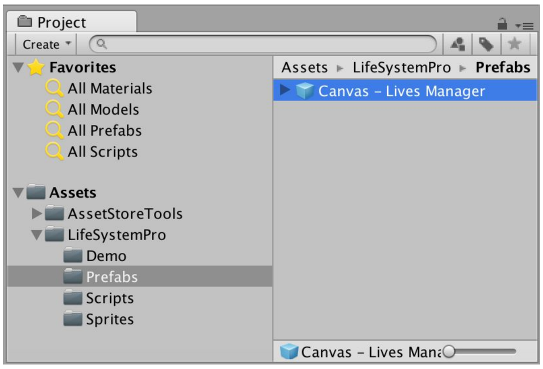
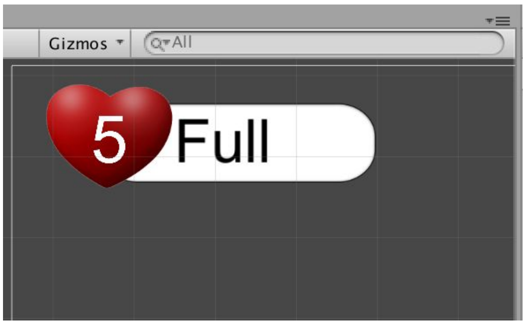
Life System Pro v1.0
User Guide

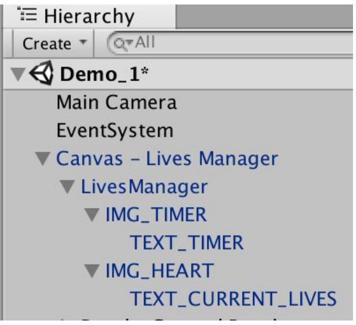
Setup

How do I setup a new scene?

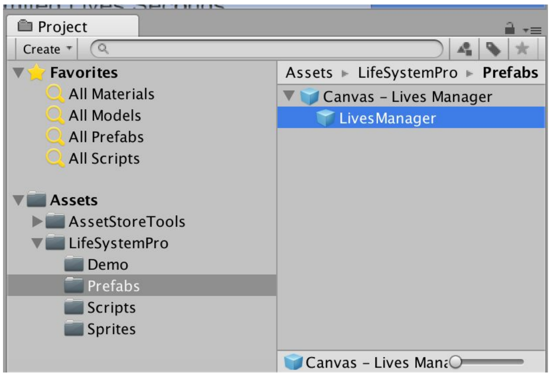
Simply drag-n-drop the “Canvas - Lives Manager” prefab found under “Prefabs” folder, into your scene.







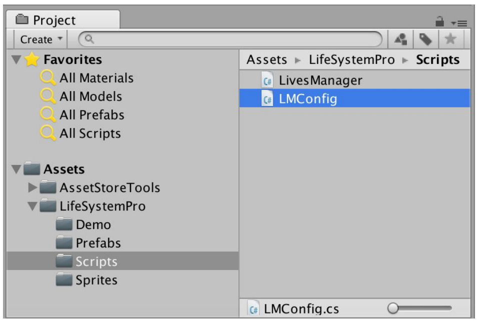
If you already have a canvas object into your scene, expand the “Canvas - Lives Manager” and only drag the “LivesManager” prefab into the scene.

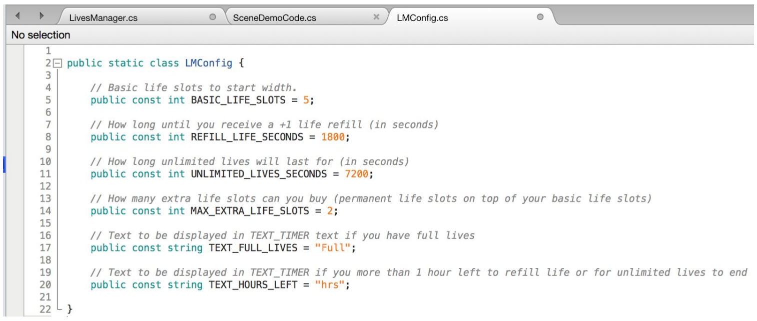


If you are having trouble, just watch our short quick setup tutorial video on youtube:
https://youtu.be/4rEBR5EOIxs

