



## Clickteam Fusion 2.5 – A Guide to ChartBoost - Guide



### INTRODUCTION

ChartBoost is a fantastic advertising and cross-promotional network for any kind of app or game on the Android/iOS market(s). This guide will focus primarily on the Android specification, however, most (if not all) of this guide will be applicable to the iOS runtime too.

Welcome to another guide for Clickteam Fusion 2.5! Some (if not all) of the information in this guide is applicable for Multimedia Fusion 2.0 also. As with all tutorials and guides written in PDF, feel free to display it as a PDF or print to paper. You can study and learn these practices at your own pace, in your own time.

Due to Fusion 2.5's flexible nature of allowing users to accomplish the same result in multiple ways, sometimes there are alternative ways to perform certain routines or functions. These guide(s) will explicitly target the most common, easiest and most effective route.

These hand-written guides are here to help you target or perform a particular routine in Fusion 2.5 enabling you to harness the full potential of what Clickteam Fusion 2.5 can actually do for you as a developer. Whether it's game design or application development you want to do with Fusion 2.5, these guides will hopefully guide you from top to bottom in whatever you're looking to achieve.

This guide has been thoroughly checked before deployment. As always, feedback, comments and suggestions are always welcome on the detail, structure and formatting of these guides. Rather than create individual guides for different learning levels, we hope to be able to reach to all entry level, intermediate and advanced users within the same guide on achieving the same goal.

For more information on how you can download and purchase Clickteam Fusion 2.5, check out the website <http://www.Clickteam.com>

For more information, tutorials, examples and walk-thrus visit the website.

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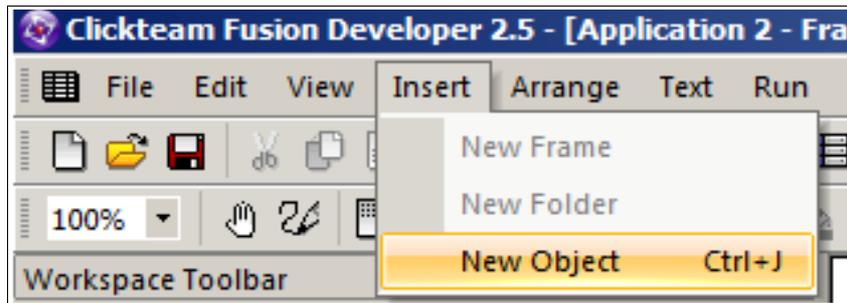
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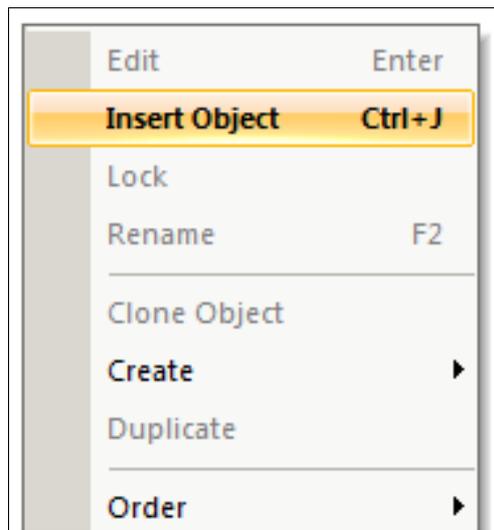
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## 1. INSERTING THE CHARTBOOST OBJECT

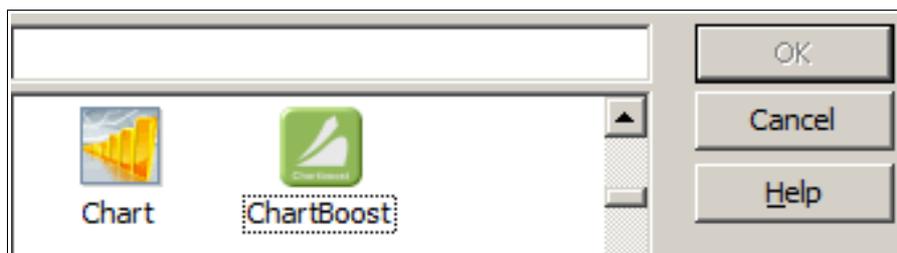
Click on the menu item 'Insert' and select 'New Object'.



Alternatively, you can right-click inside the Frame Editor and select 'Insert Object' from the popup menu.



Select the ChartBoost object and click OK. Position it outside of the playarea.



