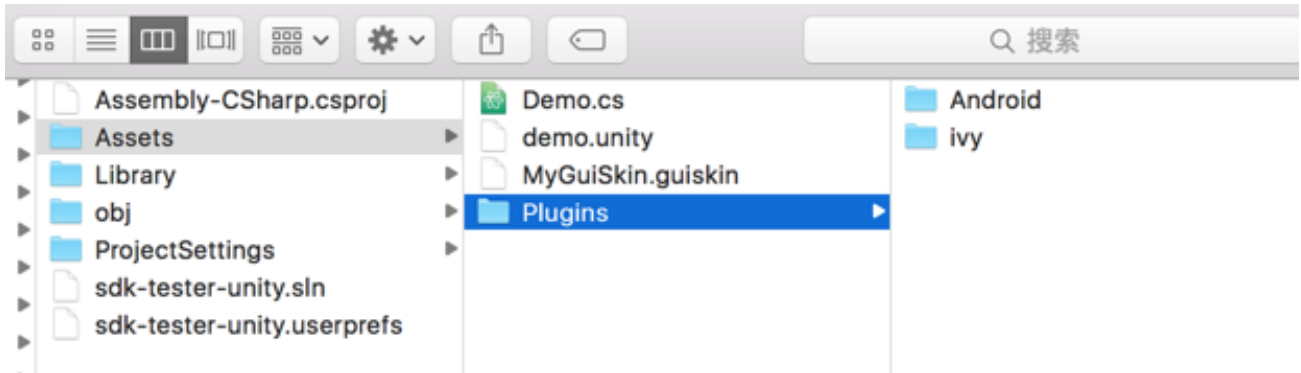# RiseSDK for Unity3D

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();
```

```csharp
// 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:

```csharp
void InitListeners() {
    RiseSdkListener.OnPaymentSuccessEvent -= OnPaymentSuccess;
    RiseSdkListener.OnPaymentSuccessEvent += OnPaymentSuccess;
    RiseSdkListener.OnPaymentFailureEvent -= OnPaymentFailure;
    RiseSdkListener.OnPaymentFailureEvent += OnPaymentFailure;
}

private void OnPaymentSuccess(int billingId) {
    // payment success, do something
    switch(billingId) {
    case 1:// the first billing Id success
        break;
    case 2:// the second billing Id success
        break;
    }
    Debug.LogError("On billing success : " + billingId);
}

private void OnPaymentFailure(int billingId) {
    Debug.LogError("On billing failure : " + billingId);
}
```

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.GetRewardAdSuccessEvent -= GetFreeCoin;
    RiseSdkListener.GetRewardAdSuccessEvent += 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, Congratulations, it's done, when you run your game in your android phone or emulator, your will see some toast information like this:

GetData	Track Event
Do Billing	Show MoreGame
Show FreeCoin	Share

show full ad: pause