Changing Config Values

All config values can be found in LMConfig.cs

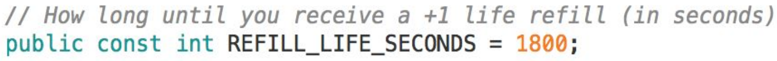




```

public static class LMConfig {

    // Basic life slots to start width.
    public const int BASIC_LIFE_SLOTS = 5;

    // How long until you receive a +1 life refill (in seconds)
    public const int REFILL_LIFE_SECONDS = 1800;

    // How long unlimited lives will last for (in seconds)
    public const int UNLIMITED_LIVES_SECONDS = 7200;

    // How many extra life slots can you buy (permanent life slots on top of your basic life slots)
    public const int MAX_EXTRA_LIFE_SLOTS = 2;

    // Text to be displayed in TEXT_TIMER text if you have full lives
    public const string TEXT_FULL_LIVES = "Full";

    // Text to be displayed in TEXT_TIMER if you more than 1 hour left to refill life or for unlimited lives to end
    public const string TEXT_HOURS_LEFT = "hrs";

}
```

How do I change the time a life needs to regenerate?

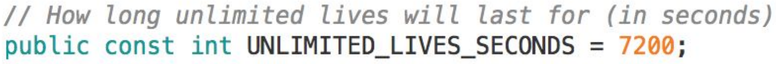
Simply modify the REFILL_LIFE_SECONDS constant in LMConfig.cs. The default value is set to 30mins (1800 seconds)



```
// How long until you receive a +1 life refill (in seconds)
public const int REFILL_LIFE_SECONDS = 1800;
```

How do i change the time “Unlimited Lives” are enabled after activation?

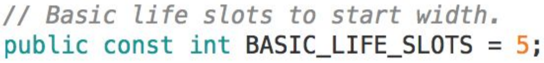
Simply modify the UNLIMITED_LIVES_SECONDS constant in LMConfig.cs. The default value is set to 2hrs (7200 seconds)



```
// How long unlimited lives will last for (in seconds)
public const int UNLIMITED_LIVES_SECONDS = 7200;
```

I want the user to start the game with 6 life slots instead of 5.

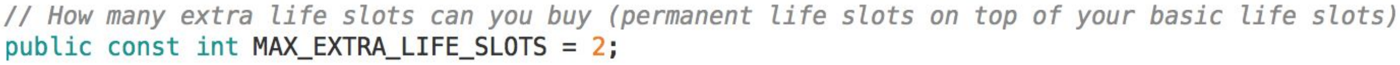
Simply change the BASIC_LIFE_SLOTS constant in LMConfig.cs from 5 to 6. The default value is set to 5 life slots.



```
// Basic life slots to start width.
public const int BASIC_LIFE_SLOTS = 5;
```

I want the user to be able to buy only 1 extra life slot instead of 2.

Simply change the MAX_EXTRA_LIFE_SLOTS constant in LMConfig.cs from 2 to 1. The default value is set to 2 extra life slots.



```
// How many extra life slots can you buy (permanent life slots on top of your basic life slots)
public const int MAX_EXTRA_LIFE_SLOTS = 2;
```

Using LivesManager.cs

This section assumes that the setup section has been followed and all required prefabs have already been added to the scene.

How do I get the LivesManager object in code.

```
LivesManager lm = null;


// Get LivesManager object from the scene
GameObject gameObject = GameObject.Find ("LivesManager");

// If gameObject object exist, get LivesManager component
if (gameObject != null)
        lm = gameObject.GetComponent<LivesManager> ();
```

How do I know if the user has enough lives to play?

Use the **canPlay()** method. If you have more than 0 lives or unlimited lives, this method will return true and you can take the user in the game scene. If the method returns false, show your “Out of Lives” popup.

```
if (lm.canPlay ()){
        // ToDo: Take user to game scene or show him the “Play” Popup
} else {
        // ToDo: Show the “Out of Lives” popup.
}
```

How do I know if I should show the “Refill All Lives” button?

