



CODESTUDIOAU

LUDO UNCLE SETUP DOCUMENTATION

Import project

- Unzip downloaded project
- Open it in Unity3D (required version 2018.1.1f1 or higher)

Edit Name, Icon and package name

- In Unity3D navigate to Edit → Project Settings → Player
- There you have to configure your game name, icon and Bundle Identifier

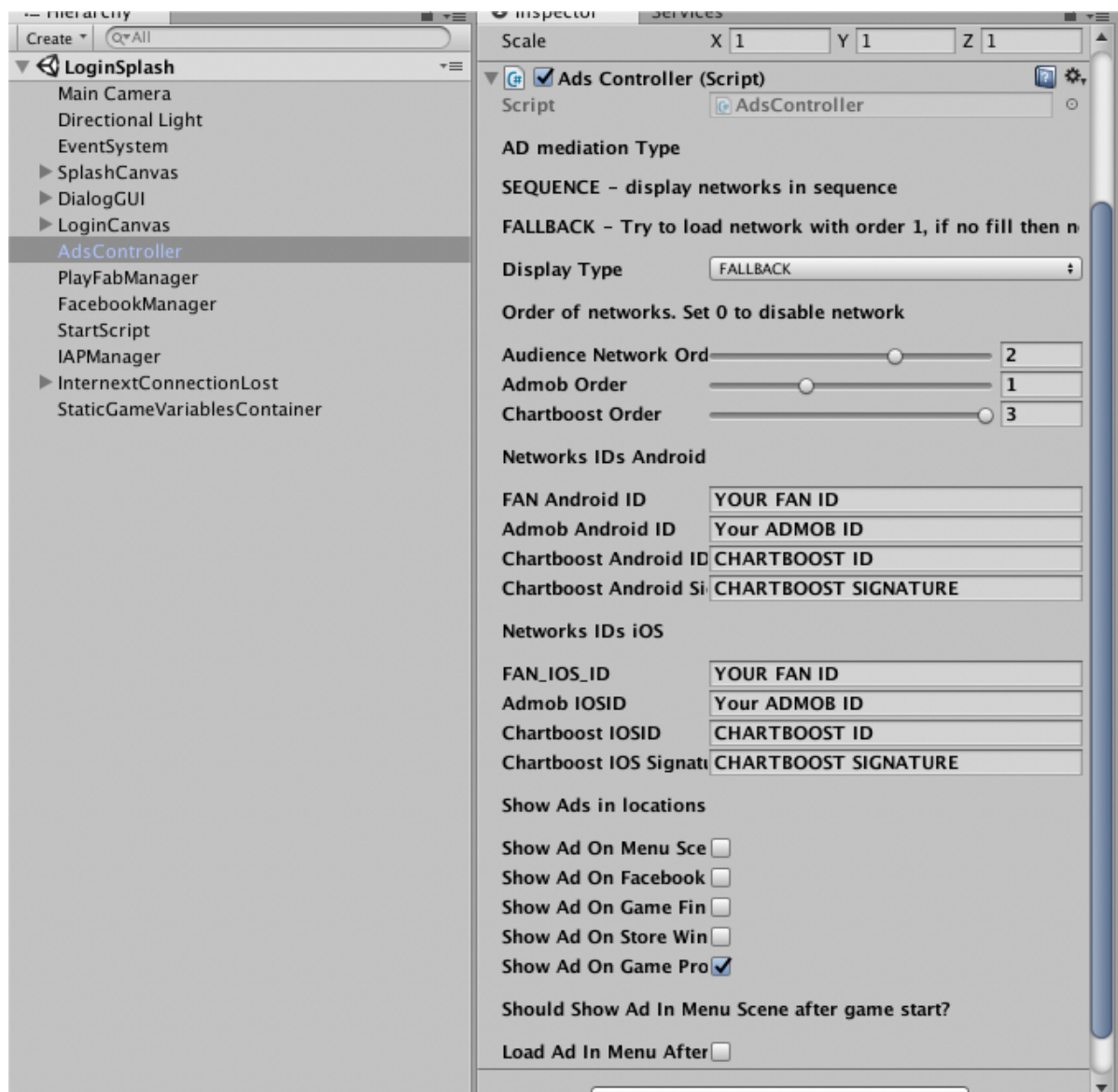
Configure Playfab Account

- Go to <https://playfab.com/>
- Register Account
- Create new game
- Go to your game on playfab webpage and navigate to Addons. Search for „Photon”, click it and push „Install Photon” button
- Open „StaticStrings.cs” file and edit Playfab and photon Ids:

```
// Services configuration IDS
1 reference
public static string PlayFabTitleID = "A5HB";
1 reference
public static string PhotonAppID = "aaaaaaa-befb-4258-8ac6-a9302d6f78c4";
1 reference
public static string PhotonChatID = "aaaaaaaCHARTB00ST SIGNATURE-5506-4be2-94ba-f24e4c0cd2f5";
```

