games and tools in Unity3D

Rate Inside App iOS

instructions for use

To contact us please visit our site http://rabagames.com

Rate Inside App iOS plugin is so simple that it just takes 5 points to explain it all!

1. What is it?
2. How to use it?
3. Are there any restrictions?
4. Should I know something about the Apple's review dialog?
5. Is there any support?

1. Rate Inside App iOS is a native iOS plugin for Unity which makes it possible to call Apple's native review dialog pop up from your C# code. More info about review dialog: https://developer.apple.com/app-store/ratings-and-reviews/

2. To use it:

a) Import the plugin into your Unity project. Make sure there are three files under *Assets/Rabagames/Plugins/iOS/RateInsideAppiOS/* directory named: *RateInsideAppiOS.cs, RateInsideAppiOS.h, RateInsideAppiOS.mm.*

b) Select *RateInsideAppiOS.h* and look at the Inspector. Make sure the iOS checkbox is checked on. Make sure the StoreKit checkbox is checked on. Select *RateInsideAppiOS.mm* and look at the Inspector. Make sure the iOS checkbox is checked on. Make sure the StoreKit checkbox is checked on.

c) In your code (in a file you want to call a native review dialog) use RabaGames namespace by adding „*using RabaGames;*" line. Call a native iOS review dialog by using just one method call like „*RateInsideAppiOS.DisplayReviewDialog();*". This method returns boolean value. True if a review dialog was displayed properly, False otherwise.

When in any doubt, please refer to the example scene included in the package.

3. Restrictions:

a) It is for iOS only!

b) iOS version must be 10.3 or higher. For the iOS versions usage statistics please visit an official Apple site https://developer.apple.com/support/app-store/

4. Apple's review dialog (rate inside app pop up).

To know more please read an official page: https://developer.apple.com/app-store/ratings-and-reviews/ . We want to highlight a part of the description here:

„You can prompt for ratings up to three times in a 365-day period „.

This means that you are able to call a review pop up using Rate Inside App iOS plugin how often you want (and how many times you want) but a user will see it only up to three times in a 365-day period. It's not a bug – it is the Apple's policy.

Also notice that this rule has its exceptions:

a) When you are in a development process the review pop up will always show regardless a 365-day period.

b) On the Testflight the review pop up will NOT show up never.

5. Our support email is support@rabagames.com.