

OBLIUS Templates

Reskin Help Documentation

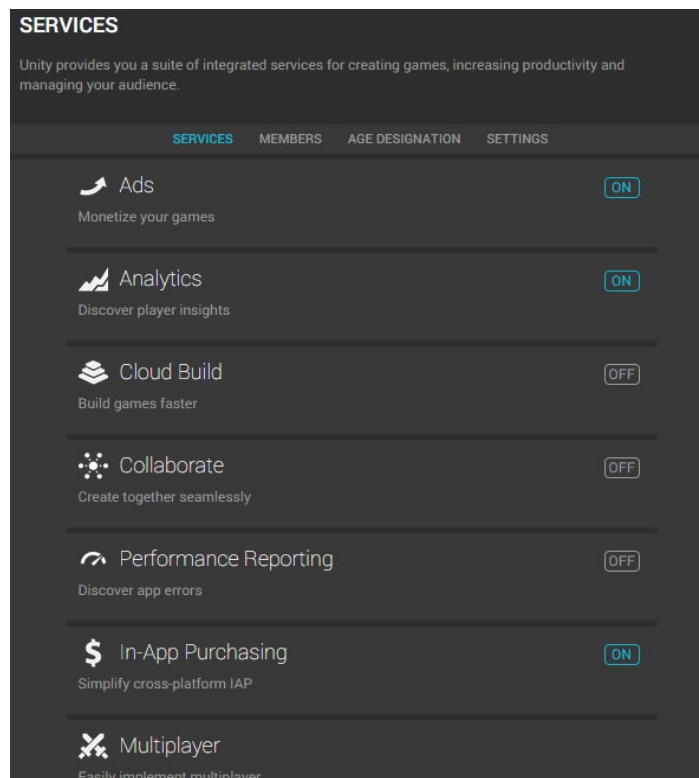


IMPORTANT: To Run the project you first need to activate the **UNITY IAP** and **UNITY ADS** Services **Or you will get ERRORS in the compiler.**

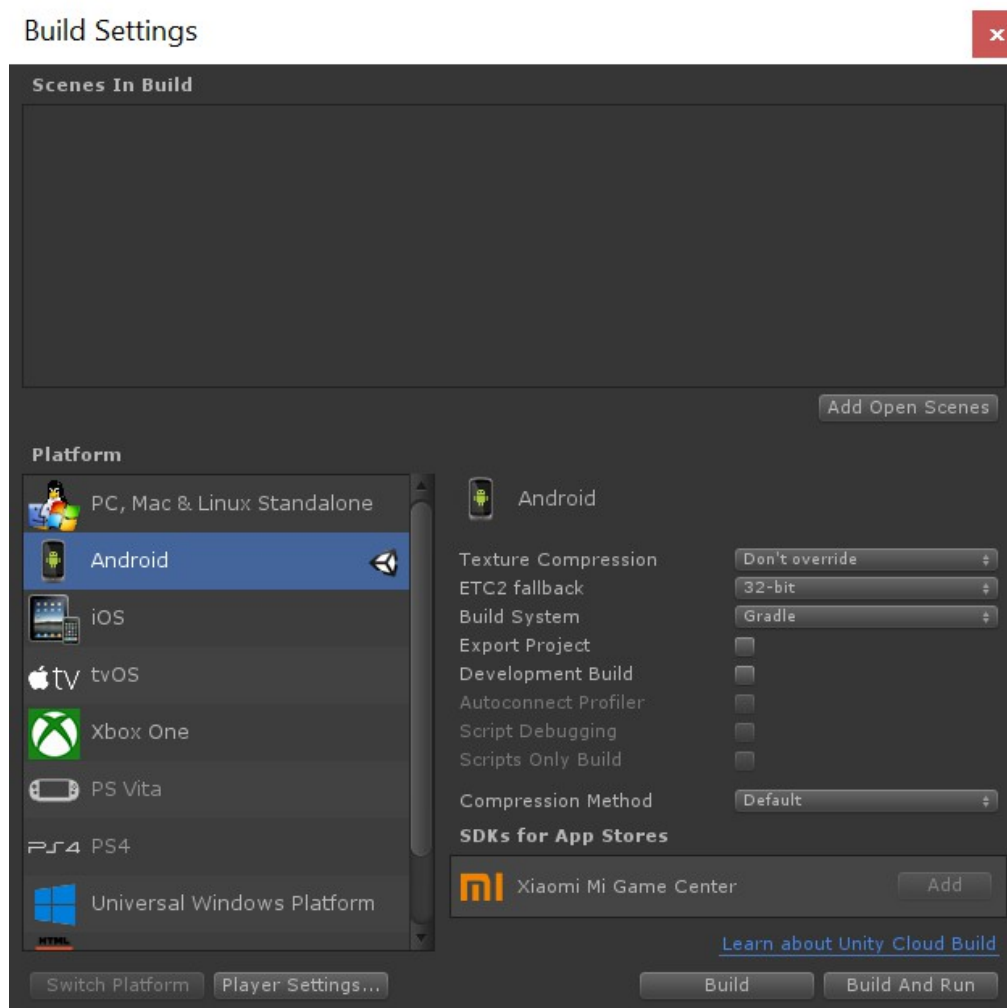
If you don't know how to do it:

