Hi!

If you read this document so you bought my asset!

In this asset everything are simple. Code is easy and has summaries.

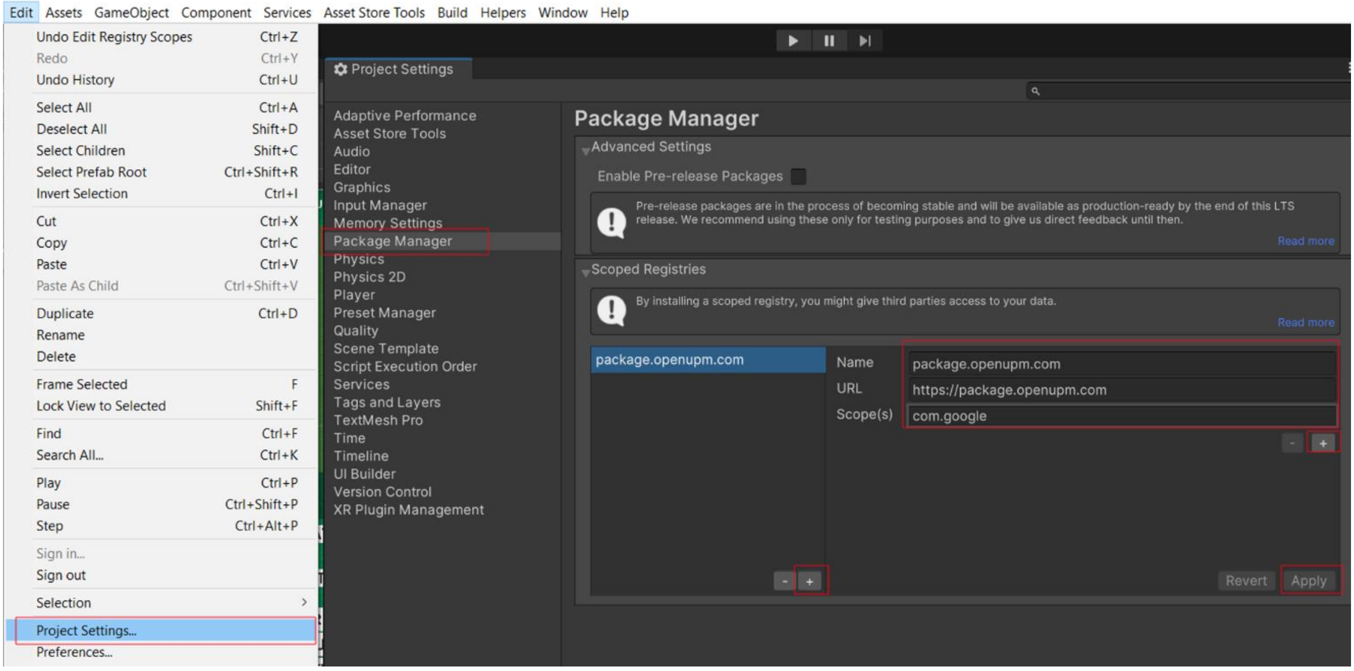
1) In the version of asset **5.0.0** and **earlier** we should install **Google Admob package** downloading the latest version of Admob plugin for Unity from here https://github.com/googleads/googleads-mobile-unity/releases/tag/v8.5.3 and open asset in **Unity 2021** and upper (because of it is a requirement for Admob plugin) then we should complete import **GoogleMobileAds.unitypackage** to project. And finish steps from guide here: https://developers.google.com/admob/unity/start
2) Starting from version **5.1.0** I register dependencies to external packages into manifest:
   - **" *com.google.ads.mobile*"**
   - **"*com.unity.nuget.newtonsoft-json*"**
   - **"*com.google.external-dependency-manager*"**

   So if you have already imported Json .Net or Google Mobile Ads package please **remove** it from your project.
3) Go to ***Edit*** → ***Project Settings*** → ***Package Manager*** → ***Create new registry*** for **openupm** and add scopes:

   Name: doesn't matter

   URL: **https://package.openupm.com**

   Scopes: **com.google**



Package Manager

Advanced Settings

Enable Pre-release Packages ☐

Pre-release packages are in the process of becoming stable and will be available as production-ready by the end of this LTS release. We recommend using these only for testing purposes and to give us direct feedback until then.

