Centili Mobile Payments Unity 3D Plugin

This project is Unity3d ([Unity3d](#)) package which can be merged with your Unity3d project and enable you to use Centili Mobile Payments system.

Step By Step integration

1. Extract our [.unitypackage](#) to your project.

2. In your code make new *CentiliPaymentRequest* object (with *ApiKey* as only mandatory field).

```
CentiliPaymentRequest request = new CentiliPaymentRequest
("your-api-key-abc123abc123")

{

    PackageIndex = 1, /* Preselecting package with index
1 (defaults to -1 which means no package preselected - use
r will select among listed packages). Note that this refer
s to ordinal of package in service with provided api key (
not to PackageId). */

    ClientId = this.MyUserId /* Passing ClientId string a
s identificator of client (end user) of purchase. */

};
```

3. Call static method
   CentiliPaymentManager.MakePayment(centiliPaymentRequest, callback)
   where *callback* is your *void* method that receives *CentiliPaymentStatus* and

CentiliPaymentResponse as params.

```
 CentiliPaymentManager.MakePayment(request, OnPaymentFinis
hed);
```

4. Your callback method will be invoked upon completing payment request. All you have to do is handle payment result in your application (*CentiliPaymentStatus* can be "canceled", "successful" or "failed"; additional info is provided by *CentiliPaymentResponse*).

```
 void OnPaymentFinished(CentiliPaymentStatus status, Centi
liPaymentResponse response)

 {

     if (CentiliPaymentStatus.PAYMENT_SUCCESSFUL.Equals(st
atus))

         {

             this.Users.FindById(response.ClientId).AddCre
dit(response.ItemAmount);

     }

 }
```

Additional methods

- You can get and set *CentiliPaymentManager.DebugMode* to true or false to get our logger output debug data. Defaults to false.

- You can also set or unset *CentiliPaymentManager.PendingTransactionHandling*, which will influence whether will we continue pending payment when new payment request is

sent, or will we start a new payment request. Default is true, which means that we will try to resume unresolved transaction.