<http://docs.unity3d.com/Manual/UnityIAPSettingUp.html>

<http://docs.unity3d.com/Manual/UnityAdsHowTo.html>



Then **switch to a mobile platform** (iOS/Android)
from the build settings of Unity.



Summary:

- 1) Compiling for Xcode (iOS) – What do you need?
- 2) Configure Leaderboard (Google Play/Game Center)
- 3) Configure In-app Purchase (Remove Ads)
- 4) Rate and Share buttons

- 5) GameManager – Overview
- 6) Add new Unlockables in the Shop
- 7) Adnetworks Setup
- 8) Textures and Sounds
- 9) GUI Customization

Compiling for Xcode (iOS) - What do you need?

As always, when you compile a project for Xcode you need something to do.
Fortunately , in this case it's simple enough.

First of all you need to **add the “AdMob” SDK to your Xcode project.**

Download it from here: <https://developers.google.com/admob/ios/download>

Now beware : **If you are using a Virtual Machine** with iOS but you have Windows :

DO NOT UNZIP THE FOLDER IN WINDOWS AND DRAG TO VIRTUAL MACHINE!

Why? Because Windows will corrupt the sdk file and Xcode can't recognize it.

So take the .zip file and extract it directly inside the iOS.

Now the next step is : In Xcode Build Settings:

1. Turn **off** the *Enable Bitcode*
2. Turn **on** the *Enable Modules (C and Objective-C)*

Done! Now you can successfully compile the project for iPhone.

This is an in-depth guide on how it works: <https://developers.google.com/admob/ios/quick-start>

Also make sure that in Build Settings -> Player Settings of **iOS only** there's “NO_GPGS” in Scripting Define Symbols. If there's not please write NO_GPGS inside **and press “Enter”**

If there are other properties it must be separated with ;

It will exclude Google Play Games from iOS and enables Game Center



Mr. Bill is laughing at you

```
Scripting Define Symbols*  
NO_GPGS
```

```
Scripting Define Symbols*  
SOMETHING_ELSE:NO_GPGS
```

Configure Leaderboard (Google Play/Game Center)

If you compile the project for Android the Google Play Leaderboard will be chosen. Otherwise, for iOS, you will have Game Center.

To enable the Leaderboard in your project you have to :

ANDROID PROJECTS:

On Google Play Developer console, create a new Leaderboard for Android.

