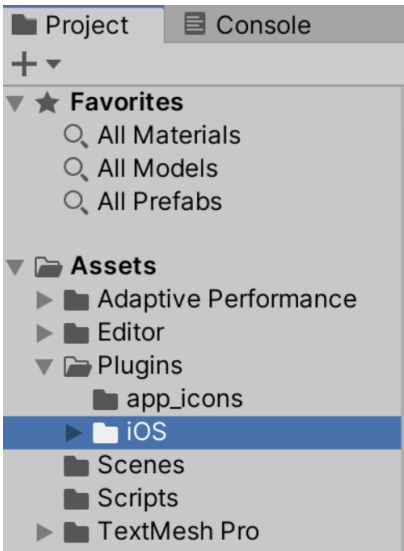


Loyalty Center Unity Wrapper

The Loyalty Center Unity wrapper offers a standardized implementation of the playAWARDS Loyalty Center SDK for both Android and iOS platforms within Unity.

Unity Integration

Folder Structure

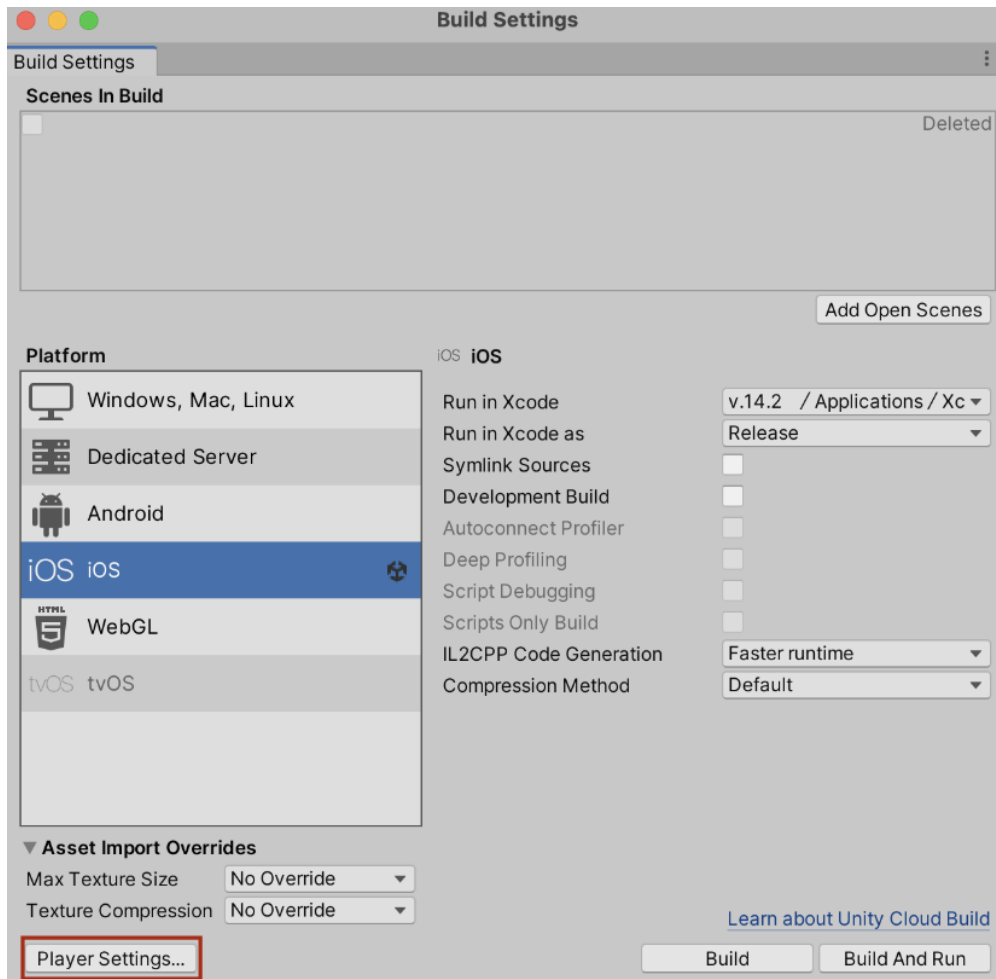


Folder	Description
Plugins/iOS	Location where the iOS framework is added.
Scripts	Contains the C# script for the SDK call. The code can be added to an existing script or used to create a new script.

Unity Configuration

Do the following:

1. Go to **File > Build Settings** and click **Players Settings**.



Note: Select **Development Build** if you want to compile the project in Development mode; deselect this option to compile in Production mode.

2. In the **Project Settings** window, select **Player** in the left navigation pane.

The SDK can be used to run the project on an iOS Device or in a simulator. The previously mentioned `RewardsStoreSDK.xcframework` should contain two architecture targets, one for simulator, and one for a real device.