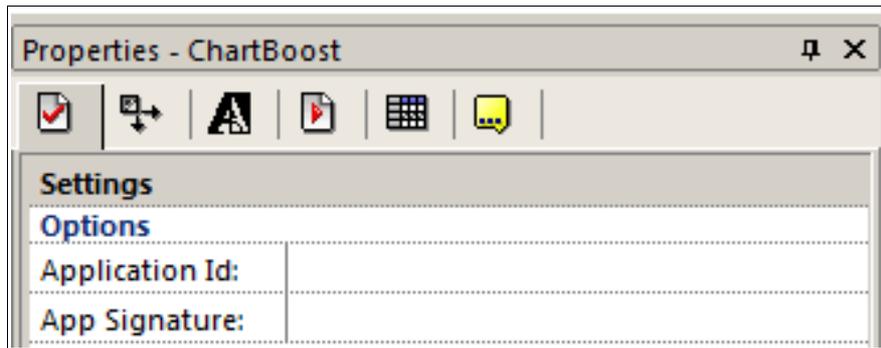
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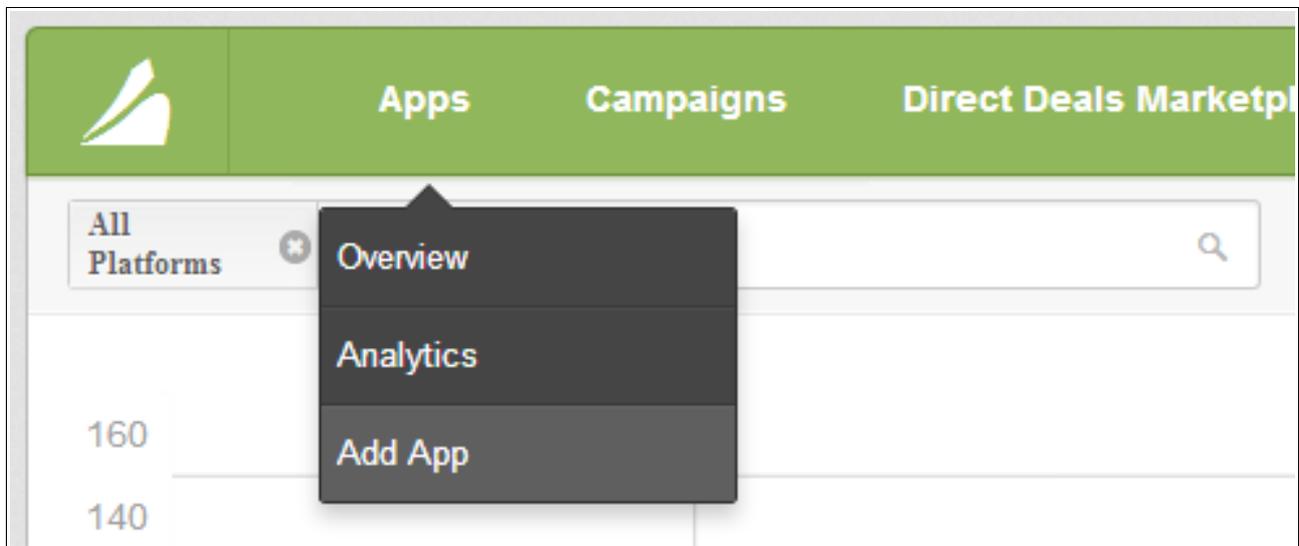
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## 2. CONFIGURING THE CHARTBOOST OBJECT

The properties for this object are very simple. Just two properties to configure:



**Application ID and App Signature.** You will need to obtain these values from the ChartBoost website. Head over to the [ChartBoost website](#) if you haven't already done and create an account. Once on the CB website, hover over **APPS** and select 'Add App'.



Once you have clicked this you will be presented with the 'Add App' page on ChartBoost's website. Make sure you fill out the following fields...

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## 2. CONFIGURING THE CHARTBOOST OBJECT

**App Settings** [Learn more](#)

Platform \*

Android ▼

App Nickname \*

(Will be referenced in the dashboard)

MyTestApp

App Orientation \*

Portrait  Landscape

Test Mode

Disabled  Enabled

Ensure first of all you select the Android platform from the dropdown list. Once you have done this, give your app a nickname (*if your app is already on the store, click Search App Store to find it*). Then select whether your app is Landscape or Portrait. If it's both, select both then select a 'default'.