This guide will help you if you have any troubles:

<https://developers.google.com/games/services/common/concepts/leaderboards>

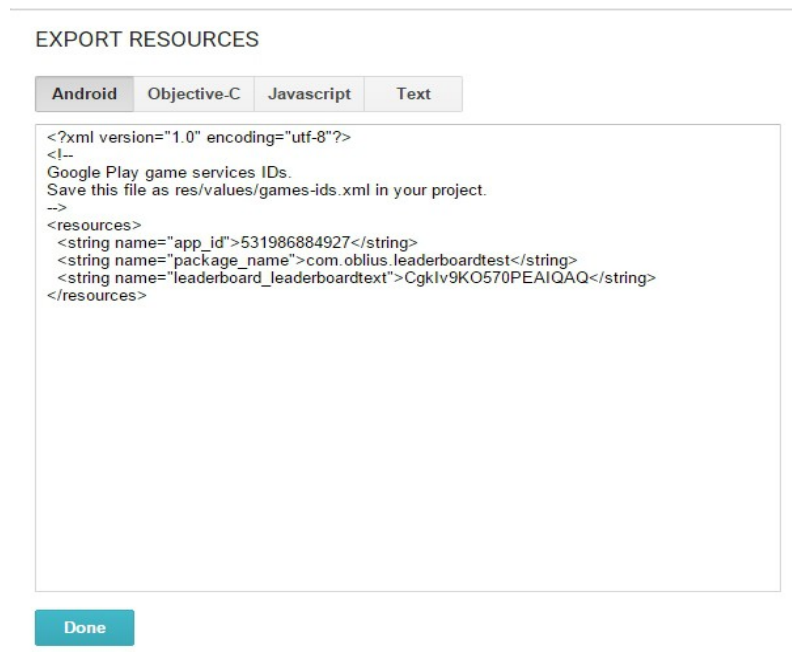
Once you correctly configured your Leaderboard, grab the ID

The screenshot shows the Google Play Developer Console interface. On the left is a sidebar with navigation options: All applications, Game services (selected), Reports, Settings, Alerts, and Announcements. The main content area is titled 'LeaderboardText' with the ID '531986884927'. Below the title, there's a section for 'LEADERBOARDS' with buttons for 'Add new leaderboard' and 'Continue to next step'. A table lists the existing leaderboards:

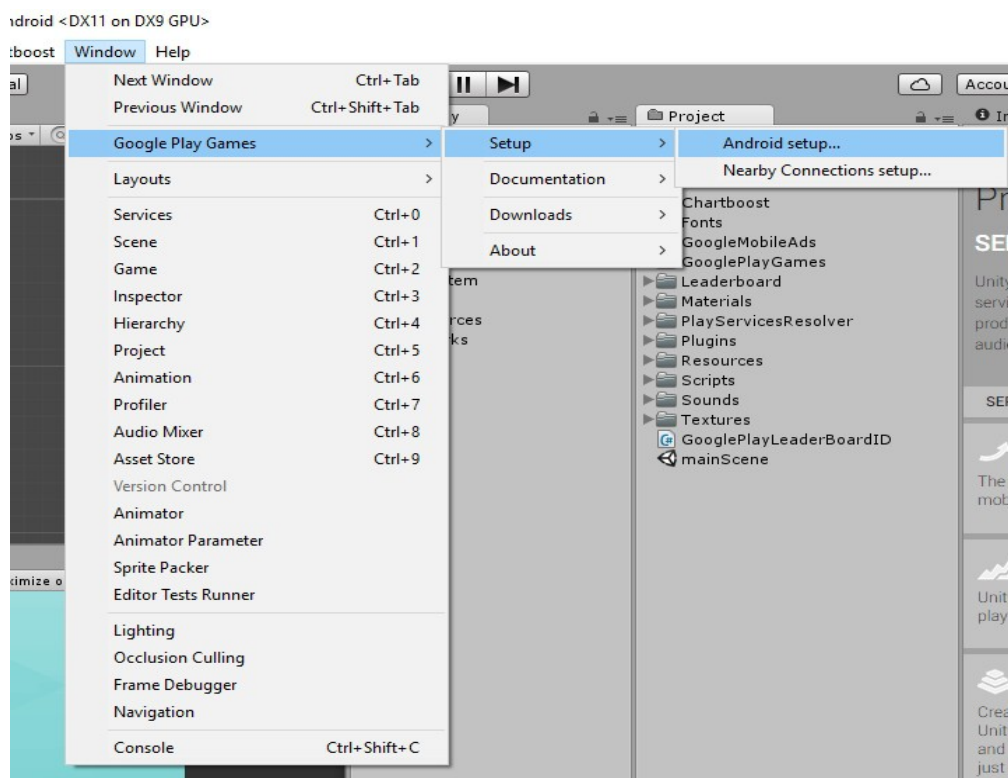
#	NAME	ID
1	<input type="checkbox"/> LeaderboardText	CgkIv9K0570PEAIQAQ

