v0.6.0

Quarters Unity SDK

Quarters Unity SDK provides easy way to integrate Quarters API with Unity project.

Supported platforms:

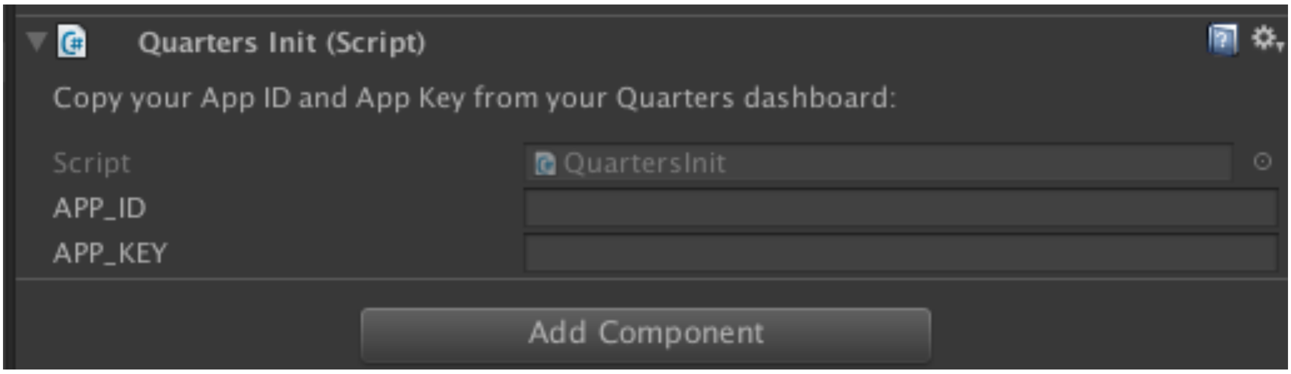
- iOS
- Android

Configuration

Follow Getting Started guide to create your Quarter App.
https://weiks.github.io/quarters-docs/getting-started/

Unity integration

1. Import Quarters SDK from Unity Asset Store
2. Add QuartersSDK/Prefab/QuartersInit.prefab to your first scene
3. Copy your APP_ID and APP_KEY to QuartersInit inspector



Copy your App ID and App Key from your Quarters dashboard:

Script QuartersInit
APP_ID
APP_KEY

Authorization

Before you can use Quarters API you must authorise users session.

Example:

```
using QuartersSDK;

Quarters.Instance.Authorize(OnAuthorizationSuccess, OnAuthorizationFailed);


public void OnAuthorizationSuccess() {
        Debug.Log("OnAuthorizationSuccess");
}


public void OnAuthorizationFailed(string error) {
        Debug.LogError("OnAuthorizationFailed: " + error);

}
```

Quarters is using OAuth in external browser. This means your user will be sent outside the app for OAuth in the browser. After successful or failed authorisation user is seamlessly deep linked back to the app.

Get User Details

Get user details can be only called after successful authorization. Success delegate returns User object with basic user details.

Example:

```
using QuartersSDK;

Quarters.Instance.GetUserDetails(delegate(User user) {
	Debug.Log("User loaded");

} , delegate (string error) {
	Debug.LogError("Cannot load the user details: " + error);

} );
```

Get accounts

Get account can be only called after successful authorization. On success delegate will be called with a list of user accounts. (Note: only one user account is currently supported by the API)

Example:

```
using QuartersSDK;

Quarters.Instance.GetAccounts(delegate (List<User.Account> accounts) {

//success

}, delegate (string error) {

//failed

});
```

Get Account Balance

Get account balance can be only called after successful authorization. On success delegate is fired with User.Account.Balance object

Example:

```
Quarters.Instance.GetAccountBalance(delegate (User.Account.Balance balance) {

}, delegate (string error) {

 });
```

Transfer

Transfer request can be only called after successful authorization. This call allows to charge user quarters that will be transferred to your Quarters app. Transfer request is done through external browser, similar to Authorize call. On Success transaction hash is returned. Please note it can take up to 3 minutes for your transfer to appear.

Example:

```
TransferAPIRequest request = new TransferAPIRequest(int.Parse(tokensInput.text),
descriptionInput.text, delegate (string transactionHash) {

//success

}, delegate (string error) {

//failed

});

//start transfer
Quarters.Instance.CreateTransfer(request);
```

Platform specific setup

iOS

No platform specific setup is needed for iOS. Deep linking setup is handled automatically by a post process

Android

In Unity top menu go Quarters/Android/Generate Android Manifest. Android Manifest will automatically generate enabling deep linking.

If your project contain Android Manifest already, manual manifest will be required.