When the Xcode project is generated, you can select whether the project runs on a simulator or on a device, as long as the type of framework added to the Unity project corresponds to the appropriate architecture target.

Setup

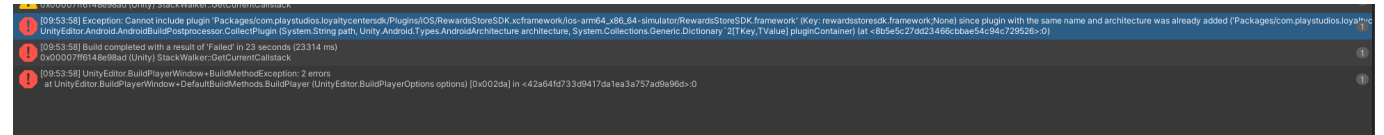
The package includes the **LoyaltyCenterManager.prefab** asset, facilitating a quick and easy setup process. To integrate it, simply drag and drop this object into the hierarchy.

Usage

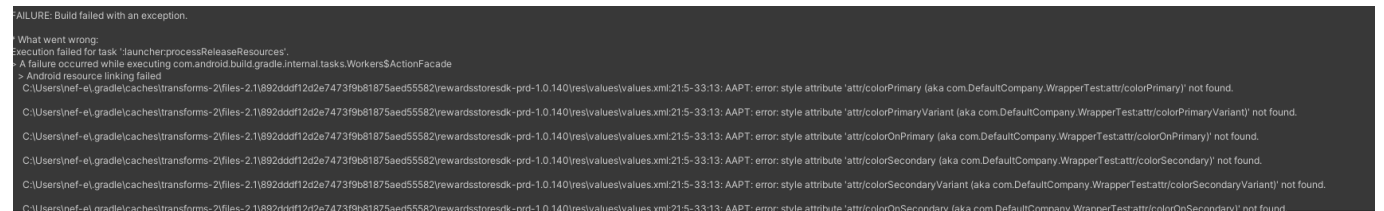
Reference the `StartStore` and `ShowStoreFromPreload` functions from another Unity script or invoke them through an event, for example, a button click.

Notes and Known Errors

Issue	Dealing with the iOS plugins ("Cannot include plugin..." error when building)
Description	This error occurs if the Plugins folder's contents remain unchanged when attempting a build for any platform. The problem occurs because Unity is unable to simultaneously build for both the simulator and real devices due to their shared processor architecture. This limitation persists even when not building for iOS, as the engine cannot merge both plugins for compilation.
Solution	Remove the ios-arm64_x86_64-simulator folder from the Loyalty Center SDK > Plugins > iOS > RewardsStoreSDK.xcframework directory.



Issue	Android plugin gradle build fails ("attr/onColorPrimary..." error when building)
Description	This issue arises when the necessary theme properties are missing in the Unity build and player settings, leading to a conflict with the AndroidManifest.xml file.
Solution	If specifying your manifest and overriding the android:theme property doesn't resolve the problem, refer to the Android Installation Guide Documentation and Android SDK Usage Guide Documentation for proper setup of your gradle files in Unity. Also, delete the .aar plugin that comes with this Unity package; ensure that the version in your gradle file matches the one included in the package.



Adding Loyalty Center Assembly Definition Files (.asmdef) to Your Project

To add the Loyalty Center's functionalities into your Unity project, it is essential to do the following to add and configure the **loyaltycenter.asmdef** assembly definition file:

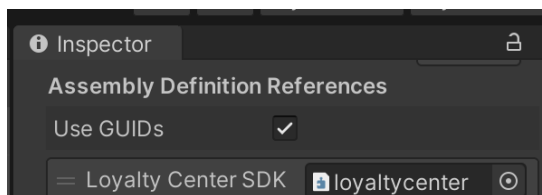
1. Ensure you have the **loyaltycenter.asmdef** file located at **./Packages/LoyaltyCenter/Runtime/loyaltycenter.asmdef**. If it is not present, verify that you have downloaded the Loyalty Center Package.
2. Add the reference in your **.asmdef** file:

1. In the **Project** window, select your **.asmdef** file (the consumer assembly) that must reference **loyaltycenter.asmdef**.

2. In the **Inspector** window, scroll down to the **Assembly Definition References** section.

3. Click the **+** button to add a new reference. A new empty reference slot will appear.

4. Click the circle icon on the right-side of the new reference slot to open the **Select Object** window.
5. Find and select **loyaltycenter.asmdef** from the list. This action links your assembly with the **loyaltycenter** functionality.



3. Save and apply the changes. After adding the reference, ensure you save your project. Unity automatically compiles the changes, integrating the **loyaltycenter** functionality into the designated assembly.