Below the table, there's a link to 'Get resources'. At the bottom, a note says 'Learn all about implementing leaderboards in the [developer documentation](#).' The sidebar also shows a list of game details with status indicators: Game details (checked), Linked apps (checked), Events (checked), Achievements (checked), Leaderboards (checked and highlighted), Testing (checked), and Publishing (warning icon).

Now click “Get Resources” and get the code inside the window



Now you have the “ID” and the “Resource Code”. Open your Unity Project and go to Window/Google Play Games/Setup/Android Setup....



Here you have to just insert the code and then click “Setup”

Google Play Games - Android Configuration

To configure Google Play Games in this project, go to the Play Game console, then enter the information below and click on the Setup button.

Constants class name
Enter the fully qualified name of the class to create containing the constants

Directory to save constants: Assets
Constants class name: GooglePlayLeaderBoardID

Resources Definition
Paste in the Android Resources from the Play Console

```
<?xml version="1.0" encoding="utf-8"?>
<!--
Google Play game services IDs.
Save this file as res/values/games-ids.xml in your project.
-->
<resources>
  <string name="app_id">531986884927</string>
  <string name="package_name">com.oblius.leaderboardtest</string>
  <string name="leaderboard_leaderboardtext">CgkIv9KO570PEAIQAQ</string>
</resources>
```

Enable Google Plus API Access
(Not recommended) Enable access to the Google + API. This is only needed if you are calling Google+ APIs directly.

Web App Client ID (Optional)
The web app client ID is needed to access the user's ID token and call other APIs on behalf of the user. It is not required for Game Services. Enter your oauth2 client ID below.
To obtain this ID, generate a web linked app in Developer Console. Example: 123456789012-abcdefghijklm.apps.googleusercontent.com

Client ID:

Setup Cancel

Now you just have to insert the ID inside the LeaderBoard.cs Script found in GameManagerer gameObject.

Leaderboard (Script)

Script: Leaderboard

Google Play Leaderboard ID: CgkIv9KO570PEAIQAQ

Game Center Leaderboard ID: grp.cubespikes

iOS PROJECTS:

For iOS it's simpler. Configure the Leaderboard in the developer console of Game Center. And then grab your id. then Insert it inside the Leaderboard.cs script.

For more information about setting a GameCenter leaderboard please look at this link:

https://developer.apple.com/library/ios/documentation/LanguagesUtilities/Conceptual/iTunesConnectGameCenter_Guide/Leaderboards/Leaderboards.html

Game Center Test - Add Leaderboard

Single Leaderboard

Leaderboard Reference Name:

Leaderboard ID:

Score Format Type:

Sort Order: ☐ Ascending ☒ Descending

Leaderboard Localization

You must add at least one language below. For each language, provide a score format and a leaderboard name.

[Add Language](#)

Language	Leaderboard Name	Score Format	Score Format Suffix	
English	Leaderboard	Integer (100.000.122)		Delete

[Cancel](#) [Save](#)

Configuring In-App-Purchase

The FIRST THING you need to do is to enable Unity IAP:

<http://docs.unity3d.com/Manual/UnityIAPSettingUp.html>

Configuring IAP is **really simple**, now you need to create the in-app-products on the respective platforms (Google Play for Android / iTunes Connect for iOS) :

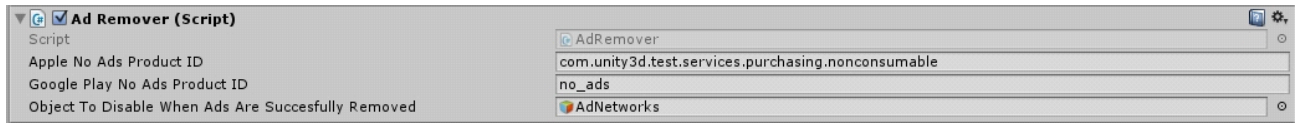
To configure your in app product on Google Play please refer to this link:

http://developer.android.com/google/play/billing/billing_admin.html

To configure your in app product on iTunes Connect please refer to this link:

https://developer.apple.com/library/ios/documentation/LanguagesUtilities/Conceptual/iTunesConnectInAppPurchase_Guide/Chapters/SubmittingInAppPurchases.html

Once you've got your respective Product IDs past them in the **AdRemover** script located in the **GameManager** gameobject.



