ULOGIN SYSTEM

Lovatto Studio

1.0

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1.1   Introduction

ULogin System works by saving the necessary information of the players in a external database via php codes

- Modern

- Elegant

- functional

1.2   Getting started.

1.1.   Create Table In Data Base

- go to your database and open it with phpmyAdmin3 (or whatever you use).

- go to the "SQL" option.

- copy the contents of "SQL_Table.sql" from the "PHP" folder and then paste in the text box phpMyAdmin SQL.

- press the "Continue" button.

- now his table in the database is ready.

- for more details see this video:https://www.youtube.com/watch?v=ZEZTZEJ2bgw#t=196
   from the minute 3:16 up to 3:50.

1.2   Upload .PHP files in your hosting web

- open your web hosting with your favorite FTP on the route where you will go up the .php file, eg: lovattostudio.com/MyGame/Login

-
  upload the following files .php:
  -bl_Common.php
  -bl_GetTop.php
  -bl_Login.php
  -bl_Register.php
  -SaveInfo.php

finally, raise the crossdomain.xml in the root of your domain, eg: lovattostudio.com/

Configure bl_Common.php how in this video: https://www.youtube.com/watch?v=ZEZTZEJ2bgw#t=98   from minute 1:38 up to 3:10

1.3   File paths in the hosting

Remplaze Directories how in this video: https://www.youtube.com/watch?v=ZEZTZEJ2bgw#t=240

1.4   CONFIGURE NEXT SCENE

Go to bl_Login in Login scene and remplaze el name of "Next Level" for the level what is you want load when login.

1.5   HOW SAVE INFO

when you want to save player data either to finish a level, reach a waypoint or through a button, you must first access SaveInfo, eg access:

public bl_SaveInfo SaveInfo = null;

```
void Start()
  {
    if (GameObject.Find("PlayerInfo") != null)
    {
      SaveInfo = GameObject.Find("PlayerInfo").GetComponent<bl_SaveInfo>();
    }
    else
    {
      Debug.LogWarning("Please Login Before open this scene");
    }
  }
```

Then,when you want to save and send the information to the database, you should do this:

SaveInfo.SaveInfo(10, 10, 100);

remplaze the numbers for the actual data of the player in the game.

Support Email: brinerlovo@lovattostudio.com
Support Forum: http://lovattostudio.com/Forum/index.php