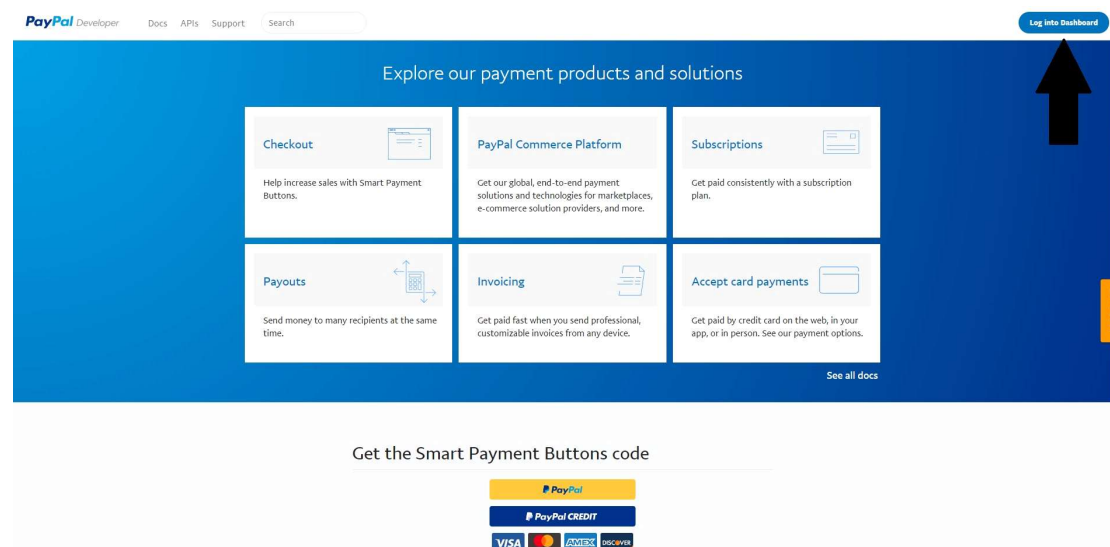


PayPal Shop SDK Documentation

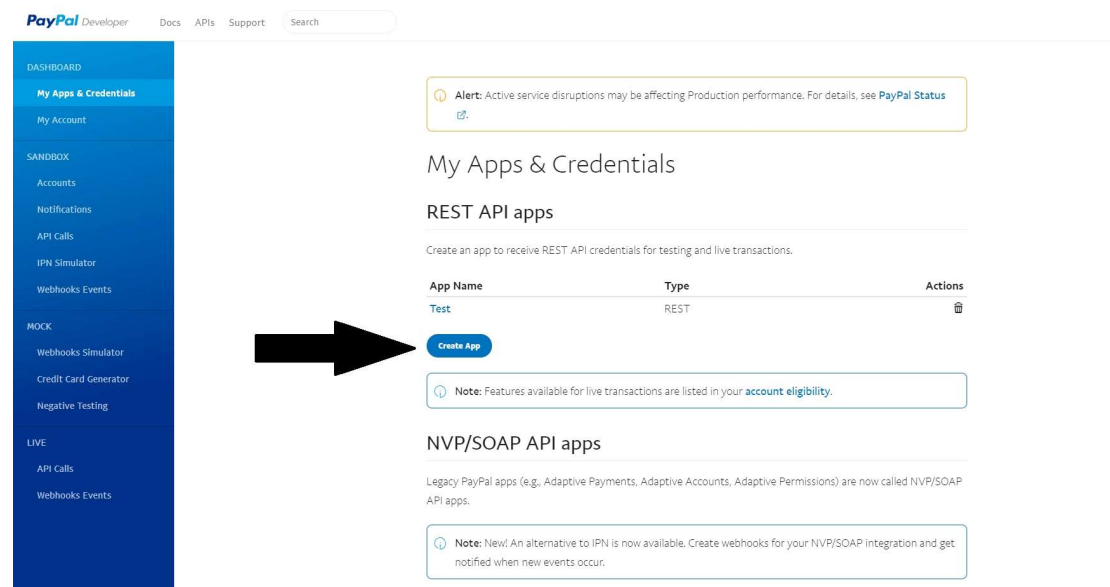
Hi, thank you for downloading PayPal Shop SDK. In order to use the system, you need to setup your PayPal developer account.