Remember that to test your in-app-purchase you first need to publish the game on the respective platforms, otherwise it will not work.

For more details about iAP testing please refer to the official guides:

To test on Android:

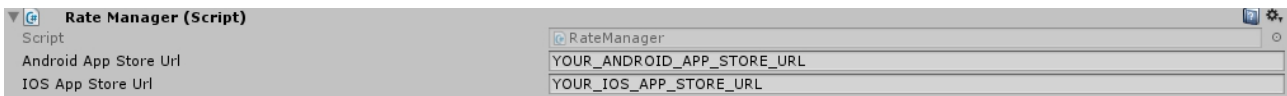
http://developer.android.com/google/play/billing/billing_testing.html

To test on iOS:

https://developer.apple.com/library/ios/documentation/LanguagesUtilities/Conceptual/iTunesConnectInAppPurchase_Guide/Chapters/TestingInAppPurchases.html

Rate and Share

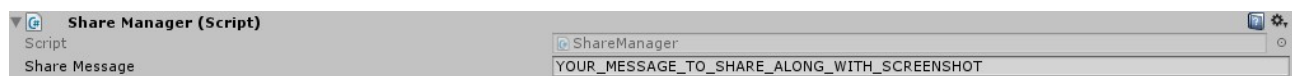
In GameManager gameObject you will find these scripts:



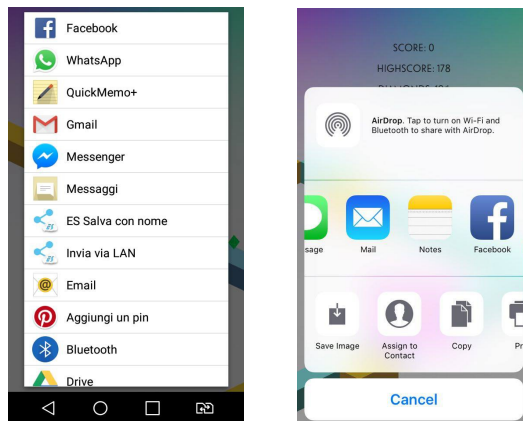
HINT: For, Android, If your bundle name is com.game.company the final URL would be

<https://play.google.com/store/apps/details?id=com.game.company>

Anyway, it's better to use an URL with a redirect set by yourself so you have the full control even if links are changed.



The share function, when the relative button is clicked, will automatically share, with “native dialogs” (iOS/Android), the “HighScore” screenshot when the game is over.