Scoped Registries

By installing a scoped registry, you might give third parties access to your data.

package.openupm.com

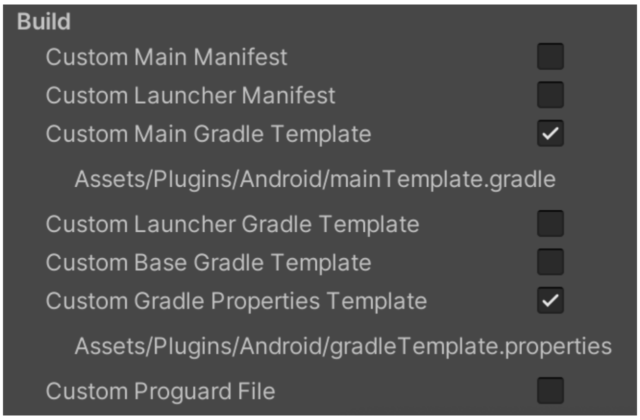
Name: package.openupm.com

URL: https://package.openupm.com

Scope(s): com.google

4) Also we should upgrade Unity to **2022 LTS** to completely build project for mobile.

5) Go to Project Settings > Player > Android > Publishing Settings > Build and select:



Build

Custom Main Manifest ☐

Custom Launcher Manifest ☐

Custom Main Gradle Template ☑

Assets/Plugins/Android/mainTemplate.gradle

Custom Launcher Gradle Template ☐

Custom Base Gradle Template ☐

Custom Gradle Properties Template ☑

Assets/Plugins/Android/gradleTemplate.properties

Custom Proguard File ☐

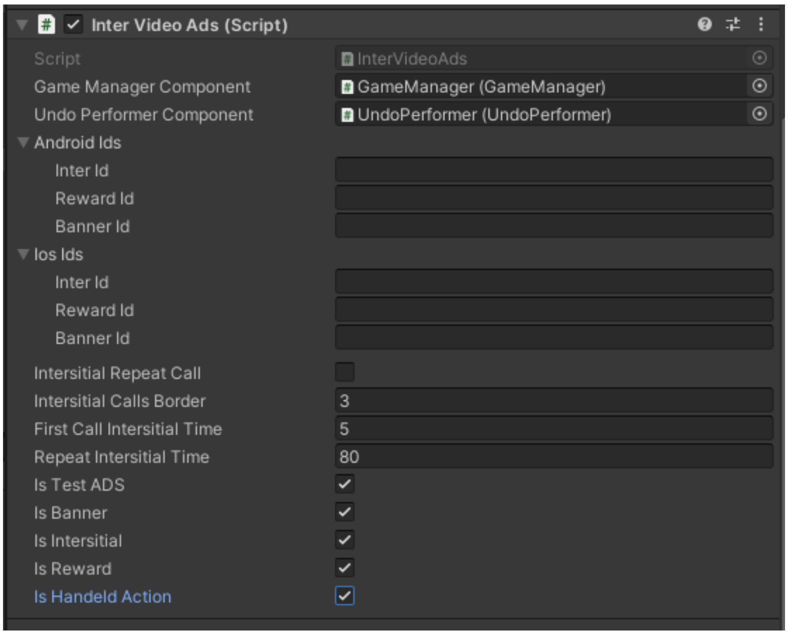
6) In the Unity editor click **for Android**:

Menu→Assets→External Dependency Manager→Android Resolver→Force Resolve.

For iOS:

Menu→Assets→External Dependency Manager→ iOS Resolver → Install Cocoapods

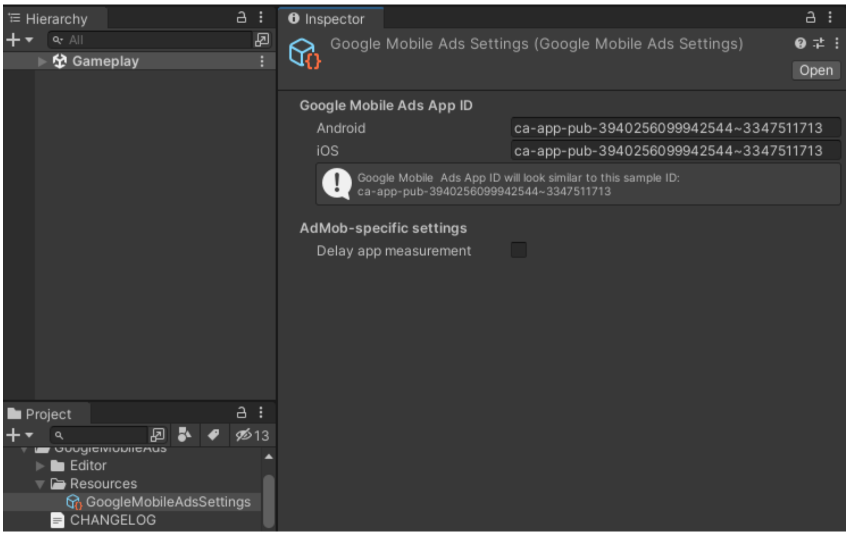
7) Then to show advertisement in your build you need to change advertisement id. Open **InterVideoAds**.cs script in the scene, (It was added to object **AdsManager**) and change it there.