Ensure you **ENABLE TEST MODE**. Just whilst we test the implementation. Once it's working, you can come back here and **DISABLE TEST MODE** to ensure you're delivering real ads.

Once you've filled all this information out, just click DONE. You can setup the other pages later on but for this guide, just click Done. Once you have returned to the APPS screen, select and click on your app to go back to the App Setup screen again.

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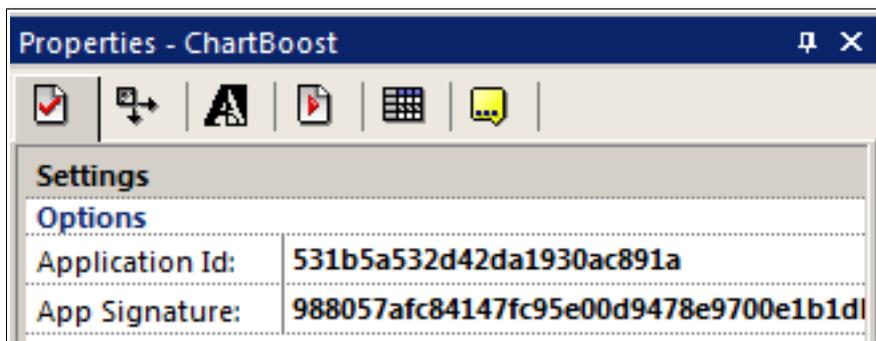
Once you go back into that page, on the right-hand side you will see the app has now been assigned an AppID and an App Signature.

App ID: 531b5a532d42da1930ac891a

App Signature: 988057afc84147fc95e00d9478e9700e1b1dbc1a

[View current campaigns this app is showing](#)

You need to copy/paste these into the property fields back in Fusion 2.5 for the ChartBoost object. *(Ensure there are no blank spaces at the end).*



This is pretty much the setup and your app is now configured in Fusion 2.5 and on the ChartBoost Servers.

Let's flick over to the next chapter and see how we can show the ads and make some magic happen with events.

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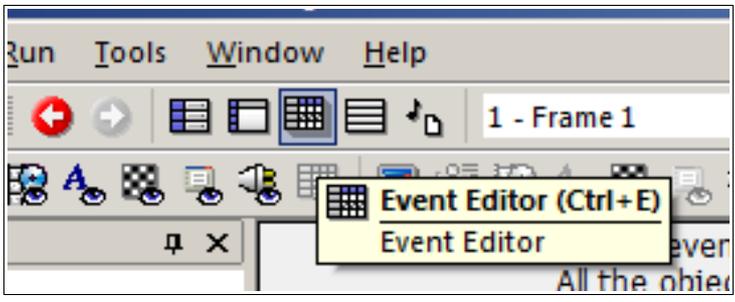
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### 3. FIRING THE EVENTS

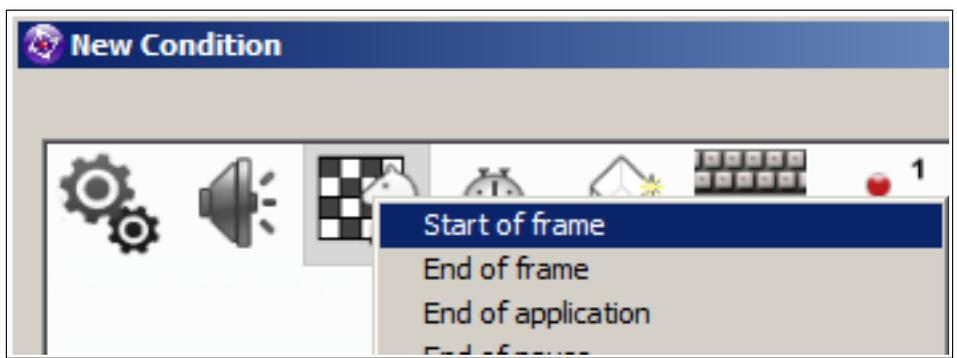
So, now your ChartBoost account and objects are setup we can concentrate on firing some ads inside our game.

It is ENTIRELY up to you when you want an ad to display. For the purpose of this guide, we will be dealing with interstitial ads. These are the type of 'Full-Screen' ads you see in games. Your user can dismiss the ad at any time.

