

**Id** : This is the id of the game in GARA STORE.

**platform** = "MINI\_CUP";

platform, you must replace it with the name of the game.

**returnUrl** = "https://gara.co/";

this is the url that will be launched after payment, you can leave it empty. or replace it with your website on a thank-you page.

**amount** = 0;

The price, minimum 200

This is the purchase price, and you must enter it !

**countryCode** = "";

countryCode is the abbreviation of the country.

you can store it in a playerpref type string "countryCode".

User country code, like : FR for France, CI for Cote d'ivoire

**appUserId** = ""; //User GARA account ID

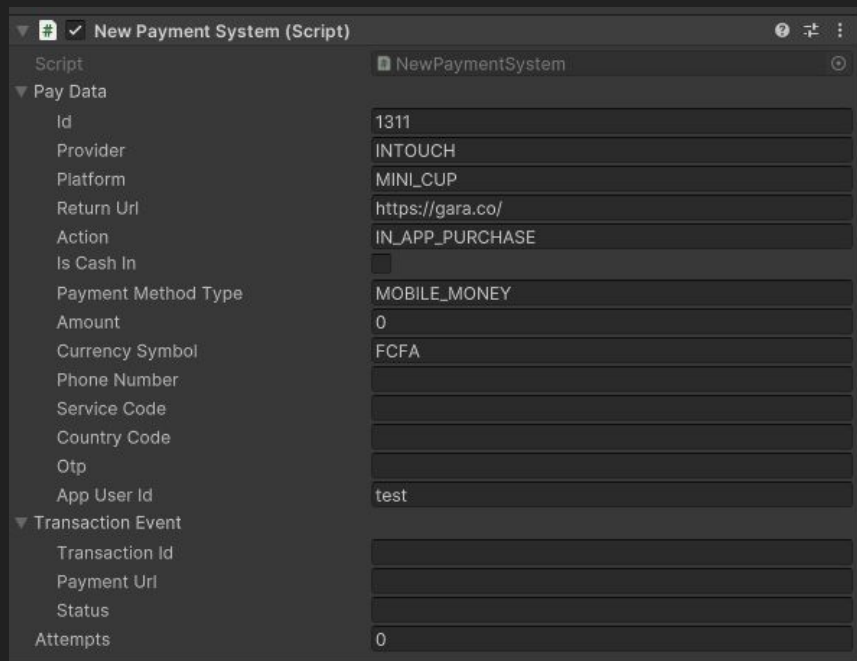
appUserId, this is the player's id, when he connects his gara store account.

you can store it in a playerpref of type string "id".

attempts, this is the maximum number of attempts before the system fails the transaction.

the default is 30.

But you can increase it in the code at line 172



New Payment System (Script)	
Script	NewPaymentSystem
▼ Pay Data	
Id	1311
Provider	INTOUCH
Platform	MINI_CUP
Return Url	https://gara.co/
Action	IN_APP_PURCHASE
Is Cash In	<input type="checkbox"/>
Payment Method Type	MOBILE_MONEY
Amount	0
Currency Symbol	FCFA
Phone Number	
Service Code	
Country Code	
Otp	
App User Id	test
▼ Transaction Event	
Transaction Id	
Payment Url	
Status	
Attempts	0

## Product Item Generation (script)

This script generates your items for purchase.  
you can generate up to 6.

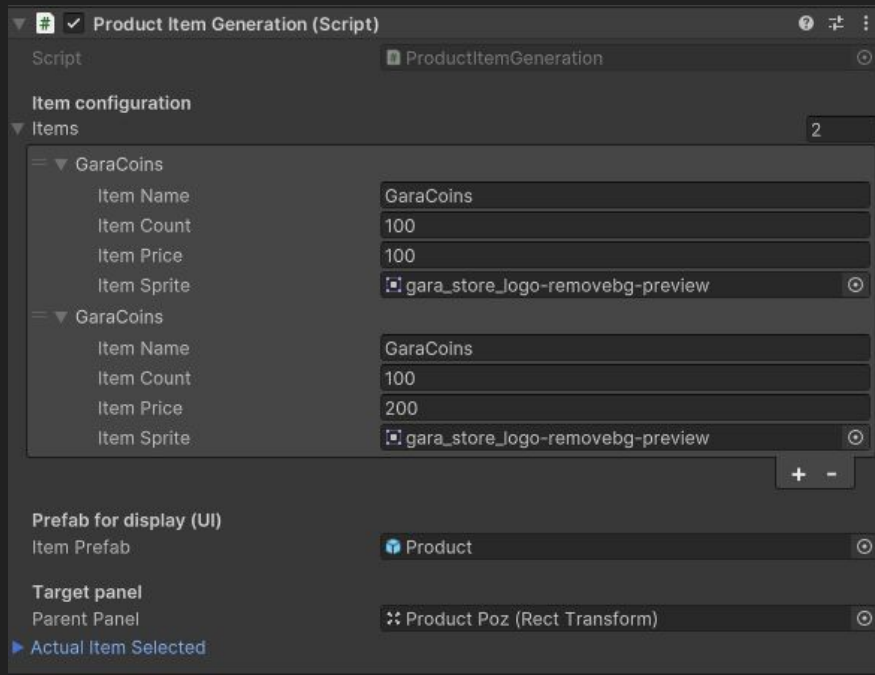
**ItemName** = the product name

**ItemPrice** = the product price

**ItemCount** = the number of the product, i.e. after a successful purchase, the number will be added to the item via playerpref

like this:

```
PlayerPrefs.SetInt(ItemName, PlayerPrefs.GetInt(ItemName) + itemCount);
```



Example after generating your items.  
You can now enter the name, price and  
number of items.

You must click on it to confirm the choice of  
the item to buy.