Inter Video Ads (Script)

Script: InterVideoAds
Game Manager Component: GameManager (GameManager)
Undo Performer Component: UndoPerformer (UndoPerformer)
Android Ids
Inter Id:
Reward Id:
Banner Id:
Ios Ids
Inter Id:
Reward Id:
Banner Id:
Intersitial Repeat Call ☐
Intersitial Calls Border: 3
First Call Intersitial Time: 5
Repeat Intersitial Time: 80
Is Test ADS ☑
Is Banner ☑
Is Intersitial ☑
Is Reward ☑
Is Handeld Action ☑

And ***GoogleMobileAdsSettings.asset***



Google Mobile Ads Settings (Google Mobile Ads Settings)

Google Mobile Ads App ID
Android: ca-app-pub-3940256099942544~3347511713
iOS: ca-app-pub-3940256099942544~3347511713

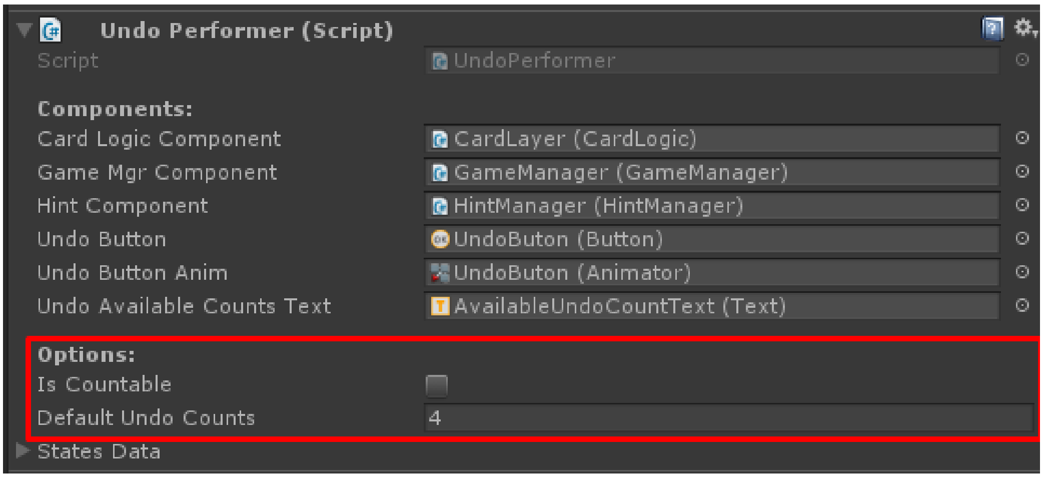
Google Mobile Ads App ID will look similar to this sample ID: ca-app-pub-3940256099942544~3347511713

AdMob-specific settings
Delay app measurement ☐

8) For activating test ADS you should set **IsTestADS** variable to **TRUE** before play (like on screen). For deactivating test ADS you should set **IsTestADS** variable to **FALSE** before play.

Undo

Undo logic has option for counting available uses. When counter equals 0 for getting additional uses user should watch Rewarded video. More information in videos at asset page.



