

File Edit Assets GameObject Component Window Help

Center Global

Scene Console Animator

Clear Collapse Clear on Play Error Pause

Hierarchy

Create + GrAll

- background_home
- manage_audio
 - Music_source
 - Menu_scrollbar
- Home_Canvas
 - Home
 - Options
 - Profiles
 - Store
 - Panel
 - store_menu
 - tabs_container
 - special_window
 - consumable_window
 - incremental_window
 - virtual_money_window
 - scroll_rect
 - container
 - store_button
 - store_button 1
 - store_button 2

- back
- Score_rank
- Credit
- No_lives
- Automatic
- Select_stage_automatic
- Manual
- Map
- single_screen_with_a_page_f
- feedback_window
- EventSystem
- Create_new_profile
- Create_new_profile_pad
- Ask_confirmation
- Info_bar
- gift
- Loading_screen
- Logo
- my_soomla
- CoreEvents
- StoreEvents

Project

Create +

- page_count
- page_dot
- profile_button
- rank_element
- Scrollbar
- Slider
- Stage_ico
- stage_page
- Stage_uGUI
- store_button
- window
- world_ico
- Sample Assets
- scenes
- script
 - demo
 - call_ad_gift
 - call_lives
 - call_lose
 - call_win
 - check_if_call_win_or_lose
 - checkpoint
 - death_colider
 - demo_controller
 - exit
 - get_bananas
 - get_score_points
 - item_demo
 - take_star
 - game_scene
 - continue_window
 - game_uGUI
 - progress_bar
 - home scene
 - gift
 - feedback_window
 - gift_button
 - gift_manager
 - profiles
 - score rank
 - stage menu
 - store
 - soomla
 - my_Soomla_Assets
 - my_Soomla_billing
 - store_button
 - store_item_manager
 - store_manager
 - store_tabs
 - ads_master
 - game_master
 - Info_bar
 - manage_menu_uGUI
 - end_uGUI
 - options_menu
 - pad_selection_color

Inspector

Color Multiplier

Fade Duration 0.1

Navigation

Automatic

Visualize

On Click ()

Runtime Only store_button.Click_me

store_button (store_button)

Layout Element (Script)

Ignore Layout

Min Width 320

Min Height 80

Preferred Width 320

Preferred Height 80

Flexible Width

Flexible Height

Store_button (Script)

Script store_button

My_name 10 - virtual money

My_ico virtual_money_ico

My_price 0.99

Price_currency_selected Real_money

Give_this_selected Virtual_money

Show_quantity

Disable_me_after_purchased

My_item_ID 0

Can_buy_ico can_buy_ico

Cant_buy_ico cant_buy_ico

Virtual_money_ico virtual_money_ico

Real_money_ico dollar_ico

My_quantity_tx quantity (Text)

My_buy_tx Buy (Text)

My_manage_menu_u GUI None (Manage_menu_u GUI)

Pad_selection_color (Script)

Script pad_selection_color

Add Component

Game Animation

3:2 Landscape (3:2)

