Apple Sign in with BrainCloud Unity

1. Start off by making your app on braincloud here:

https://portal.braincloudservers.com/

Be sure that the iOS platform is supported in Advanced Settings > Platforms.


2. Create an app in Unity. Go to File > Build Settings and make sure to change the platform to iOS.

3. Import the braincloud plugin into your project.

https://github.com/getbraincloud/braincloud-csharp/releases

4. Go to Window -> Asset store and find the Apple Signin plugin there, then import that into your project as well.

5. Go to File > Build Settings > Player Settings and be sure to name your Bundle ID of your project. Note that the syntax is com.CompanyName.ProductName. Make sure to change the Company Name from Default Company.
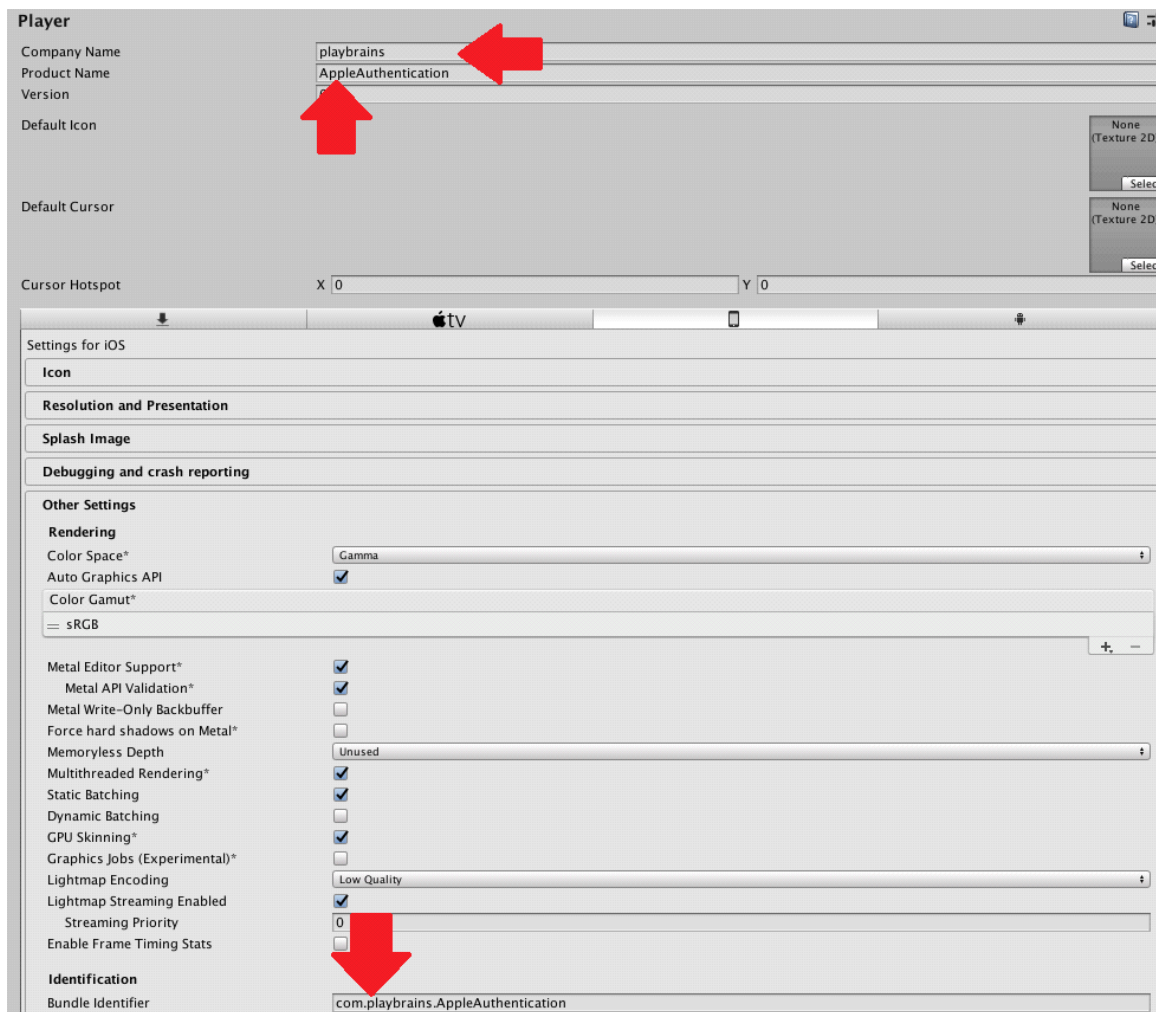
6. To further set up with Apple, follow the getting started with apple sign in here.

https://developer.apple.com/sign-in-with-apple/get-started/

Go to Unity Tools and "Learn More from Unity".

Be sure to follow all of these steps closely, you only need to follow the steps under "Getting Started".
Note that you require Xcode 11 for apple sign in to work. You also need to have a device that supports iOS 13 and above.

Dont forget to follow the video to add the proper Authentication library to your project. You will get errors if this is not done.

After building your Xcode project in Unity, and Xcode opens up, you may immediately run into problems with your App Signing, there are many ways you can set this up, but I recommend using the "Automatically manage signing" so that Xcode automatically updates profiles, app IDs and certificates in your developer console.
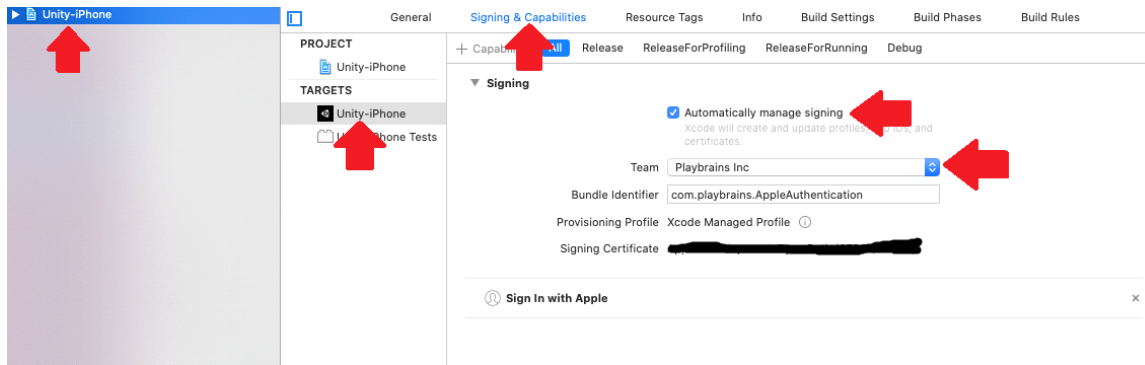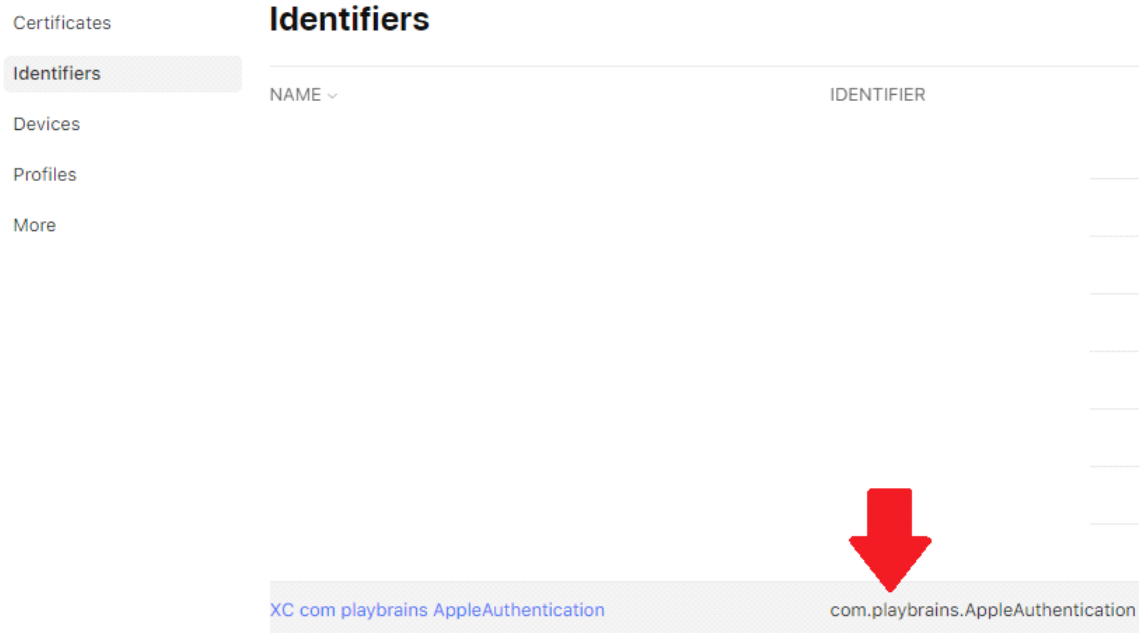
7. Go to your apple developer console :

https://developer.apple.com

Make sure that your app has been Added to the Identifiers list. Copy the identifier, which will match your apps Bundle Id.

Go to your Braincloud app

https://portal.braincloudservers.com/

and under the Design tab > Application IDs, go to the Configure Platforms and press Apple. Under the Signin Client Id, you need to paste your Bundle ID there in order for our servers to properly associate

your app with braincloud.

8. Now you will need to refer to Apple Documentation on setting up your app via code in order to properly authenticate to Apple in your app, then retrieve the specific values necessary for then authenticating to braincloud using the apple account. The two values you are looking for are the Apple UserID and the IdToken. These can be retrieved from the callback after a successful signin with Apple. A good reference poitn on how to do this can be seen in the SignUpWithApple.cs scripts that are added to your project via the AppleSignIn plugin.

example:

```
_braincloudWrapper.AuthenticateApple(userId, idToken, true, OnSuccess_Authenticate, OnError_Authenticate);
```

You can also check our AppleAuthentication example app for further reference.