

Gamebase Setting Tool

Setting Tool is provided to install Gamebase SDK with more at ease.

Environments

[Note]

Unity support version: 5.5.4 or higher

Specification of Setting Tool

1. Download SDK
 - Supports the latest download.
2. Install SDK
 - Supports installation of downloaded SDK.
3. Delete SDK
 - Supports deletion of installed SDK.
4. Update SDK
 - Update is not supported.
 - Instead, installation after deletion is supported.

Using the Setting Tool

Install SDK

1. Execute Menu > Tools > TOAST > Gamebase > Setting Tool > Settings.
 - v1.0.1 or lower : Menu > Gamebase > SDKSettings > Setting Tool
2. Click [Browse] and select a location to download SDK.
 - Default path: project/Gamebase/
 - The location you choose must be accessible from Setting Tool.
3. Click [Download SDK] to download SDK.
4. Select a platform.
 - Android
 - iOS
5. Select a module for each platform.
 - For Authentication, integration with an ID Provider (IdP), like Google, is supported.
 - For Push, FCM (Firebase), Tencent and APNS Push services are supported.
 - For Purchase, In-App Purchase (IAP) of TOAST is provided.
6. Click [Settings] and install SDK.

Delete SDK

1. Execute Menu > Tools > TOAST > Gamebase > Setting Tool > Settings.
 - v1.0.1 or lower : Menu > Gamebase > SDKSettings > Setting Tool
2. Click [Remove] to delete installed SDKs.

[Note]

If an unexpected error occurs at Setting Tool, close the window and try again.

In case of Unity Facebook Authentication, need to download Facebook Unity SDK.

In case of Unity Google Authentication, need to download GPGS Unity SDK.