Use the **canRefillLives()** method. If this method returns true, it means you should show the button.

```
if (lm.canRefillLives ()) {
        // ToDo: Show “Refill All Lives” button.
}
```

How do I know that Unlimited Lives are not already active so that I can show the “Get Unlimited Lives” button.

Use the **canGetUnlimitedLives()** method. If it’s true, means the unlimited lives are not already active.

```
if (lm.canGetUnlimitedLives ()) {
        // ToDo: Show “Get Unlimited Lives” button.
}
```

How do I know that the user can buy more extra live slots in order to show him the “Get Extra Life Slot” button?

Use the **canGetExtraLifeSlot ()** method.

```
if (lm.canGetExtraLifeSlot ()) {
        // ToDo: Show “Get Extra Life Slot” button.
}
```

The user has played and lost. How do i remove him a life?

Use the **looseOneLife()** method.

```
lm.looseOneLife ();
```

The user has purchased the “Unlimited Lives” package. What should I do?

Call the getUnlimitedLives() method.

```
lm.getUnlimitedLives ();
```

The user has purchased the “Extra Life Slot” package. What should I do?

Call the getExtraLifeSlot() method.

```
lm.getExtraLifeSlot ();
```

The user has purchased the “Refill All Lives” package. What should I do?

Call the refillAllLives() method.

```
lm.refillAllLives ();
```

I want to refill only 1 life. How do I do that?

Simply call the refillOneLife () method.

```
lm.refillOneLife ();
```

Scheduling Notifications

How to I know when to schedule life notifications?

Use the canRefillLives() method. It this method returns true, it means you should schedule notifications.

If the user is left with 0 lives, I want to know in how many seconds 1 life will be refilled to send him a notification?

Use the getRefillSecondsLeft() method. It returns the number of seconds left for 1 life to be re-filled.

```
If (lm.canRefillLives());
     myClass.SendNotification(getRefillSecondsLeft());
```

If the user is left with 0 lives, I want to know in how many seconds all life will be refilled to send him a notification?

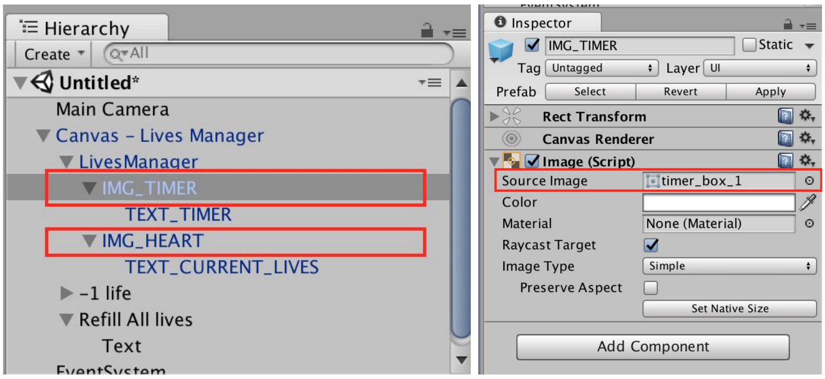
Use the getFullRefillSecondsLeft() method. It returns the number of seconds left for all lives to be re-filled.

```
If (lm.canRefillLives());
       myClass.SendNotification(getFullRefillSecondsLeft());
```

Reskin

How do i change the look of the LivesManager?

Under hierarchy tab, find the IMG_TIMER and IMG_HEART components and replace their source image with a different one.



Untitled*
Main Camera
Canvas - Lives Manager
LivesManager
IMG_TIMER
TEXT_TIMER
IMG_HEART
TEXT_CURRENT_LIVES
-1 life
Refill All lives
Text
EventSystem

☑ IMG_TIMER □ Static
Tag Untagged Layer UI
Rect Transform
Canvas Renderer
☑ Image (Script)
Source Image timer_box_1
Color
Material None (Material)
Raycast Target ☑
Image Type Simple
Preserve Aspect □

General

I need a functionality that is not supported. What should i do?

We apologise for the trouble. Please contact us at crodekstudios@gmail.com and we will be glad to help you out.

Thank you for purchasing Life System Pro.

If you are satisfied with our quality and want to support us,
please leave us an honest review and rating! :)