

Mailing List Signup Asset for Unity Game Engine

About

Thank you for downloading! The Mailing List Signup Asset is a prefab for adding subscribers to a **Mailer Lite** mailing list (more providers will be added on request). It is an integration with Mailer Lite's API which makes subscription easy for Unity game developers.

Version 1.0

How to use

- First, set up an account on MailerLite <https://www.mailerlite.com/> (it's free)
- Get your API key from MailerLite
- In your Unity project, after [importing the asset](#), drag the *SignUpFormCanvas* prefab onto your scene.
- First, paste your API Key into the *ApiKeyInputField*. Not to worry, it gets hidden when the app is run.
- To set up,
 - Create an empty Game object – your controller - and attach the *SignUpScript.cs* file to it.
 - Drag the *NameInputField*, *EmailInputField*, *ApiKeyInputField*, *TermsButton*, *AlertPanel* into your Scene
 - Wire up the button clicks for the Skip, Submit and Terms buttons
 - You may also want to edit the *TermsAndConditionsText* text

Demo Scene

The Demo Scene shows the asset in use. Note that the MailerLite API Key is currently a dummy one so ensure you replace it with yours as described above.

Contact

Website: <https://repurposechildrensbooks.com/tool-unity-engine-mailinglistsignup-asset/>

GitHub: <https://github.com/babafunke/MailingListSignUp-for-Unity-Game-Engine>

For other enquiries and more, please visit <https://repurposechildrensbooks.com/contact/>