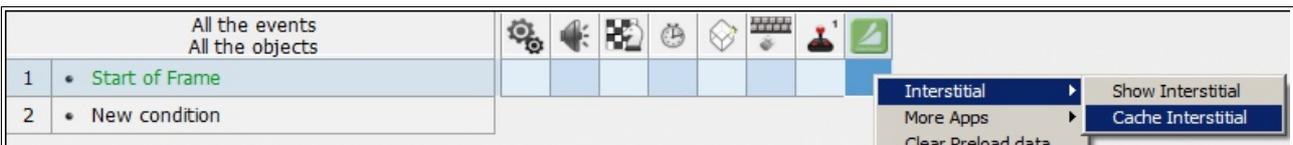
So, let's head over to the event editor...



Once there, create a new condition. Select the storyboard object and click 'Start of Frame'. (We will show our ad at the very start of our game.)



Once inserted, hover across to the ChartBoost object on that event line, right-click and select **Interstitial > Cache Interstitial**.



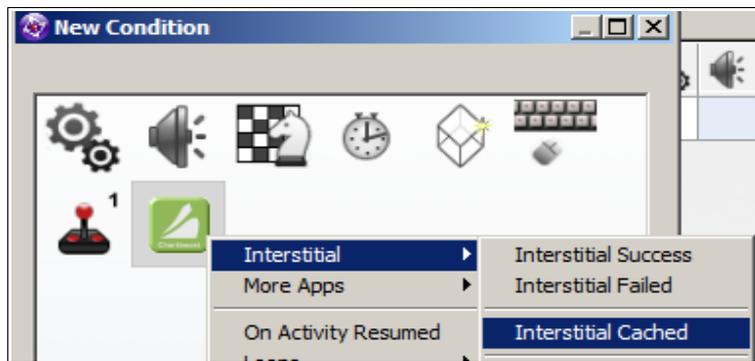
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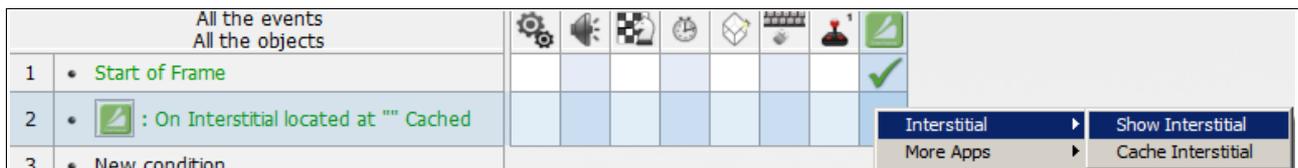
The expression dialog will show asking for a location, just leave the string as "". This will be default, which is the 'centre'.

Now, insert a new condition. Right-click on the ChartBoost object and select **Interstitial > Interstitial Cached**.



This event will fire when event 1 (we did first), it comes back that the ad has indeed been downloaded and cached and is now ready for viewing. We can tell our app to display this cached ad at any time. So let's proceed and display it straight away.

So, once you've inserted that condition, hover back over to the ChartBoost object on that event line, right-click and select **Interstitial > Show Interstitial**.



When the expression dialog pops up, again, just leave it set as "" and click OK.

That is basically all there is to it. You can use the other conditions the ChartBoost object has to clarify if the user has clicked on an ad, closed an ad etc. This enables you to do stuff when these actions happen. For future reference, you do not even need to 'cache' your ads. You could simply just have an event that says: **Start of Frame: Show Interstitial**.

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## 4. CLOSING NOTES

ChartBoost is indeed, a great object. The platform is slick, fast and very efficient at dealing out ads. You can configure individual or grouped ad campaigns at the ChartBoost website. You will need to do this before putting your new 'Ad-Version' game/app live.

Please refer to the ChartBoost help file for more information on this. Please also refer to ChartBoost's official documentation on how to get going with using cross-promotional campaigns and much, much more.

In comparison to other ad networks, it's hard to determine which has a better payout. Different ad networks will work for different game/app types so it's purely a case of trial and error with your game. ChartBoost could be the perfect ad solution for your game/app, then again, another ad network could be, there are too many factors to consider.

One tip I can offer is, try not to inundate your users with ads all the time, it does get annoying. For example, try and show an ad only once every say 3 or 4 minutes, not every 30 seconds.

One protip I quickly learnt was, try to hold on from the start of the app as long as possible before showing an ad. You really want your users to see, test and engage in your game/app and what features it has to offer. A user doesn't want to open an app to 'instantly' see an ad popup. It could lose you users. Just a tip for the future.

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