esa tienda en tu cuenta de AdMob. Si has publicado tu aplicacin en una tienda que todava no es compatible con nuestra plataforma, te recomendamos que la publiques en una de las tiendas admitidas o que sigas las instrucciones para configurar una aplicacin no publicada o una aplicacin publicada en una tienda no admitida. Ten en cuenta que las aplicaciones que estn disponibles exclusivamente en tiendas no admitidas no se pueden revisar y que limitamos el servicio de anuncios en ellas. Actualmente, AdMob admite Amazon Appstore, App Market de OPPO, Galaxy Store de Samsung, App Store de VIVO y Xiaomi GetApps. Com podemos mejorar esta pgina? Next: Hide or show an app in AdMob During the final step of ad unit creation, you'll need to copy and paste the app ID and any ad unit IDs into your app's code. This article explains where to find and copy your app ID and ad unit IDs(s). App ID: A unique ID number assigned to your apps when they're added to AdMob. The app ID is used to identify your apps. Ad unit ID: A unique ID number assigned to each of your ad units when they're created in AdMob. The ad unit ID is added to your app's code and used to identify ad requests from the ad unit. For more information on implementation, review the Google Developers "Get Started guide" (Android, iOS) for the appropriate ad format(s): banner, interstitial, rewarded native. Find and copy an app Sign in to your AdMob account at . Click Apps in the sidebar. Click View all apps. Locate your app and click to copy the app ID from the App ID column. Find and copy an ad unit ID Sign in to your AdMob account at . Click Apps in the sidebar. Click the name of the app associated with the ad unit. Note: If you can't find it in the list of recent apps, click View all apps and click the name of the app. Click Ad units in the sidebar. Locate your ad unit and click to copy the ad unit from the Ad unit column.

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