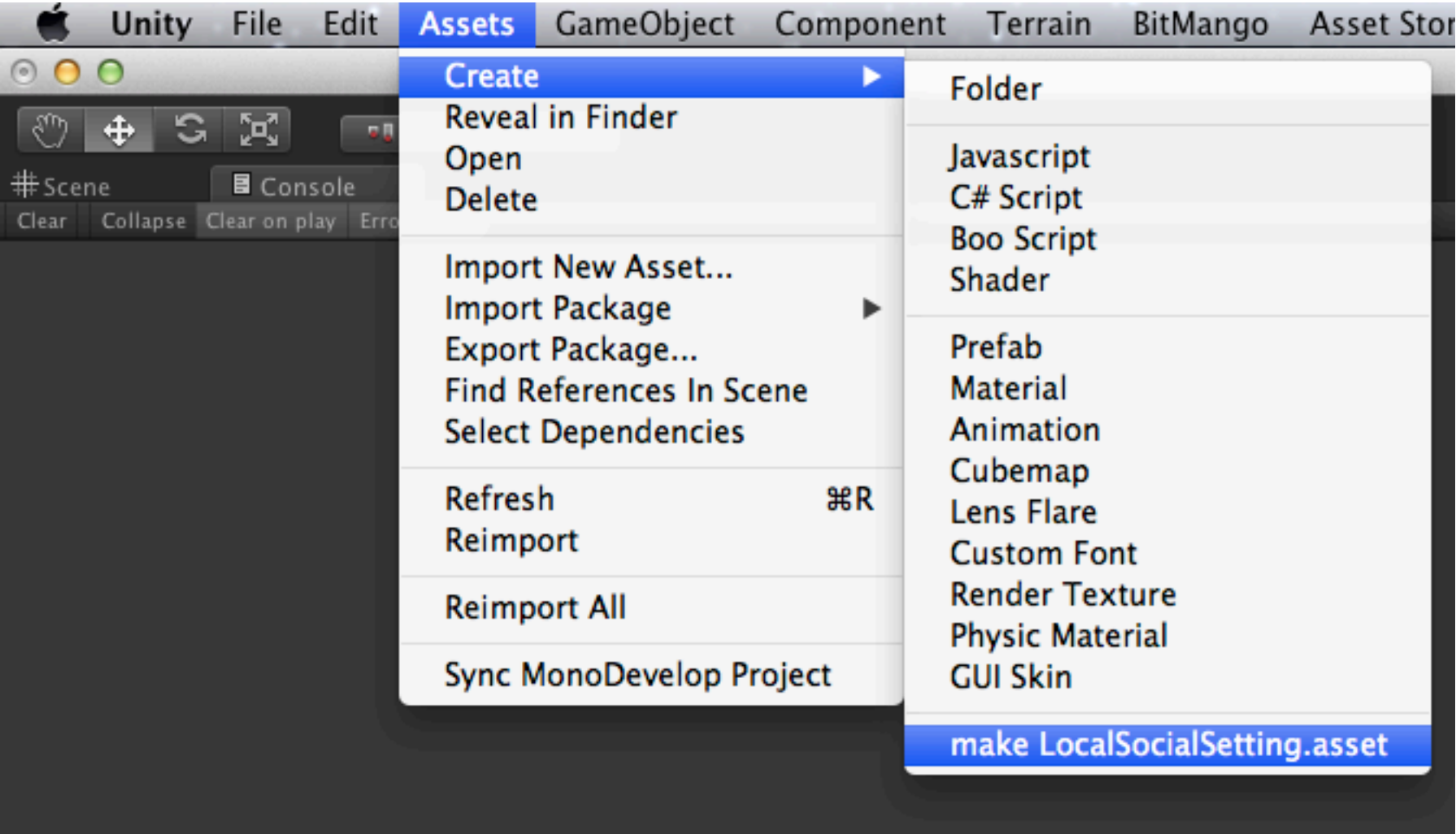


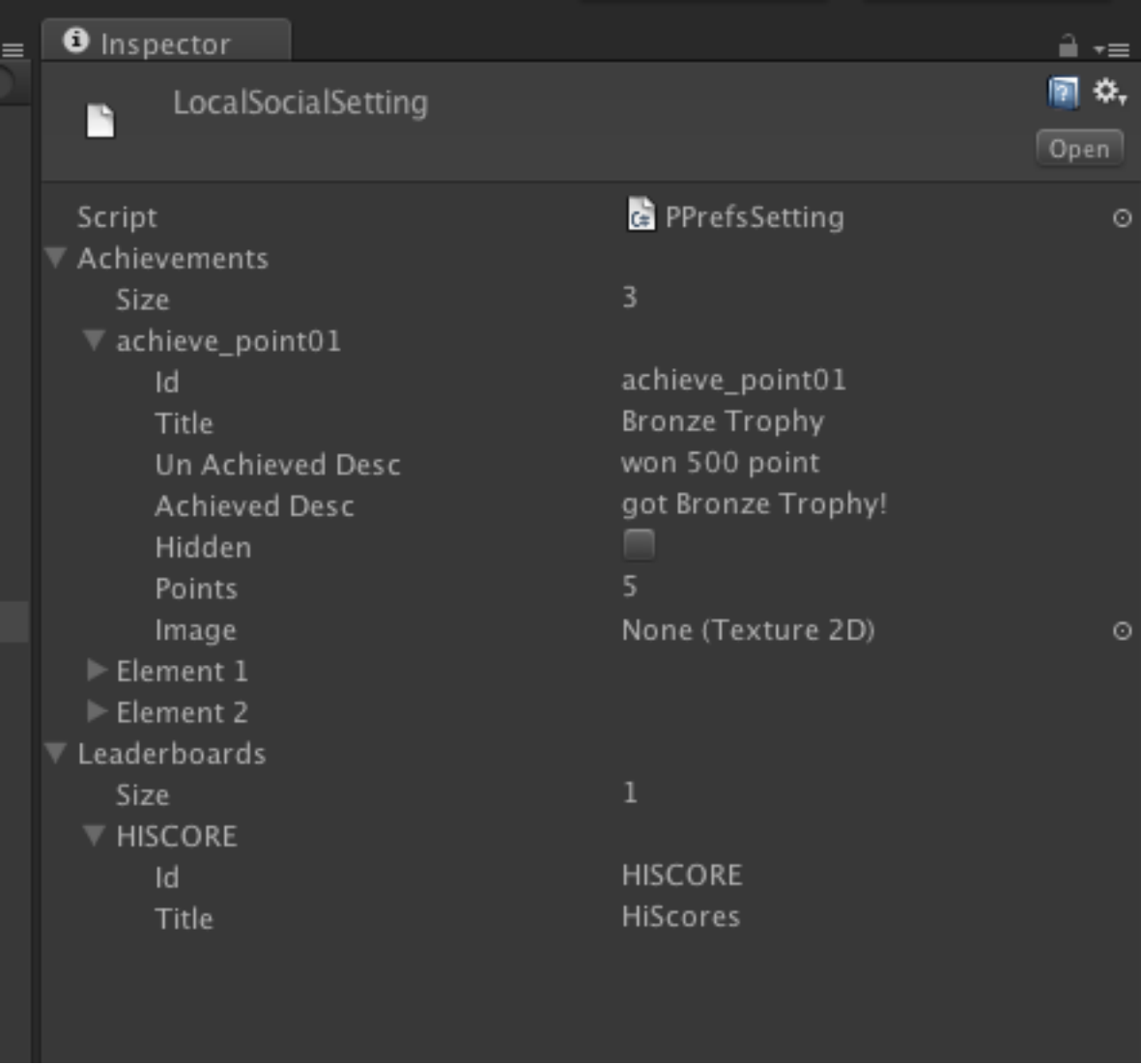
PlayerPrefs SocialPlatform QuickStart

1. Create Default Local Setting Asset in Resources folder



Alt img1

2. Fill out Local Achievements, Leaderboards Infos and textures just like iTunesConnect.



Alt img2

3. It's Done. Now just call SocialAdaptor.Authenticate() once.

```
void Awake()  
{  
    SocialAdaptor.Authenticate();  
}
```

or, you can assign active SocialPlatform manually.

```
using UnityEngine.SocialPlatforms;  
using UnityEngine.SocialPlatforms.PPrefs;  
void Awake()  
{  
    Social.Active = PPrefsSocialPlatform.Instance;  
}
```

In iOS, if user cancels GameCenter Login Popups it changes to Local version. the other platforms, it will automatically setup to use Local Datas,

You can now use all Generic UnityEngine.Social Functions, without network. All data will reside in PlayerPrefs.