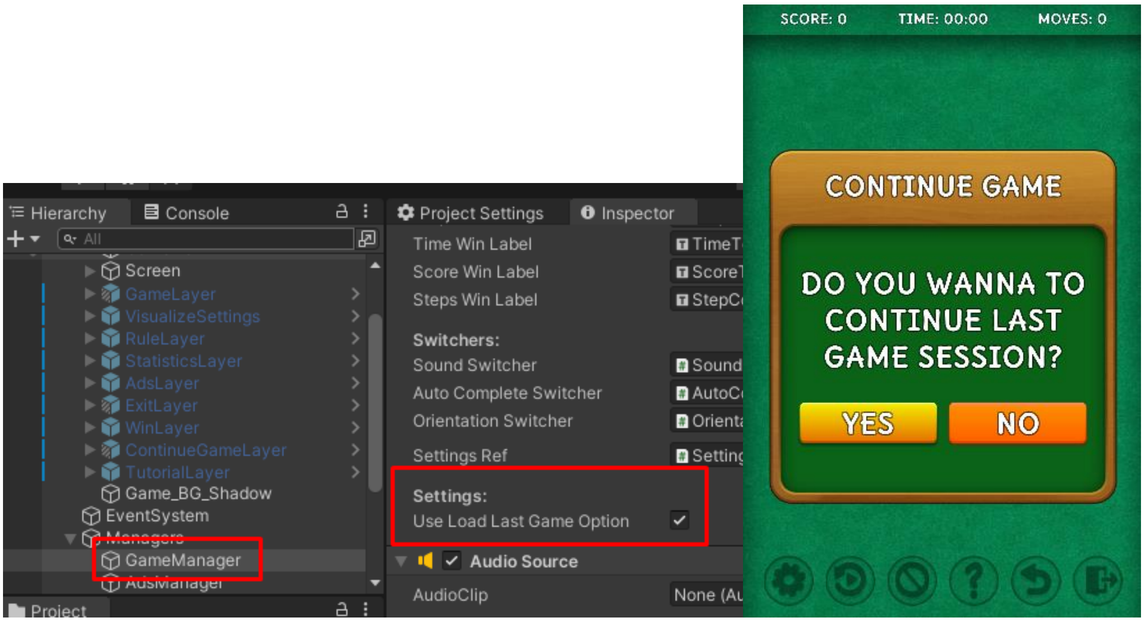
Undo Performer (Script)

Script	UndoPerformer
Components:	
Card Logic Component	CardLayer (CardLogic)
Game Mgr Component	GameManager (GameManager)
Hint Component	HintManager (HintManager)
Undo Button	UndoButon (Button)
Undo Button Anim	UndoButon (Animator)
Undo Available Counts Text	AvailableUndoCountText (Text)
Options:	
Is Countable	□
Default Undo Counts	4
States Data	

Last game option

You can enable/disable it at **GameManager** component.

Principle of work: User open new game session. When user close application the system save last game state(decks, cards, score, time, steps). When user open game again the system show popup:



Time Win Label	TimeT
Score Win Label	ScoreT
Steps Win Label	StepC
Switchers:	
Sound Switcher	Sound
Auto Complete Switcher	AutoC
Orientation Switcher	Orienta
Settings Ref	Setting
Settings:	
Use Load Last Game Option	☑

☑ Audio Source

AudioClip None (Au

SCORE: 0 TIME: 00:00 MOVES: 0

CONTINUE GAME

DO YOU WANNA TO CONTINUE LAST GAME SESSION?

Hand orientation mode

Include two modes: **Left-handed** and **Right-handed**

You can enable/disable this feature in VisualizeSettings window.

