

Vasco Games: More Games pack – Android  
V1.8

- Android tested.
- iOS W.I.P.

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## Prerequisites

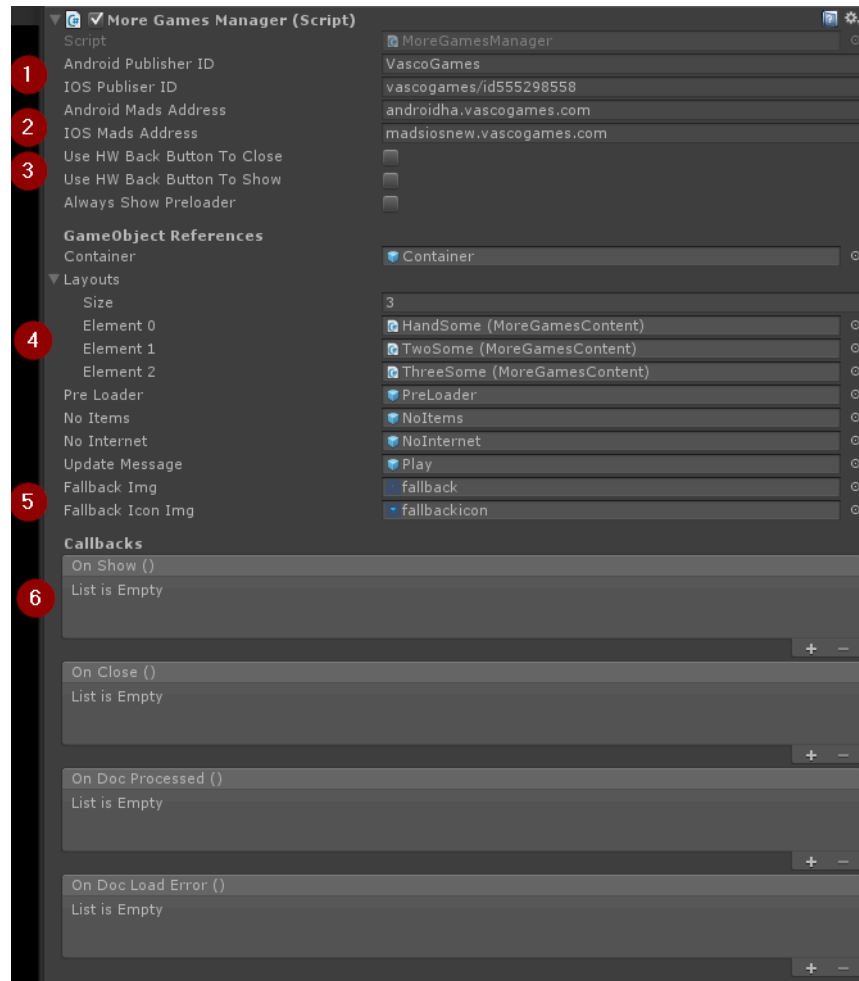
This pack makes use of DOTween and is freely downloadable from the asset store. There is also DOTween pro which will also work. Make sure you install and setup DOTween first before importing the MoreGames pack.

After importing the DOTween pack: Tools > DOTween Utility panel > Setup.

If DOTween is already installed no extra steps are required.

# Usage

Drag the MoreGames prefab into your loading/starting scene and adjust the inspector fields.



- 1: Publisher ID: The suffix of the link to the publisher page in the store.
- 2: Backend address for mads.
- 3: If enabled the hardware button on the device is used to close/show the canvas.
- 4: Game object references in the hierarchy. Should not be changed.
- 5: Fallback images in any case there is a time out downloading the game images. Each company should have their own image, the default one is that of Vasco Games.
- 6: Callbacks
  - On Show: Triggered when the more games canvas is shown
  - On Close: Triggered when the more games canvas is closed by user
  - On Doc Processed: Triggered when the data is successfully downloaded.
  - On Doc Load Error: Triggered when the data failed to download.

MoreGamesManager is a singleton and should be initialized in a scene that doesn't load twice.

## Displaying the canvas

The script managing this canvas is de MoreGamesManager. MoreGamesManager is a singleton. To display the canvas simply call the Show method:

```
MoreGamesManager.Instance.Show();
```

To close the canvas by code:

```
MoreGamesManager.Instance.Close();
```

Closing the canvas is done with a button, closing by code should only be done in special cases.

## Unity events

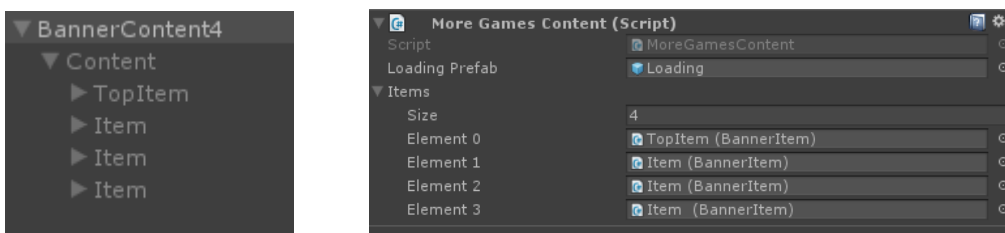
If you wish to add event listeners by code you can do so by doing the following:

```
MoreGamesManager.Instance.ShowEventHandler.AddListener(MyVoidMethod); // Add show  
MoreGamesManager.Instance.CloseEventHandler.AddListener(MyVoidMethod); //Add close  
MoreGamesManager.Instance.DocProcessedEventHandler.AddListener(MyVoidMethod); //Add Doc  
MoreGamesManager.Instance.DocLoadErrorEventHandler.AddListener(MyVoidMethod); //Add Doc error
```

## Displaying more banners

The standard pack provides 3 different layouts, each for the amount to display respectively. It's possible to show 4 or more ads by creating a new layout.

The simplest way of adding a new layout:



- 1 → copy one of the existing layouts.
- 2 → duplicate one of the Item child object and add it to the parents, in this example that's BannerContent4, “More Games Content” component Items list.
- 3 → rearrange your layout to make it all fit.
- 4 → add this new layout to the More Games Manager (See image in Usage : mark 4)

The layouts are switched depending on how many banners are available.

Changes:

V1.8:

- Escape character & replaced with &amp;
- Names split on '|' only takes the first element;

V1.6:

V1.7:

- Invoke ( for showing preloader ) is affected by timescale. Using DOVirtual.DelayedCall instead.

V1.6:

- TweenRotate updates independently from timescale.

V1.5:

- Updated Singleton class

V1.4:

- Hierarchy order changed. Displaying layouts correctly on no internet.

V1.3:

- Overlapping loading icons.