

# FBLnI (Facebook Leaderboard and Custom Invite Dialog Made easy)

**Please Note FBLnIMadeEasy is based on Facebook Official SDK for Unity**

**FB SDK Version 6.2.2 compatible with Unity 4.6.5 and above version of**

**Unity 4.6 FB SDK Version 7.4.0 compatible with Unity 5.1.0 and above**

## **Getting Started**

Please download and import Official Facebook SDK for Unity3D Latest Version (7.4.0 for Unity 5 and Version 6.2.2 for Unity 4) from the following Link:

<https://developers.facebook.com/docs/unity>

Create your App on <https://developers.facebook.com>

Make sure to select it Game in category.

From the Facebook menu bar in the Unity Editor select Edit Settings and Fill in the details of AppName and AppId from the Facebook Developer Console.

**Mac OSX** users don't have to do anything to get Debug Android key hash.

**Windows** Users need to install OpenSSL and have to put the bin directory inside the Path Environmental variable, also need to have the Java and Android SDK directory path in the Path Environmental variable.

**For Android:** copy Package name, class name and Debug Android Key hash and paste it on the Facebook developer console to properly configure your game. Please go to the following link for more information

<https://goo.gl/wZZpaI>

**For iOS:** Not any major steps required.

## Brief Description

This asset gives you custom Invite dialogs like in Candy Crush or other King Games. The invite button takes the chosen users and then send them invite through native Facebook dialog. If you have enabled Friction less Request you'll see the native Facebook dialogues only once. Your game must have canvas implementation for the invite Dialog to work as the Invitable\_friends is a game- only feature and the game must have a canvas implementation.

The needed facebook permissions are user\_friends and publish\_actions with the included public\_profile permission that is enable for every Facebook game. The game uses Unity 4.6 new UI Features to create a Custom dynamically scrolling and increasing list view (Like in Android or iOS). The List View holds and display the Leaderboard and Invite Friends dialogue contents by fetching and loading data to the List Items. The Name space is GS (GameSlyce). You can easily call methods by passing reference to your own game script or by making the Main Class GS.FBManager singleton.

The package includes whole source code and hence fully customizable for your very specific needs.

First add the Main Scene from FBManager>Demo Folder, Open Scene named "Main" and hit play to see work in action.

## NameSpace

Name of the namespace is **GS**

## Main Classes

- **FBManager**

This class handles and perform all the task needed to show Custom invite dialogues, Leaderboard by loading data from Facebook server and displaying it in the Main Scene.

- **ListItemInvite**

This class manages displaying custom dynamic list view to show Custom invite dialogues from your Unity game.

- **ListItemLeaderboard**

This class Shows leaderboards generated by retrieving score from Facebook server using Facebook score API. This scripts displaying and handling user's photo, score and name.

- **Util**

The Util script helps in getting and setting score and related information to the Facebook server.

- **Constants**

The Script helps you set your app related settings, Like Sharing and Invite Dialog messages and titles.

## **Help and Support**

The code is minimal and self-explanatory with comments so you can easily understand it and further customize it if. Contact if you need additional help:

**More Assets from GameSlyce Design:** <https://goo.gl/0xSQ9L>

**More Assets from GameSlyce:** <https://goo.gl/D6XvPE>

**Email:** [info.gameslyce@gmail.com](mailto:info.gameslyce@gmail.com)

**Facebook:** <https://www.facebook.com/gameslyce>