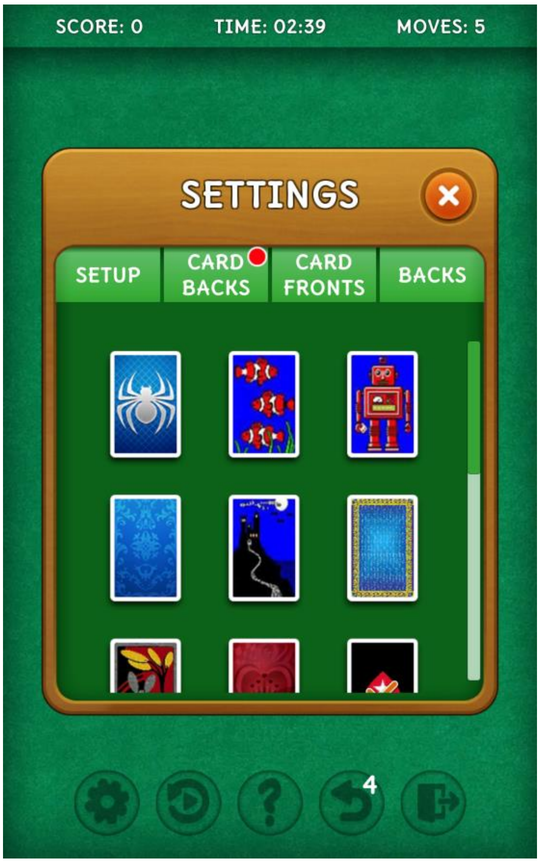
Auto Complete

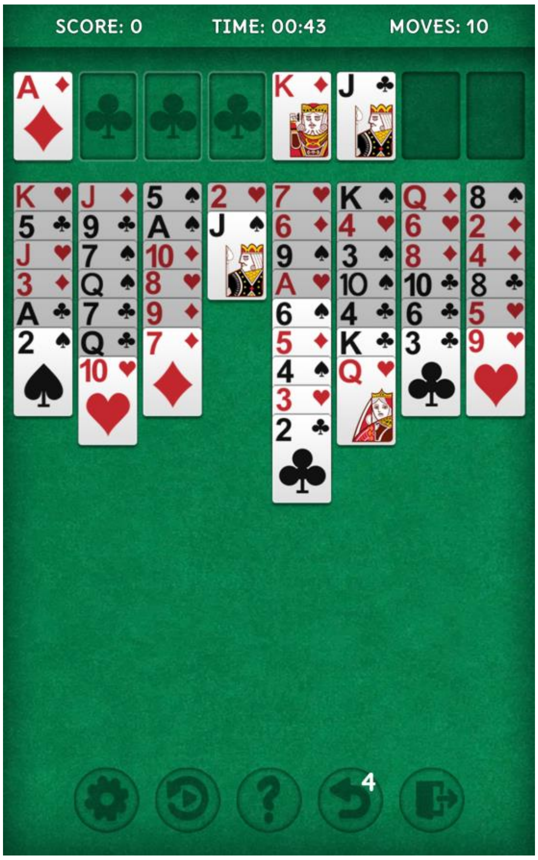
Include two modes: **FullGameSession** and **OnlyWhenAllDecksClear.**

FullGameSession mode appear auto complete button every time when user has available move during the game session

OnlyWhenAllDecksClear mode appear auto complete button only in the end of game when all cards is can drag by user just for win game.

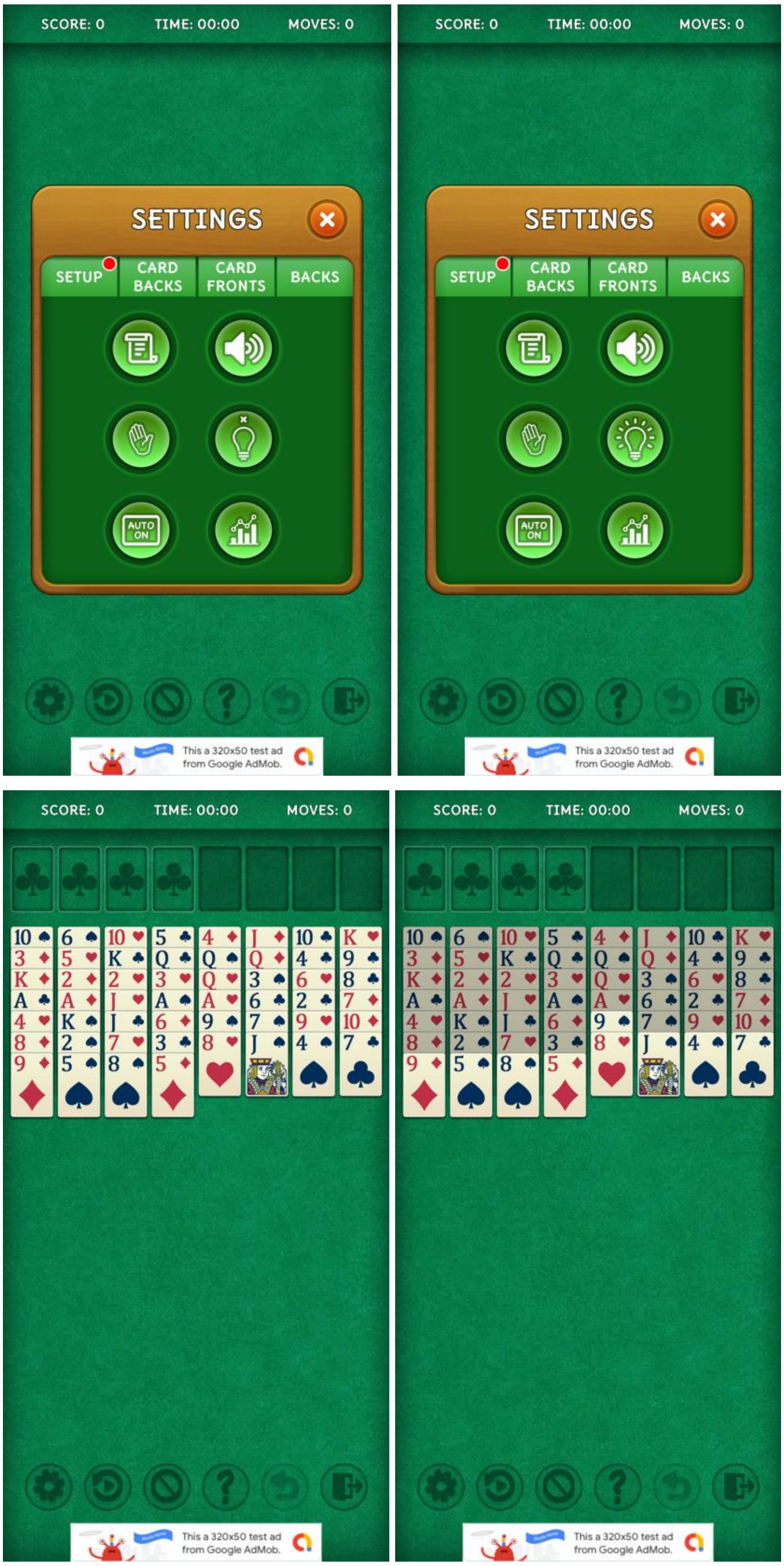
You can enable/disable this feature in VisualizeSettings window.



