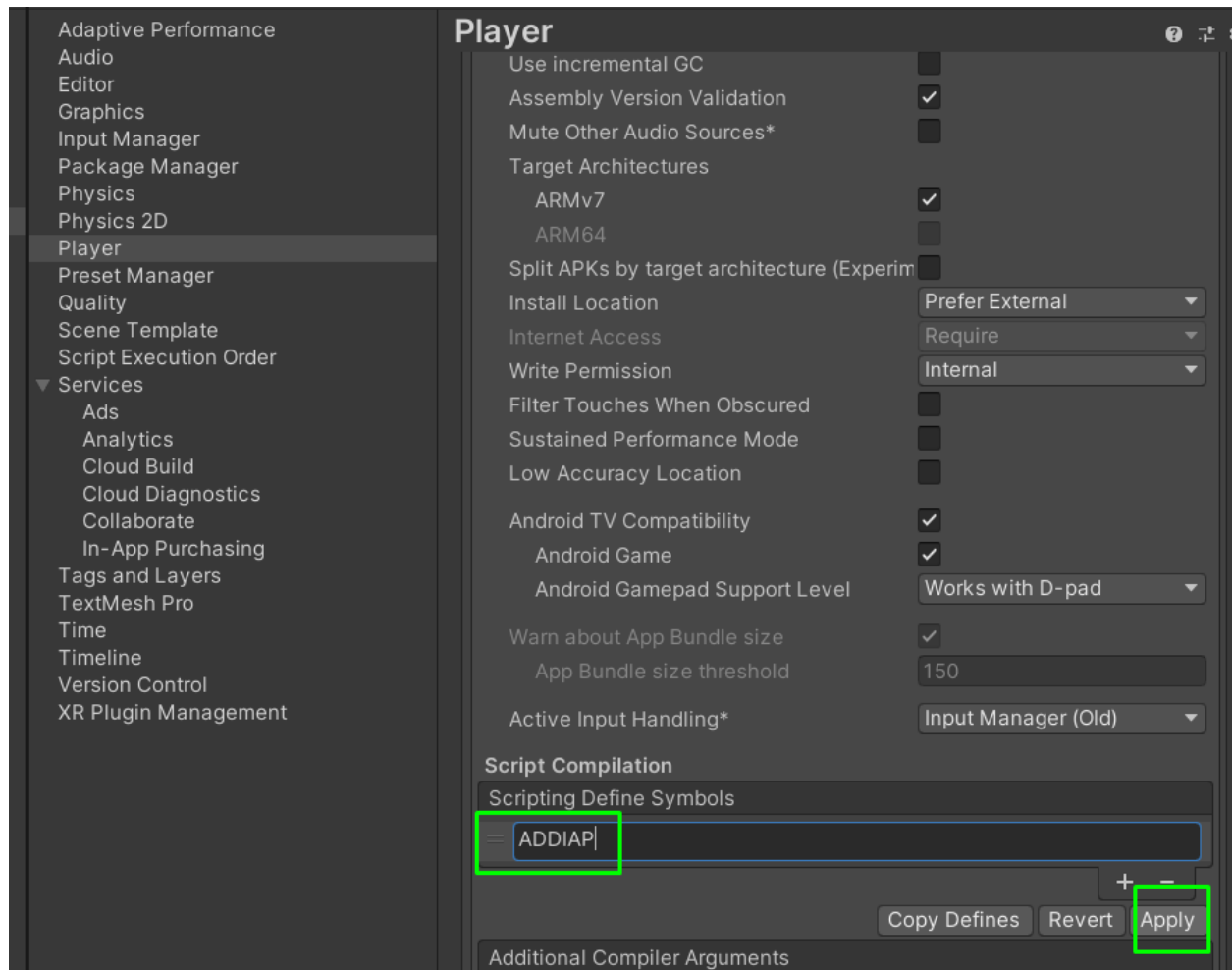


IAP

- 1) you need to activate unity IAP service and import IAP plugin

don't forget to add ADDIAP scripting symbol

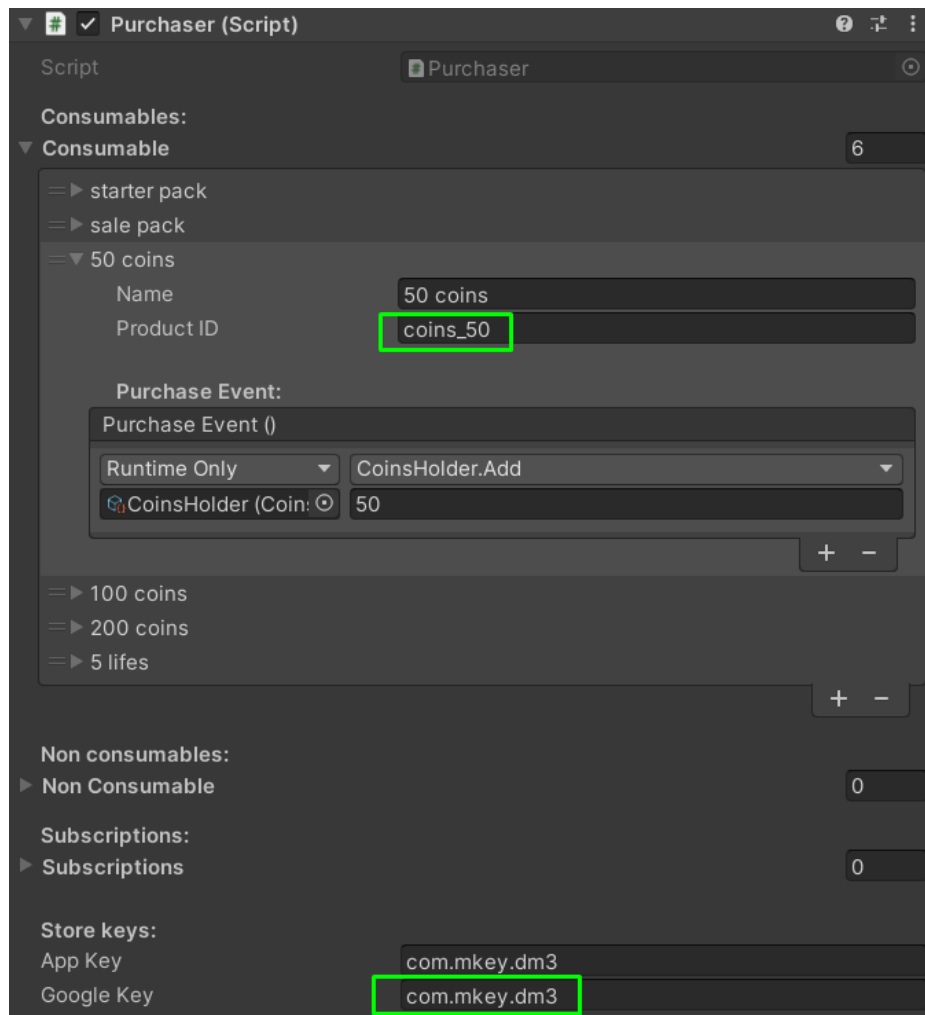


- 2) add your iap IDs to google play side (unity manual

<https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>)

<https://docs.unity3d.com/Manual/UnityIAPAppleConfiguration.html>

you need to add full id, as example:



full product ID: com.mkey.dm3.coins_50

3) IAPs work only after publishing and submitting your app on google play
how to test read here: <https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>