Maximize on Play Mute audio Stats Gizmos

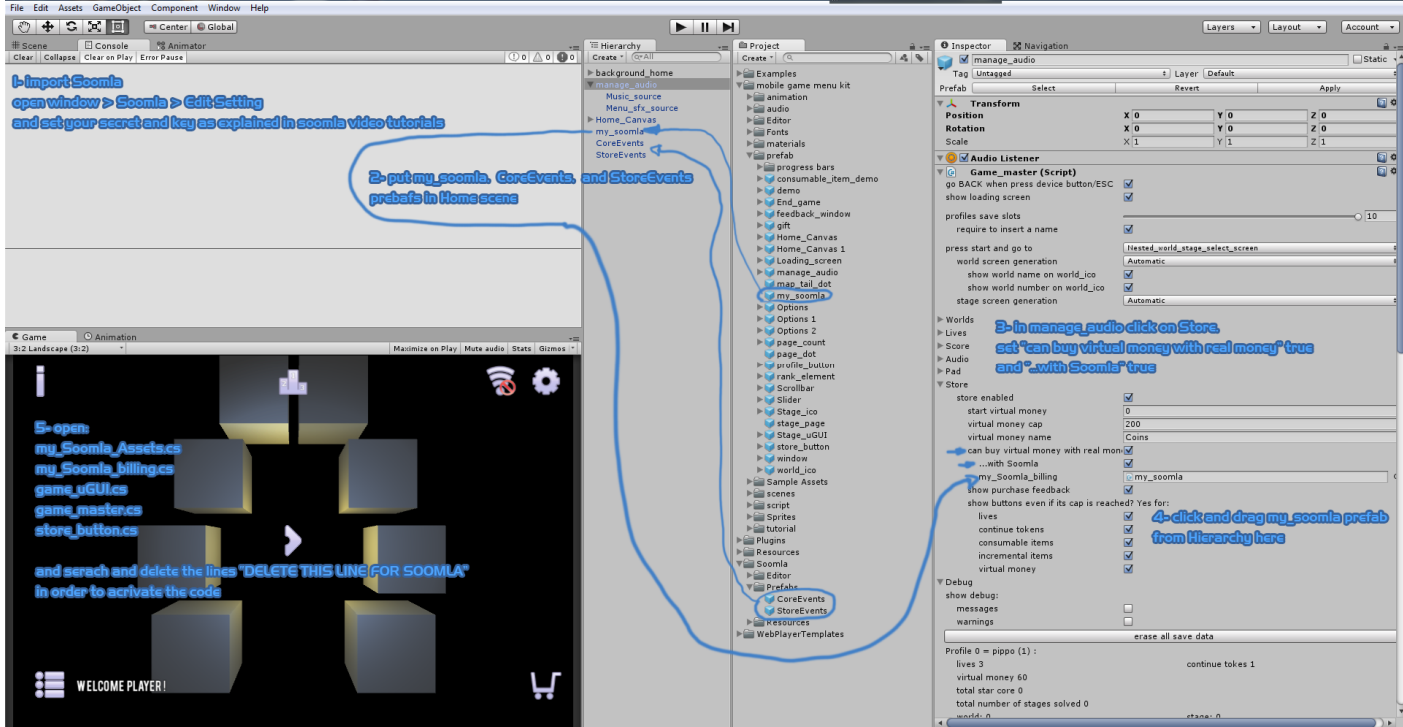
WELCOME PLAYER!

store_button

Image Size: 128x128

I- for each money pack add a store_button here

2- set name price and quantity identical to your values in my_Soomla_Assets



my_Soomla_Assets.cs

my_Soomla_billing.cs

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I-open my_Soomla_Assets

2-set your prefix as you like

3-set your money pack for each profiles

(in the example there are 10, 20 and 50 money pack, you can add more, but be consistent with names)

4-add same id names on your online profile page of google or IOS as show in soomla video tutorials

```
//profile 0
public const string VIRTUAL_MONEY_PROFILE_0_PACK_10_ID = prefix+"virtual_money_p0_pack_10";
public const string VIRTUAL_MONEY_PROFILE_0_PACK_20_ID = prefix+"virtual_money_p0_pack_20";
public const string VIRTUAL_MONEY_PROFILE_0_PACK_50_ID = prefix+"virtual_money_p0_pack_50";

public static VirtualCurrencyPack VIRTUAL_MONEY_PROFILE_0_PACK_10 = new VirtualCurrencyPack(
    pack10_name, // name
    pack10_description, // description
    VIRTUAL_MONEY_PROFILE_0_PACK_10_ID, // item id
    pack10_quantity, // number of currencies in the pack
    VIRTUAL_MONEY_PROFILE_0_ID, // the currency associated with this pack
    new PurchaseWithMarket(VIRTUAL_MONEY_PROFILE_0_PACK_10_ID, pack10_cost)
);
public static VirtualCurrencyPack VIRTUAL_MONEY_PROFILE_0_PACK_20 = new VirtualCurrencyPack(
    pack20_name, // name
    pack20_description, // description
    VIRTUAL_MONEY_PROFILE_0_PACK_20_ID, // item id
    pack20_quantity, // number of currencies in the pack
    VIRTUAL_MONEY_PROFILE_0_ID, // the currency associated with this pack
    new PurchaseWithMarket(VIRTUAL_MONEY_PROFILE_0_PACK_20_ID, pack20_cost)
);
public static VirtualCurrencyPack VIRTUAL_MONEY_PROFILE_0_PACK_50 = new VirtualCurrencyPack(
    pack50_name, // name
    pack50_description, // description
    VIRTUAL_MONEY_PROFILE_0_PACK_50_ID, // item id
    pack50_quantity, // number of currencies in the pack
    VIRTUAL_MONEY_PROFILE_0_ID, // the currency associated with this pack
    new PurchaseWithMarket(VIRTUAL_MONEY_PROFILE_0_PACK_50_ID, pack50_cost)
);
```