With a PayPal developer account you can receive payments from your players. A PayPal developer account is free, and you can use your normal PayPal account to set one up.

- 1. Go to <https://developer.paypal.com/> and press 'Login to Dashboard' in the top right corner.



- 2. Under the tab 'My Apps & Credentials', click on 'Create App'



- **3.** Enter a name for your App and select a SandBox Business Account. PayPal will automatically create a Business Account for you to test. Your App will be set to Sandbox mode as well, so you can test purchases without real currency before you go live.

- **4.** When you have followed the steps above, you should see a clientID, and a button to reveal your secret.

Please note that your clientID and secret are different for Live and Sandbox Mode. So when you are ready to receive real payments, make sure to set your App to Live, and use the Live clientID and secret in this asset.

- **5.** Now you are ready to setup the asset in Unity. Open the Scene called 'Shop' in the Demo folder and click on 'ShopSettings' in the GameObject hierarchy.

- **6.** The ShopSettings component has 2 variables: CurrencyCode and PayPal Mode. You can edit the CurrencyCode if you want to use a different currency in your App. This should always be a 3 character code. You can find all available currency codes here: <https://developer.paypal.com/docs/classic/api/currency-codes/>. The PayPal Mode is used to select if your App is on SandBox(testing) or Live Mode.

- **7.** The next thing you need to do is to copy your clientID and secret from your App and add them to the 'GetAuthentication' component on the ShopSettings GameObject.

If you have correctly followed the steps above, you should be able to press play and test your shop. **Tip: the first time I tested myself, I couldn't login with the PayPal SandBox account that was automatically created. If you have the same issue, go to your Developer Dashboard, and under SandBox click on Accounts > Create Account.**

To add items to your shop, in the GameObject hierarchy go to Shop > ShopWindow > ShopItems. There you will find a list of products. To add a product, select an existing one and press CTRL + D to duplicate it. Click on the new product, and edit it's properties in the ShopItem component.

- **Item Image (Optional)**
This image will be visible in the shop. If you import images, make sure to set their Texture Type to 'Sprite (2D and UI)' in the inspector.
- **Item Name (Required)**
Main title for this item.
- **Item Description (Required)**
A short description for this item in the shop.
- **Item Price (Required)**
Enter the price for this item (between 0.01 and 99.99).

When an item is successfully purchased, the function `AddItem(string itemName)` is called. You can find this function in Scripts > ItemPurchased.cs. Here you need to add your own code to save the item, or add it to the player's inventory.

If you want to change the amount of shop items visible on screen, in the Hierarchy go to Shop > ShopWindow > ShopItems and in the ShopItemManager component you can change the Max Visible Items.

If you exit the shop or an error occurs, the function `Exit()` is called. You can find this function in Scripts > ExitShop.cs. Here you need to add your own code to load a different scene, for example your Main Menu scene.

When a purchase is completed, PayPal will redirect the buyer to their PayPal account. If you want a different redirect URL, go to Resources > JSON and edit the `return_url` and `cancel_url` in PaymentRequest.json.

All scripts found in Scripts > API_Calls have a workaround for a problem in some Unity versions where Unity gives an error saying the `api.paypal.com` SSL certificate is invalid for some reason. If this occurs, the workaround will send the API calls via my website instead, where Unity does not give the error. If you have your own website and you want to implement this workaround there, you can find all PHP files in Scripts > PHP.

If you have any questions and/or suggestions, feel free to contact me at info@toolwareassets.com.