



UNITY IAP SETUP GUIDE

TABLE OF CONTENT

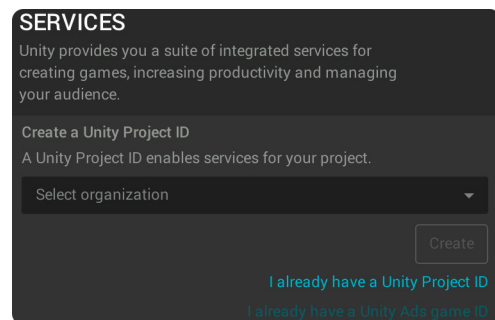
INTRODUCTION	3
Enabling In-App Purchasing.....	3
Configure InApp Products.....	3
Purchasing Product.....	4
Scripting Define Symbol.....	5
FAQs :	5
Important Links	5
Wrap Up	5

INTRODUCTION

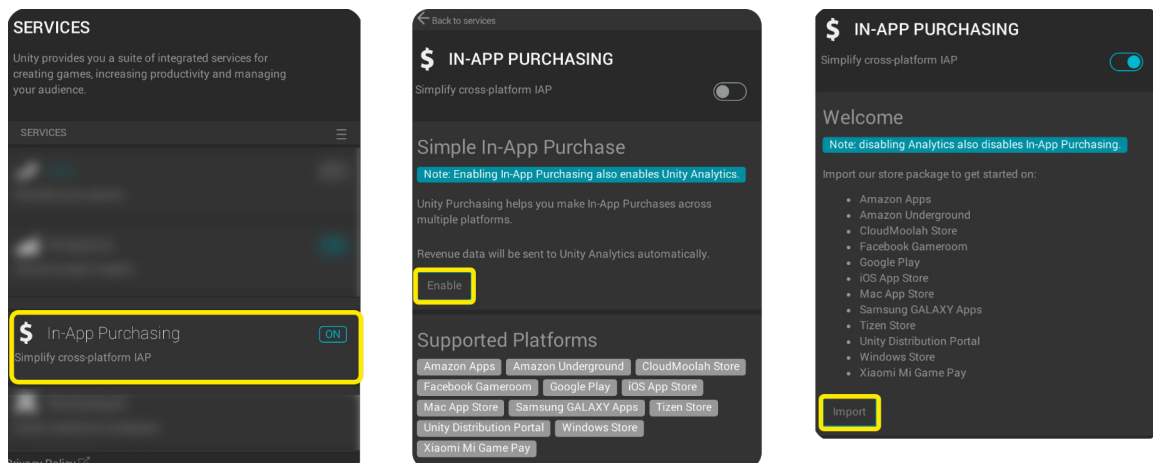
Hyperbyte game templates using Unity IAP SDK to set up and use in-app purchasing within the game. This documentation will help you setting up and using unity in-app purchasing sdk within this game template.

Enabling In-App Purchasing

Unity IAP is part of unity services and it can be done from the Services Window of unity editor. To open the Services Window, go to **Window > General > Services**, or click the **cloud** button in the toolbar. If you have not yet linked your project with a Services then please link it first. See this [guide](#) to link your project with unity Services.



Once project gets linked, select In-App Purchasing and Click the **Enable** button to enable In-App Purchasing within the Service Window.



NOTE : If you have trouble importing the unity package direct from services, it can be downloaded and imported from the unity asset store also. Here is a [link](#) to the unity in-app purchasing package on the unity asset store.