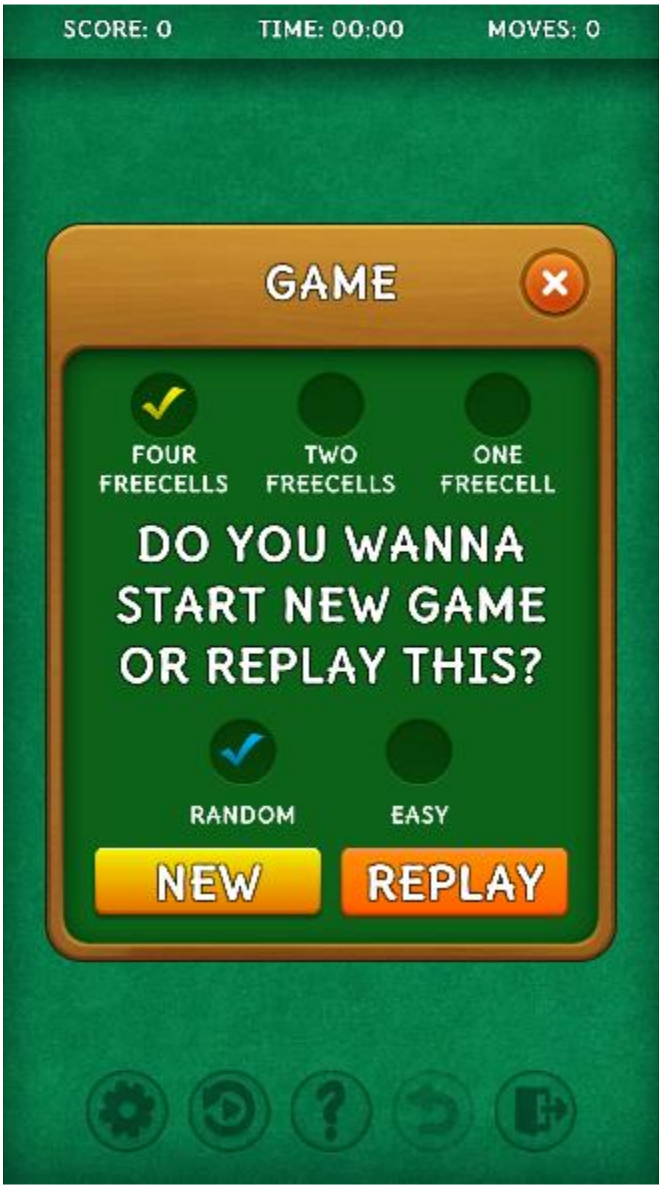


Highlighting cards

You can **Turn On/Off** highlighting cards which are available for move by toggle in VisualizeSettings window.