Configure Advertising networks

- Create admob apps on admob, audience network and chartboost
- Go to LoginSplash scene and select AdsController object.
- Insert your advertising IDs



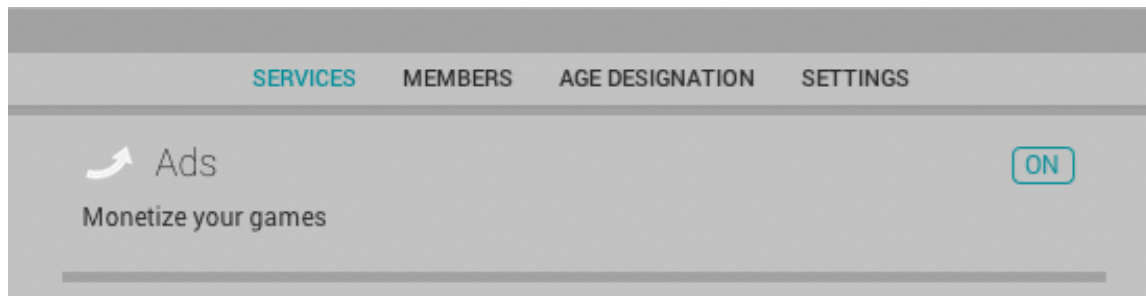
Setting up your project for Unity Services

- Follow steps on unity website:

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

Configure UnityAds

- Navigate to Window → Services - Enable Ads



Configure In-App Purchases

- Navigate to Window → Services

- Enable In-App Purchasing

- Follow steps if required: <https://docs.unity3d.com/Manual/UnityIAPSettingUp.html>

FOR ANDROID:

- Follow steps from „Register the application” on website:

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

FOR iOS

- Follow steps from „Register the application” on website:

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

In-App Products names (you must put same names for android and ios on dashboard)

ludo_5000_coins

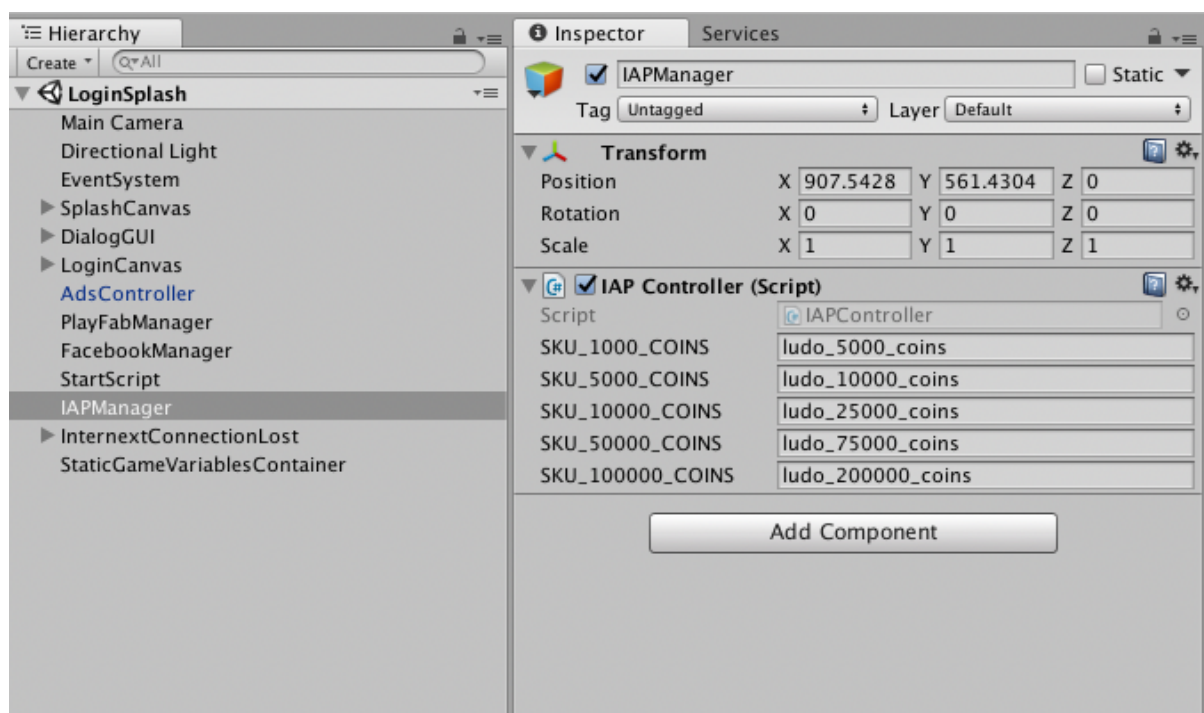
ludo_10000_coins

ludo_25000_coins

ludo_75000_coins

ludo_200000_coins

You can edit them in LoginSplash scene. Select IAPManager



Configure Facebook

- Go to <https://developers.facebook.com/>
- Create new application
- On facebook page navigate to your app and copy Application Identifier.
- Go to Unity3D. Navigate to Facebook → Edit Settings. Paste your Application Identifier - Expand Android Build Facebook Settings and click Regenerate Android Manifest
- On facebook page navigate to your app → Settings
- Add Platform → Android. Fill data as on screenshot:

Android

Szybki Start

×

Google Play Package Name

com.bestpool.poolgame

Nazwa klasy

com.facebook.unity.FBUnityDeepLinkingActivity

klawisze skrótu

6HIAUrO88EbDSQ4/4o5zl8Wb4=

×

ylmbk5Q1HEMOC8usTEcd9xG8Plw=

×

Adres URL Amazon Appstore (Optymalne)

Ex. http://www.amazon.com/dp/B004GJDQT8

Tak

Logowanie jednokrotne

Will launch from Android Notifications

Tak

głębokie powiązanie

News Feed links launch this app

Google Play package name: same as Bundle Identifier in Unity3D Player settings

Class name: Don't edit

Hash keys: Follow „Running sample apps” on page. Add keys for debug and release keystores: <https://developers.facebook.com/docs/android/getting-started>

- Add Platform → iOS. Fill data as on screenshot:

iOS

Szybki Start

×

Bundle ID

com.bestpool.poolgame

iPhone Store ID

543186831

URL Scheme Suffix (Optional)

Identyfikator iPad Store

543186831

Tak

Logowanie jednokrotne

Will launch from iOS Notifications

Tak

głębokie powiązanie

News Feed links launch this app

Tak

Tylko iOS: rejestruj automatycznie zdarzenia zakupu w aplikacji (zalecane)

Turning this on logs all in-app purchase events automatically on iOS. This feature needs version 3.22 of the Facebook SDK or newer. **Uwaga:** When this setting is turned on, you should stop logging in-app purchases manually on iOS or else they'll be duplicated. [Dowiedz się więcej](#)

- Bundle ID – same as Bundle Identifier in Unity3D Player settings for iOS

- Add Platform → Facebook Canvas. Fill data as on screenshot:

Facebook Canvas

Szybki Start

×

Strona Strony Ramowej

☐ Nie

Legacy Unity Integration
Enable usage of legacy [Facebook Unity SDK](#)

☒ Tak

Unity Web Player Install Flow
Włącz [Unity Web Player](#) install flow

☒ Tak

WebGL
Implemented in WebGL

☐ Nie

Simple Application Hosting
Automatically generate app iframe using [uploaded assets](#)

Secure Canvas URL

Mobile Site URL

URL of your mobile site

☐ Nie

Auto Targeting for App Notifications
Enable [App Notification Auto Targeting](#)

☒ Tak

Czat dla graczy
Enable Gamer Chat

☐ Nie

Facebook Gameroom
Enable [Facebook Gameroom](#) under Canvas Hosting (for Gameroom client)

☐ Nie

Canvas Fixed Width
Yes sets canvas width to 760 px.

☐ Nie

Canvas Fixed Height
Yes allows setting fixed height.

Build for Android

- File → Build Settings → choose Android → Build and Run

Build for iOS

- File → Build Settings → choose iOS → Build
- Open project in Xcode
- Right click on project → Add Files to project → Select GoogleMobileAds.framework from archive
- In build settings add other linker flags → Add „-lxml2”
- In Build phases Add WebKit.framework
- In Build Settings Enable Modules → Yes
- In Build settings Enable Bitcode → No
- Run

Edit Graphics

- Edit files with same dimension in Assets/8Ball/Sprites - You should not edit files from „DontEdit” directory

Edit Sounds

- Edit files from directory Assets/8Ball/Sounds - Put identical names for that files
-

ADMIN PANEL SETUP:

Following steps needs to be followed to install the script properly on a shared hosting platform.

1. Step 1. Download the zip file from CodeCanyon.
2. Step 2. Extract the zip file on your system.
3. Step 3. Navigate to {**LudoAdminPanel.zip**} file.
4. Step 4. Select the file and upload it to the public_html directory of your hosting.
5. Step 5. Extract the contents of the uploaded zip file to the same directory i.e **public_html**.
6. Step 6. Go to your Hosting Database or MYSQL Database.
7. Step 7: Create a New Database, copy the “Database Name” and “Database UserName” and “Password” of the database.
8. Step 8: Then Go to PHPMyAdmin of that Database and Upload {**LudoAdmin.sql**} file by clicking on Import.
9. Step 9: After Importing the SQL file go to your File Manager of your Hosting.
10. Step 10: Navigate to Includes-> Config.php file.
11. Step 11: Open the file and Replace the “database name”, “database username”, and the “database password”.
12. YOUR ADMIN PANEL IS NOW CONFIGURED AND READY.

For more help regarding any support of setting up the game or Admin Panel, contact us on:

Email: info@codestudioin.online

WhatsApp: +61488892889

THANKS