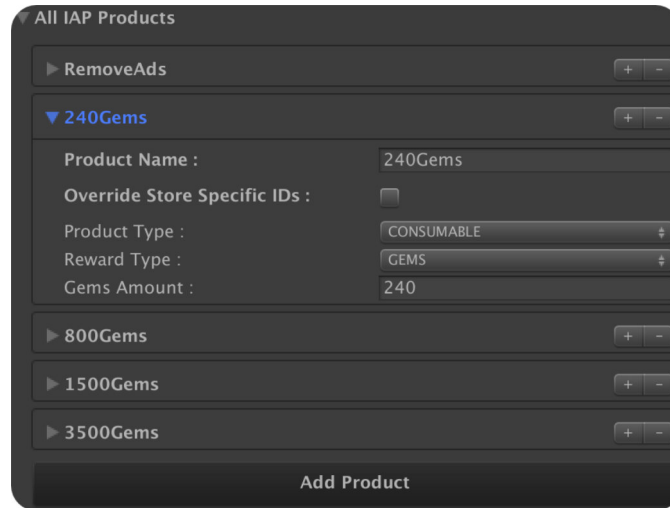
Once In-App purchase sdk imported, please open **Unity IAP Settings** from the **Hyperbyte > Unity IAP Settings** menu item within the unity editor. This will open in-app setup page to configure IAP products.

Configure InApp Products

This game template already comes with products configured. You can easily modify, add, delete products here. Below is full detail about each fields to configure.

- **Product Name :** Product name is the sku of the product.
- **Override Store Specific Ids :** If have sku names different for each stores then you can use overrides Ids.

- **Product Type :** Select the type of product from consumable, Non-Consumable and subscription.
- **Reward Type :** Reward type can be selected from GEMS, REMOVE Ads or Other.
- **Reward Amount :** If Reward type is selected as GEMS then amount of gems to be rewarded with in-app can be defined.



- **NOTE :** If reward type is selected as other then IAP rewards needs to be handled manually. InApp Reward can configured from *OnPurchaseSuccessful* event callback inside **HBIAPListener.cs** script component.

Purchasing Product

To purchase a product , **UnityIAPButton** script is required. Please add UnityIAPButton script component to any UI Button that needs to act as IAP Button. After adding, Please select **Button Type** on the button from the purchase and restore option. This button will automatically call **PurchaseProduct** method or **RestoreAllProducts** of **IAPManager** respectively for the Button type purchase and Restore.

- **Button Type :** Type of Button, Please define if Unity IAP Button will act as purchasing button or will act to restore non-consumable products.
- **Product Name :** If button type is selected as Purchase then you can select product that should be requested for purchase.
- **Title Text :** Title of the product, this field can be left empty if not required.
- **Description Text :** Description text of product. this field can be left empty if not required.
- **Price Text :** Price text of the product. Assign this field if Localised price of IAP needs to be shown. this field can be left empty if not required.

Scripting Define Symbol

This game template using scripting define symbol to detect IAP sdk is configured and imported or not. When Unity In-App Package gets imported, app will automatically detect and add **HB_UNITYIAP** scripting define symbol to the player setting. In case you remove Unity In-App SDK after importing it for any reason, app may start giving compiler errors, In this case you can either reimport Unity In-App Package back again or remove HB_UNITYIAP scripting define symbol from the player settings.

FAQs :

- **In-App Not working** : Please confirm In-App products are added in Unity IAP Settings. It can be configured from **Hyperbyte -> Unity IAP Settings** menu item. Also please confirm product is selected on the **Unity IAP Button**.
- **In-App Works in editor but not working on device** : IAPs will always act as sandbox on the unity editor. Incase InApps are not working on device, Please check These:
 - ◆ Make sure Unity In-App is enabled and sdk is imported.
 - ◆ Confirm Product SKUs added on respective platform in backend of google, iOS or any selected platform and they are active and cleared for purchase.
 - ◆ Confirm HB_UNITYIAP scripting symbol is added and active.
- **How To use receipt validation** : Please checkout this link to integrate and user receipt validation. Purchase completion result will be called in PurchaseProcessingResult method inside **IAPManager.cs** script component. Receipt validation can be processed here before providing the purchase rewards here.

Important Links

- [Unity IAP Official Documentation](#)
- [Setting up your project for Unity Services](#)
- [Setting up Unity IAP](#)

Wrap Up

While we tried to involve most stuff in the documentation, though, in case if you have any further trouble, be sure to get in touch and will assist on the issue.

If you liked asset content and quality, be sure to share your feedback on the asset store. Also, be sure to get in touch for any further queries, suggestions, bugs, or feature requests.

Website : <https://www.hyperbytestudios.com>

Email : support@hyperbytestudios.com

THANK YOU