

Billiard Multiplayer

Reskin documentation

Import project

- Unzip downloaded project
- Open it in Unity3D (required version 5.4.2 or higher)

Edit Name, Icon and package name

- In Unity3D navigate to Edit → Project Settings → Player
- There you have to configure your game name, icon and Bundle Identifier

Configure Playfab Account

- Go to <https://playfab.com/>
- Register Account
- Create new game
- Go to your game on playfab webpage and navigate to Addons. Search for „Photon”, click it and push „Install Photon” button
- Open „StaticStrings.cs” file and edit Playfab and photon Ids:

```
2 references
public static string PlayFabTitleID = "A5H6";
2 references
public static string PhotonAppID = "d4dfs4c6-420f-55e3-b23a-c6ad67926df2";
2 references
public static string PhotonChatID = "f136420c-6a5b-45hh-9dc3-c187607bd724";
```

Configure AdMob

- Create admob apps on Admob website
- Edit advertising ids in „StaticStrings.cs” file:

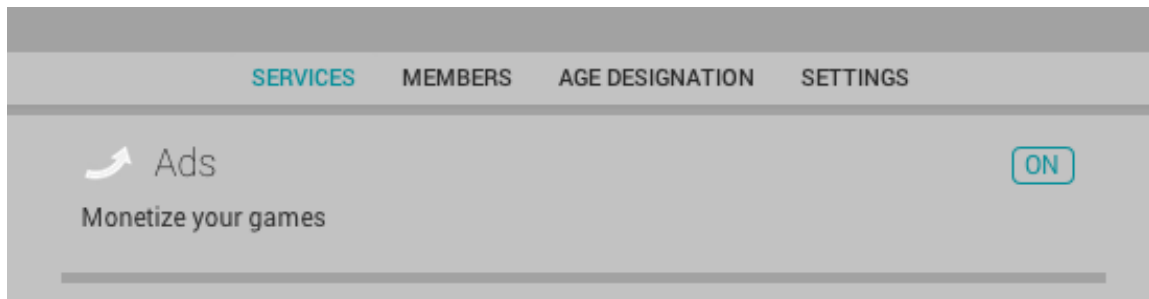
```
// Admob Ads IDS
1 reference
public static string adMobAndroidID = "ca-app-pub-174050838739056/885943837";
0 references
public static string adMobIOSID = "ca-app-pub-46373906473930/758694032";
```

Setting up your project for Unity Services

- Follow steps on unity website: <https://docs.unity3d.com/Manual/SettingUpProjectServices.html>

Configure UnityAds

- Navigate to Window → Services
- Enable Ads



Configure In-App Purchases

- Navigate to Window → Services
- Enable In-App Purchasing
- Follow steps if required: <https://docs.unity3d.com/Manual/UnityIAPSettingUp.html>

FOR ANDROID:

- Follow steps from „Register the application” on website:
<https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>

FOR iOS

- Follow steps from „Register the application” on website:
<https://docs.unity3d.com/Manual/UnityIAPAppleConfiguration.html>

In-App Products names (you must put same names for android and ios on dashboard)

pool_1000_coins
pool_5000_coins
pool_10000_coins
pool_50000_coins
pool_100000_coins

Configure Facebook

- Go to <https://developers.facebook.com/>
- Create new application
- On facebook page navigate to your app and copy Application Identifier.
- Go to Unity3D. Navigate to Facebook → Edit Settings. Paste your Application Identifier
- On facebook page navigate to your app → Settings
- Add Platform → Android. Fill data as on screenshot:

The screenshot shows the 'Android' configuration window in the Facebook developer console. It includes fields for 'Google Play Package Name' (com.bestpool.poolgame), 'Nazwa klasy' (com.facebook.unity.FBUnityDeepLinkingActivity), and 'klawisze skrótu' (6HlAnUrhO88EbDSQ4/4o5zl8Wb4= and yImbk5Q1HEMOC8usTEcd9xG8Plw=). There is also a field for 'Adres URL Amazon Appstore (Optymalne)' with an example URL. At the bottom, there are two toggle switches: 'Logowanie jednokrotne' (checked) and 'głębokie powiązanie' (checked).

Google Play package name: same as Bundle Identifier in Unity3D Player settings

Class name: Don't edit

Shortcuts: Follow „Running sample apps” on page. Add keys for debug and release keystores:
<https://developers.facebook.com/docs/android/getting-started>

- Add Platform → iOS. Fill data as on screenshot:

The screenshot shows the 'iOS' configuration window in the Facebook developer console. It includes fields for 'Bundle ID' (com.bestpool.poolgame), 'iPhone Store ID' (543186831), 'URL Scheme Suffix (Optional)', and 'Identyfikator iPad Store' (543186831). At the bottom, there are two toggle switches: 'Logowanie jednokrotne' (checked) and 'głębokie powiązanie' (checked). There is also a section for 'Tylko iOS: rejestruj automatycznie zdarzenia zakupu w aplikacji (zalecane)' with a description and a link to 'Dowiedz się więcej'.

- Bundle ID – same as Bundle Identifier in Unity3D Player settings for iOS

- Add Platform → Facebook Canvas. Fill data as on screenshot:

Facebook Canvas Szybki Start

Strona Strony Ramowej

☐ Nie Legacy Unity Integration
Enable usage of legacy [Facebook Unity SDK](#)

☒ Tak Unity Web Player Install Flow
Włącz [Unity Web Player](#) install flow

☒ Tak WebGL
Implemented in WebGL

☐ Nie Simple Application Hosting
Automatically generate app iframe using [uploaded assets](#)

Secure Canvas URL

Mobile Site URL

URL of your mobile site

☐ Nie Auto Targeting for App Notifications
Enable [App Notification Auto Targeting](#)

☒ Tak Czat dla graczy
Enable Gamer Chat

☐ Nie Facebook Gameroom
Enable [Facebook Gameroom](#) under Canvas Hosting (for Gameroom client)

☐ Nie Canvas Fixed Width
"Yes" sets canvas width to 760 px.

☐ Nie Canvas Fixed Height
"Yes" allows setting fixed height.

Add Coins for testing app:

- Go to „StaticStrings.cs” and edit:

```
public static string addCoinsHackString = "Cheat:AddCoins";
```

You can change "Cheat:AddCoins" to any code you want.

Run game, click on your avatar name, put that code and you will get 1 000 000 coins.

Build for Android

- File → Build Settings → choose Android → Build and Run

Build for iOS

- File → Build Settings → choose iOS → Build
- Open project in Xcode
- Right click on project → Add Files to project → Select GoogleMobileAds.framework from archive
- Run

Edit Graphics

- Edit files with same dimension in Assets/8Ball/Sprites
- You should not edit files from „DontEdit” directory

Edit Sounds

- Edit files from directory Assets/8Ball/Sounds
- Put identical names for that files