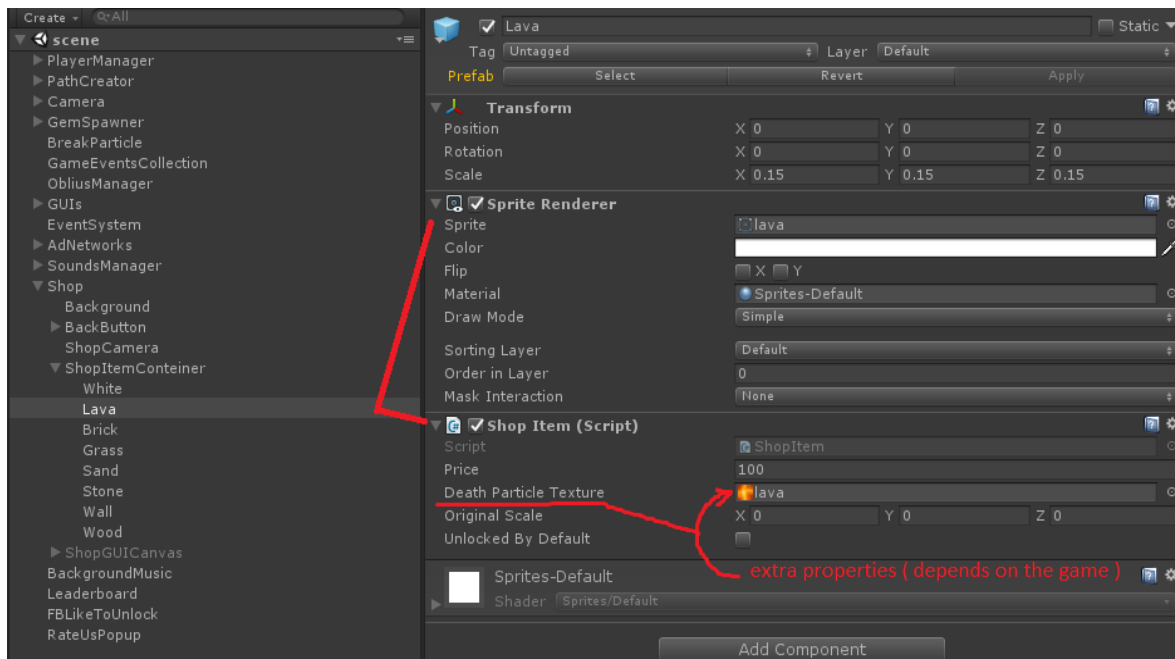


GameManager – Overview

In the GameManager GameObject you will find all the customization features for this project. Also you will find the options needed for the Screenshot Sharing, Leaderboards, Reward Video etc. The scripts in the hierarchy are very simple to understand. If you don't know how to change some particular features send us an email and we will be happy to help you.

- Add new Unlockables in the Shop

In the Unity Hierarchy open the Shop -> ShopItemContainer game object, here you will find a list of placeholder unlockables. To create new shop item (character/unlockable etc.) , just duplicate one of those placeholder, set the sprite that you want in the SpriteRenderers component, the price in the ShopItem script attached to the new duplicated object, and check for special properties inside this script.



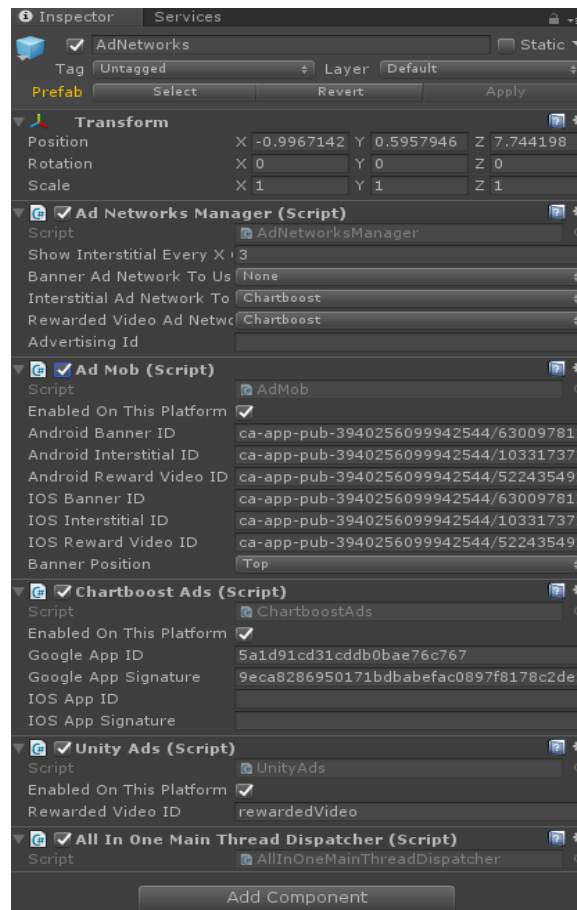
Some games, for example, may require additional “textures” for the death of the player or other things. The name of the character will be the name of the gameObject.