Loyalty Center SDK Privacy Manifest

Note: Typically, you merge your privacy manifest with ours. The playAWARDS privacy manifest is currently empty, so there is no work for you to do at this time.

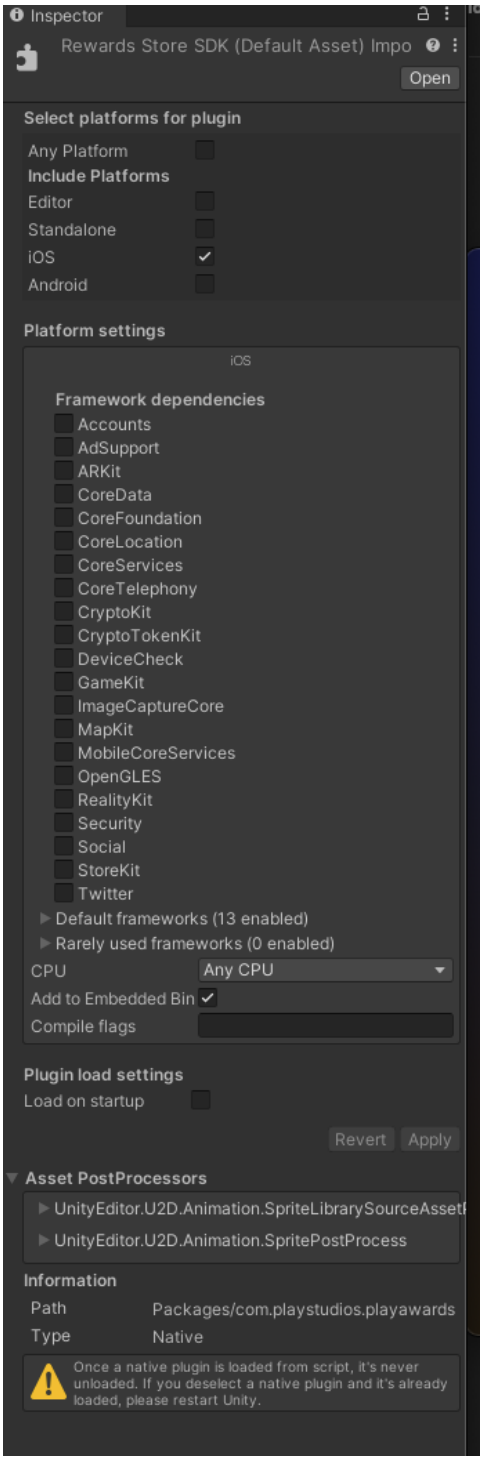
Apple's new development guidelines state the importance of users' privacy and developer transparency, which is why since April 2024, all applications are required to declare their privacy manifest to get approval for the App Store. This is crucial to know since the Loyalty Center SDK makes use of certain user data for Rewards customization, analytics, and to improve the overall user experience inside the game.

Our Privacy Manifest

You can find the **PrivacyInfo.xcprivacy** file at the root of the **RewardsStoreSDK.framework** folder. The file is an XML declaring what information we intend to track and use and with what purpose. Refer to this file for any questions regarding the store's data tracking needs as well as if any manual merging is required with your own app's **.xcprivacy** file.

Unity-Based Games

For Unity, the integrators have access to the official playAWARDS SDK Unity Wrapper. We handle the correct **RewardsStoreSDK.framework.meta** file configuration for the final manifest to be included and embedded into the final build. Do not modify this or other files under the **Plugins** folder, as they have been carefully set up to work with their appropriate platforms. Even so, if a change on this file is needed, take note of the following configuration to ensure that **Add to Embedded Binary** is selected:



Error Catalog

Unity Console

Issue	error CS0103: The name StartStore does not exist in the current context
Error	Assets/Scripts/Cube.cs(30,9): error CS0103: The name StartStore does not exist in the current context
Solution	Verify that the C# script calling the SDK contains the following lines: <code>[DllImport("__Internal")]</code> <code>staticexternlongStartStore(stringuserCode,stringenvironment="");</code>

Issue	Error loading {Project path}/StoreiOSPOC.app
Error	[general] Error loading {Project path}/StoreiOSPOC.app/Frameworks/UnityFramework.framework/UnityFramework (232): dlopen({Project path}/StoreiOSPOC.app/Frameworks/UnityFramework.framework/UnityFramework, 0x0109): Library not loaded: @rpath/RewardsStoreSDK.framework/RewardsStoreSDK
Solution	The folder with the playAWARDS iOS SDK framework, for example, RewardsStoreSDK.framework has been added to the Assets/Plugins/iOS path, but in the Inspector tab the Add to Embedded Binaries option must be selected. Click Apply .