Free cells amount and modes



SCORE: 0 TIME: 00:00 MOVES: 0

GAME

☑ FOUR FREECELLS ○ TWO FREECELLS ○ ONE FREECELL

DO YOU WANNA START NEW GAME OR REPLAY THIS?

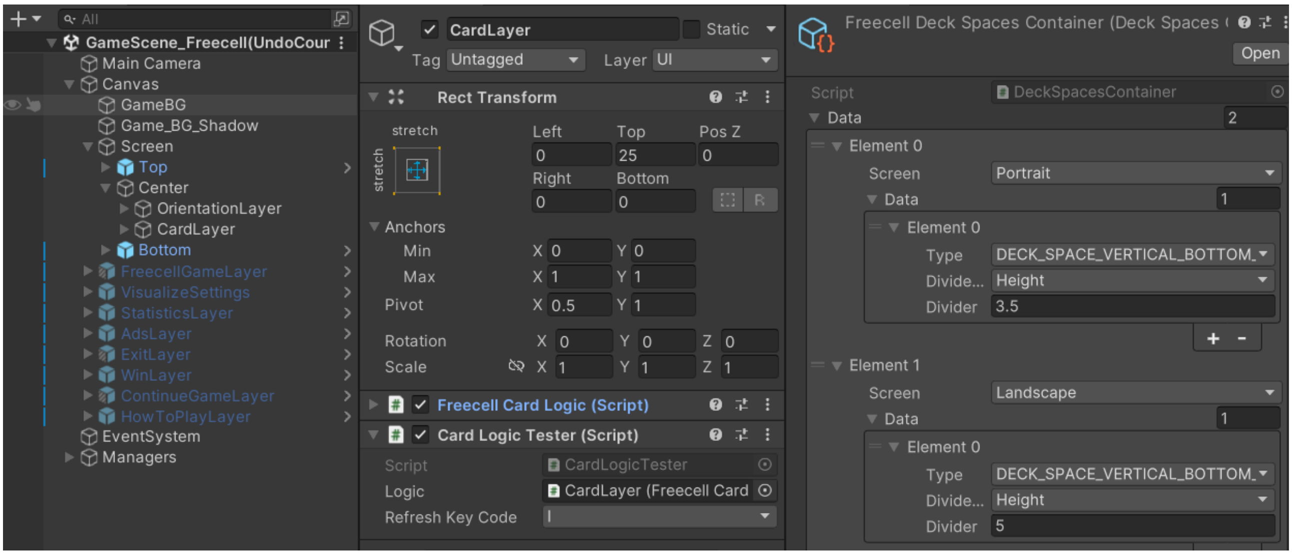
☑ RANDOM ○ EASY

You can open game Window from this layer and setup necessary free cells amount by activating specific toggle and click **New** or **Replay** buttons to apply your choose. Also the Freecel has two game modes:

- **Easy:** There are four free slots available. The deck is shuffled in such a way that low-value cards are closer to the open end of the columns in the tableau, and not under the thickness of other cards. This greatly simplifies the passage of the game.
- **Random:** The cards shuffle randomly.

Deck Spaces

CardLayer contains a **CardLogicTester** component, which can help you modify the spaces used in the logic of **Deck** positioning. You can easily change existing values or, via this container, provide additional values to the code.



