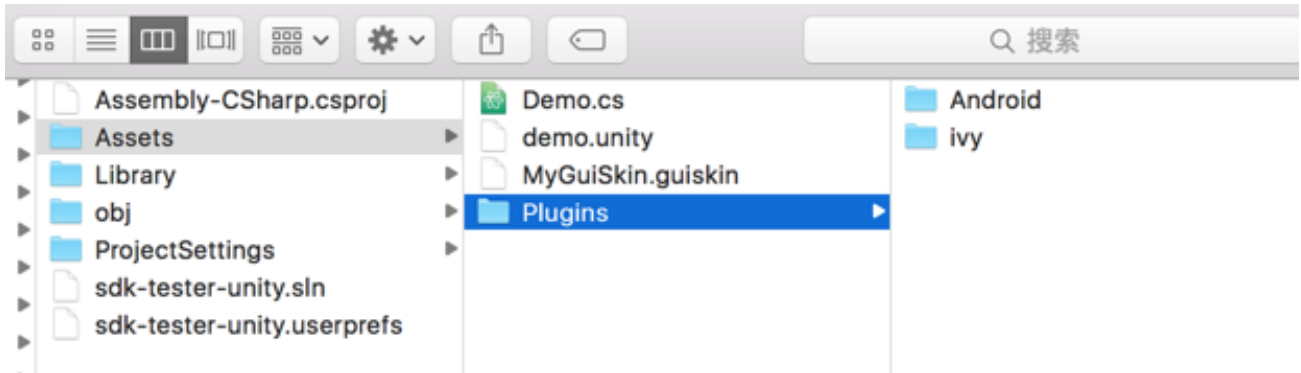


RiseSDK for Unity3D

1, Copy the folder named Plugins into your Unity3D project Assets folder



2, Call the Init function in a gameObject's Awake function in your initialize scene

```
void Awake() {  
    RiseSdk.Instance.Init();  
    // when you want to use IAP or reward ad  
    // then you should define this function  
    // see step 4 and 5  
    InitListeners();  
}
```

3, Call the functions in need

```
// show start ad when you want  
RiseSdk.Instance.ShowAd(RiseSdk.M_START);  
  
// show pause ad when you want  
RiseSdk.Instance.ShowAd(RiseSdk.M_PAUSE);  
  
// show custom ad when you want  
RiseSdk.Instance.ShowAd(RiseSdk.M_CUSTOM);  
  
// show banner in the bottom center position of your phone  
RiseSdk.Instance.ShowBanner(RiseSdk.POS_BANNER_MIDDLE_BOTTOM);  
  
// close banner  
RiseSdk.Instance.CloseBanner();
```

```

// exit game
RiseSdk.Instance.OnExit();

// ask the player to give your game a 5 stars rating
RiseSdk.Instance.Rate ();

// ask the player to share your game with his friends
RiseSdk.Instance.Share();

// show more game to the player
RiseSdk.Instance.ShowMore();

// track events
RiseSdk.Instance.TrackEvent ("your category", "your action", "your label", 1);

// get server data for your game if needed
string data = RiseSdk.Instance.GetExtraData ();

```

4, When you want to use google checkout, then you should do this:

```

void InitListeners() {
    RiseSdkListener.OnPaymentEvent -= OnPaymentResult;
    RiseSdkListener.OnPaymentEvent += OnPaymentResult;
}

void OnPaymentResult(bool success, int billId) {
    if (success) {
        switch (billId) {
            case 1:// the first billing Id success
                break;
            case 2:// the second billing Id success
                break;
        }
        Debug.LogError("On billing success : " + billId);
    } else {
        Debug.LogError("On billing failure : " + billId);
    }
}

```

then call Pay function to launch payment flow

```
RiseSdk.Instance.Pay(billId);
```

5, when you want to use reward ad, then you should do:

```
void InitListeners() {  
    RiseSdkListener.OnRewardAdEvent -= GetFreeCoin;  
    RiseSdkListener.OnRewardAdEvent += GetFreeCoin;  
}  
  
void GetFreeCoin (int rewardId){  
    switch(rewardId) {  
        case 1:  
            // you can add random golds, eg. 10  
            player.gold += 10;  
            break;  
    }  
    Debug.LogError ("free coin: " + rewardId);  
}
```

and now you can call

```
// show reward ad  
RiseSdk.Instance.ShowRewardAd(rewardId);  
  
// determine whether exists reward ad  
bool yes = RiseSdk.Instance.HasRewardAd();  
if (yes) {  
    setRewardButtonEnable();  
} else {  
    setRewardButtonDisable();  
}  
...
```

6, When you want to use SNS, eg. facebook to login, you should do this:

```
void InitListeners() {  
    RiseSdkListener.OnSNSEvent -= OnSNSEvent;  
    RiseSdkListener.OnSNSEvent += OnSNSEvent;  
}
```

```

void OnSNSEvent(bool success, int eventType, int extra) {
    switch (eventType) {
        case RiseSdk.SNS_EVENT_LOGIN:
            Debug.LogError ("login: " + success);
            break;

        case RiseSdk.SNS_EVENT_INVITE:
            Debug.LogError ("invite: " + success);
            break;

        case RiseSdk.SNS_EVENT_LIKE:
            Debug.LogError ("like success? " + success);
            break;

        case RiseSdk.SNS_EVENT_CHALLENGE:
            int friendsCount = extra;
            Debug.LogError ("challenge: " + friendsCount);
            break;
    }
}

```

and then you can do this:

```

// when you want to login
RiseSdk.Instance.Login();

// when you want to log out
RiseSdk.Instance.Logout();

// determine is login
RiseSdk.Instance.IsLogin();

// invite friends
RiseSdk.Instance.Invite ();

// like facebook page
RiseSdk.Instance.Like ();

// challenge your friends
RiseSdk.Instance.Challenge ("your see", "speed coming...");

```

```
// get self profile
string mesting = RiseSdk.Instance.Me ();
// friends is a Hashtable, {"id":"xxx", "name":"xxx", "picture":"/sdcard/.cache/xxxxx"}
object me = MiniJSON.jsonDecode (mesting);

// get friend list
string friendstring = RiseSdk.Instance.GetFriends ();
// friends is an ArrayList, [{"id":"xxx", "name":"xxxx", "picture":"/sdcard/.cache/xxxxx"}, ...]
object friends = MiniJSON.jsonDecode (friendstring);
```

7, Congratulations, it's done, when you run your game in your android phone or emulator, your will see some toast information like this:

