FBLnIMadeEasy (Facebook Leaderboard and Custom Invite Dialog Made easy) ===>

(Additional Feature: Custom dynamic List view Unity UI 4.6)

Please download and import Official Facebook SDK for Unity3D Version 6.2.2 from the following Link:

<https://developers.facebook.com/docs/unity/downloads>

Create your App on

<https://developers.facebook.com>

Make sure to select it as Game in category.

From the Facebook menu bar Inside Unity Editor select Edit Settings and Fill in the details of AppName and AppId from the Facebook Developer Console.

Users on Mac don’t have to do anything to get Debug Android key hash whereas the user on Windows Machine need to install OpenSSL and have to put the bin directory inside the Path Environmental variable, also need to have the Java and Android SDK directory path in the Path Environmental variable.

For Android >>> copy Package name, class name and Debug Android Key hash and paste it on the Facebook developer console to properly configure your game.

This package consist of Facebook Custom leaderboard and custom Invite dialogs. This asset uses the official Facebook SDK for Unity3D.

This asset gives you custom Invite dialogs like in Candy Crush or other King Games. The invite button takes the chosen users and then send them invite through native Facebook dialog. If you have enabled Friction less Request you’ll see the native Facebook dialogues only once.

You game must have canvas implementation for the invite Dialog to work as the Invitable\_friends is a game- only feature and the game must have a canvas implementation. The needed facebook permssions are read\_friendlist, user\_friends and publish\_actions with the included public\_profile permission that is enable for every game.

The game uses Unity 5 new UI Features to create a Custom dynamically scrolling and increasing listview (Like in Android or iOS). The List View holds and display the Leaderboard and Invite Friends dialogue contents by fetching and loading data to the List Items.

The Name space is GameSlyce. You can easily call methods by passing reference to your own game script or by making the Main Class GameSlyce.\_UIManager singleton.

The Integration is seamless and the data loaded is stored in the static list so you’ll only have to load the data once in one game launch. Caching Data to client’s Storage for a period of time is not yet available.

NameSpace:

GameSlyce

Main classes

\_UIManager

SpalshUIManager

ListItemInvite

ListItemLeaderboard

SplashUIManager

Util - (Taken from FriendsSmash Unity Project)

The code is minimal and self explainatory with comments so you can easily get them.

Contact if you need additional help:

Emails: [info.gameslyce@gmail.com](mailto:info.gameslyce@gmail.com), [game.slyce@gmail.com](mailto:game.slyce@gmail.com)

Or through Skype: gameslyce (I’ll try to reply ASAP)

I can also help you over team viewer to solve your problems if there are any!