CardLayer ☑ Static
Tag Untagged Layer UI

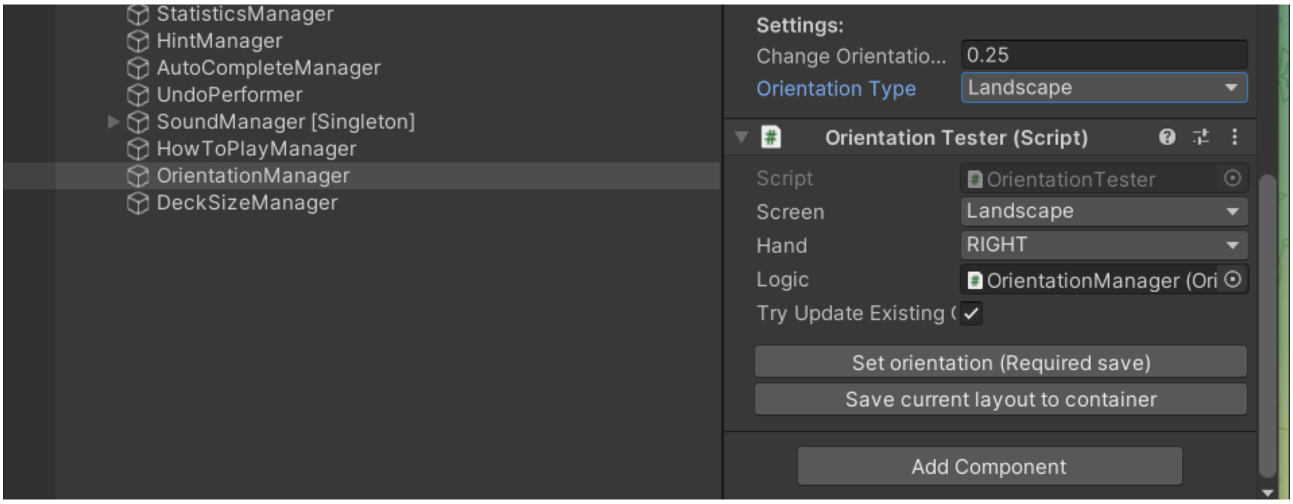
Left 0 Top 25 Pos Z 0
Right 0 Bottom 0
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 1
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

Script CardLogicTester
Logic CardLayer (Freecell Card
Refresh Key Code I

Script DeckSpacesContainer
Data 2
Element 0
Screen Portrait
Data 1
Element 0
Type DECK_SPACE_VERTICAL_BOTTOM_
Divide... Height
Divider 3.5
Element 1
Screen Landscape
Data 1
Element 0
Type DECK_SPACE_VERTICAL_BOTTOM_
Divide... Height
Divider 5

Orientation

By default, in **Gameplay** scene, setup **Portrait** orientation. If you wanna change it to **Landscape**, just find **OrientationManager** component in scene, then set **OrientationType** to **Landscape**, then using **OrientationTester** set **Screen** to **Landscape** and **Hand** to **Right.** Don’t forget to save changes.



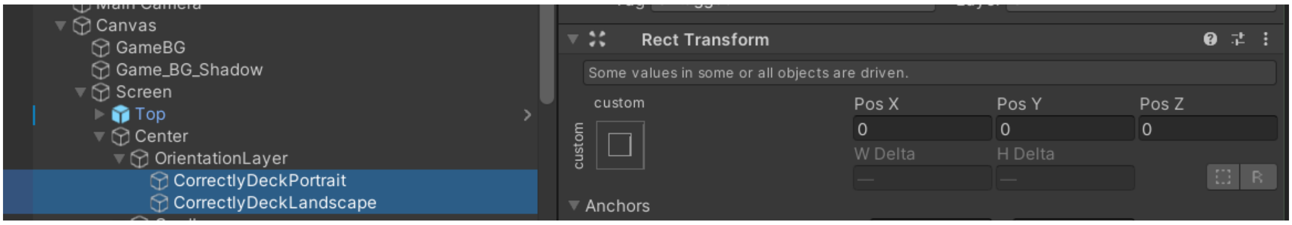
Settings:
Change Orientatio... 0.25
Orientation Type Landscape

Script OrientationTester
Screen Landscape
Hand RIGHT
Logic OrientationManager (Ori
Try Update Existing (✓

During **WebGL limitations** we can use only one Screen orientation, Landscape or Portrait, so the button which change orientation in settings was disabled by platform.

If you want to change any orientation, you need to use the **OrientationTester** in the scene. Set the specific orientation and hand, then adjust the rect of the **decks** and press **Save Current Layout to Container**. Other items are changed using **OrientationObject** component inheritors, which are applied to different objects in the scene, with the setting provided in components.

Solitaire scene contains predefined **CorrectlyDeck** objects with copy of **Deck** from orientation. If you change orientation on your own, please be sure that you updated values of each of this object with new rect values from orientation.



Some values in some or all objects are driven.

Pos X 0
Pos Y 0
Pos Z 0

If you find some issues or bugs please let me know via email below or join me in Skype.

Online documentation: link

For other questions write me an email: support@selvassets.ltd.ua

Skype: https://join.skype.com/invite/EjSuvBELUYzw

Thank you in advance!