

iOS SDK Plugin

Imagitech offers **iOS developers** with a rich collection of native APIs. Our package helps gamers integrate with all the additional functionality that we as developers always leave to the very end. iOS SDK Plugins encourages developers to optimized their valuable development time by using our tool as a way to communicate to native code iOS interfaces.

Game Center

Ability to perform Game Center login, show achievements, show leaderboards, get leaderboards scores, get achievements details, report new score, and report progress of achievement, and more.

Setup Procedure

- Add LeaderboardID to the configuration.cs
- Add AchievementID to the configuration.cs. Feel free to modify it to a different structure such as a KeyValuePair, Array, dictionary, etc.
- Modify your Bundle Identifier by going to File - Build Settings. Make sure this name matches your app id configured in itunesconnect.apple.com.

Add options to Configuration.cs

```
1. #region Game Center Configuration
2. public static string LeaderBoardID = "YOUR_LEADER_BOARD_ID";
3. public static string AchievementID = "YOUR_ACHIEVEMENT_ID";
4.
5. #endregion
```

Initialize Game Center

```
1. #region Plugins variables
2. private GameCenter gameCenter = null;
3. #endregion
4.
5. #region Initialization
6. void Start(){
7.     //Game Center Initialization
8.     gameCenter = new GameCenter();
9.     gameCenter.Initialize();
10. }
```

Game Center methods available

```
1. //Show Achivement UI Window
2. gameCenter.ShowAchievementUI();
3.
4. //Show Leaderboard UI Window
5. gameCenter.ShowLeaderboardUI();
6.
7. //Report Score
8. gameCenter.ReportScore(2500);
9.
10. //Check if User is authenticated to Game Center
11. gameCenter.IsUserAuthenticated()
12.
13. //Report Achivement Progress
14. gameCenter.ReportAchievementProgress(Configuration.AchievementID,100.0f
    );
```

In App Purchases

Ability to Load Store when needed, Get product information, get list of products, purchase a product, and restore in app purchases when users delete the game or restore their device.

Setup Procedure

- Create an Empty Game Object in your scene.

- Add StoreManager.cs as a script to your previously created object
- Add ProductIdentifiers to Configuration.cs
- Make sure you configure all products in itunesconnect.apple.com before you try to execute the code

In App Purchases Configuration.cs

```
1.
2. #region In App Purchases Configuration
3. public static string[] ProductIdentifiers =
4. {
5.     //Example
6.     //"com.yourdomain.productID",
7.     //"com.yourdomain.productID"
8. };
```

In App Purchases methods available

```
1. //Load Store
2. StoreManager.instance.LoadStore();
3.
4. //Purchase Product
5. StoreBinding.PurchaseProduct("com.yourdomain.productid");
6.
7. //Get Product information
8. StoreBinding.GetProductInfo("com.yourdomain.productid");
9.
10. //Restore In App Purchases
11. //Note: this is use when users restore their device or remove your game
    from their device
12. StoreBinding.RestoreProducts();
```

UIKit

Ability to play videos inside of Unity as easy as specifying video name , and dropping video into a folder. Use native alerts widely used in iOS Apps--we provide two kinds (basic alert providing title and message, and alert with additional buttons). Open Website from within xcode is also provided.

Setup Procedure

- Create an Empty Game Object in your scene.
- Add UIKitManager.cs as a script to your previously created object

UIKit methods available

```
1. public static void ShowBasicAlert(string title,string message)
2. {
3.     _showBasicAlert(title,message);
4. }
5. public static void ShowAlertWithOtherButton(string title,string message,string otherBtnTitle)
6. {
7.     _showAlertWithOtherButton(title,message,otherBtnTitle);
8. }
9. public static void OpenWebURL(string url)
10. {
11.     _openWebURL(url);
12. }
13. public static void PlayVideo(string videoName){
14.     var finalPath = System.IO.Path.Combine(Application.streamingAssetsPath,videoName);
15.     _playVideo(finalPath);
16. }
```

UIKit sample calls

```
1. //Show Basic Native Alert
2. UIKit.ShowBasicAlert("Basic Alert","This is an example of a basic alert");
3.
4. //Show alert with multiple buttons
5. UIKit.ShowAlertWithOtherButton("Other Button Alert","This is an example of an alert with multiple buttons","Retry");
6.
7. //Open Web URL from the app to mobile browser
8. UIKit.OpenWebURL("http://www.imagitechdj.com");
9.
10. //Open Video inside the app
```

11. //Notes: You must have the video saved inside a directory named StreamingAssets under assets
12. `UIKit.PlayVideo("Video1.mp4");`