When you create new textures for them please always respect the defined size of the original files (for example: 512x512) or the unlockable will be bigger or smaller than the original size.

Ad Networks - Setup:

This script is based on our plugin All-In-One.

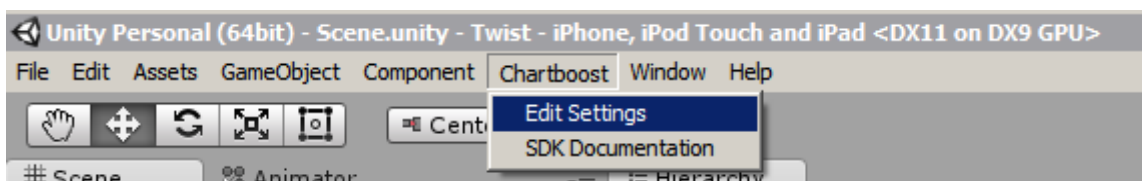
You will find the script in the AdNetworks gameObject.



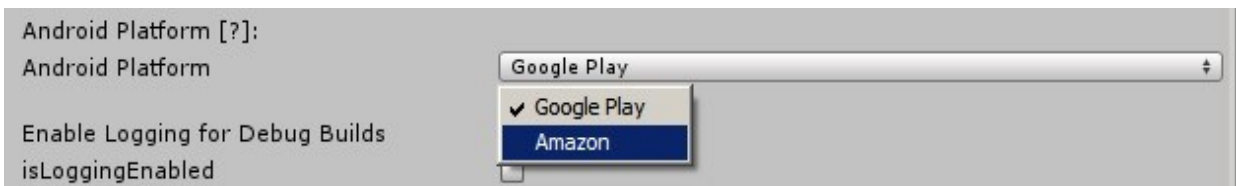
Configure this Script to enable the banners inside your game.

Important: For ChartBoost when you create a new interstitial view the changes on the platform will occur in 1 hour so don't panic if you can't see the interstitial ads. Also make sure that you set up Debug Mode off from ChartBoost Platform

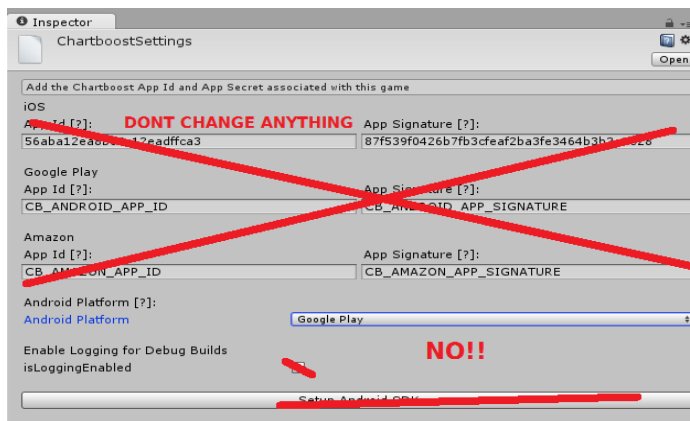
Also if you publish on **Amazon Store** you have to change only one thing : Click on **Chartboost window on top of your unity screen**, then click **Edit Settings**.



Now in the window that opens in the right change this value



Don't click or change anything else because everything has been handled dynamically by our AdNetworks Script. So don't change app-signatures etc. It's not needed! Also if you click "Setup Android SDK" prepare to unlimited bugs. Seriously don't do that.



Textures and Sounds:

As always, the textures and sounds of the game are inside their respective folders in "Assets". From there you can change all the graphics and audios of the game. Keep the same file name/extension to don't lose the references.

GUI Customization

When you open the project you will see the GUI GameObject.
Inside this gameObject you will find all the GUI elements of the game.

Now, deactivate everything, customize the part you need and re-activate them to the original status. In this way you can edit all the game UI parts that you need without overlapping the elements.

Using the Unity GUI System you can edit everything you need.

Conclusions:

That's it and thank you for buying our product. If you have any questions please comment under the "comments" section page where you bought this template. We will reply you asap.

If you find this code and our documentation helpful please rate us. Thank you!