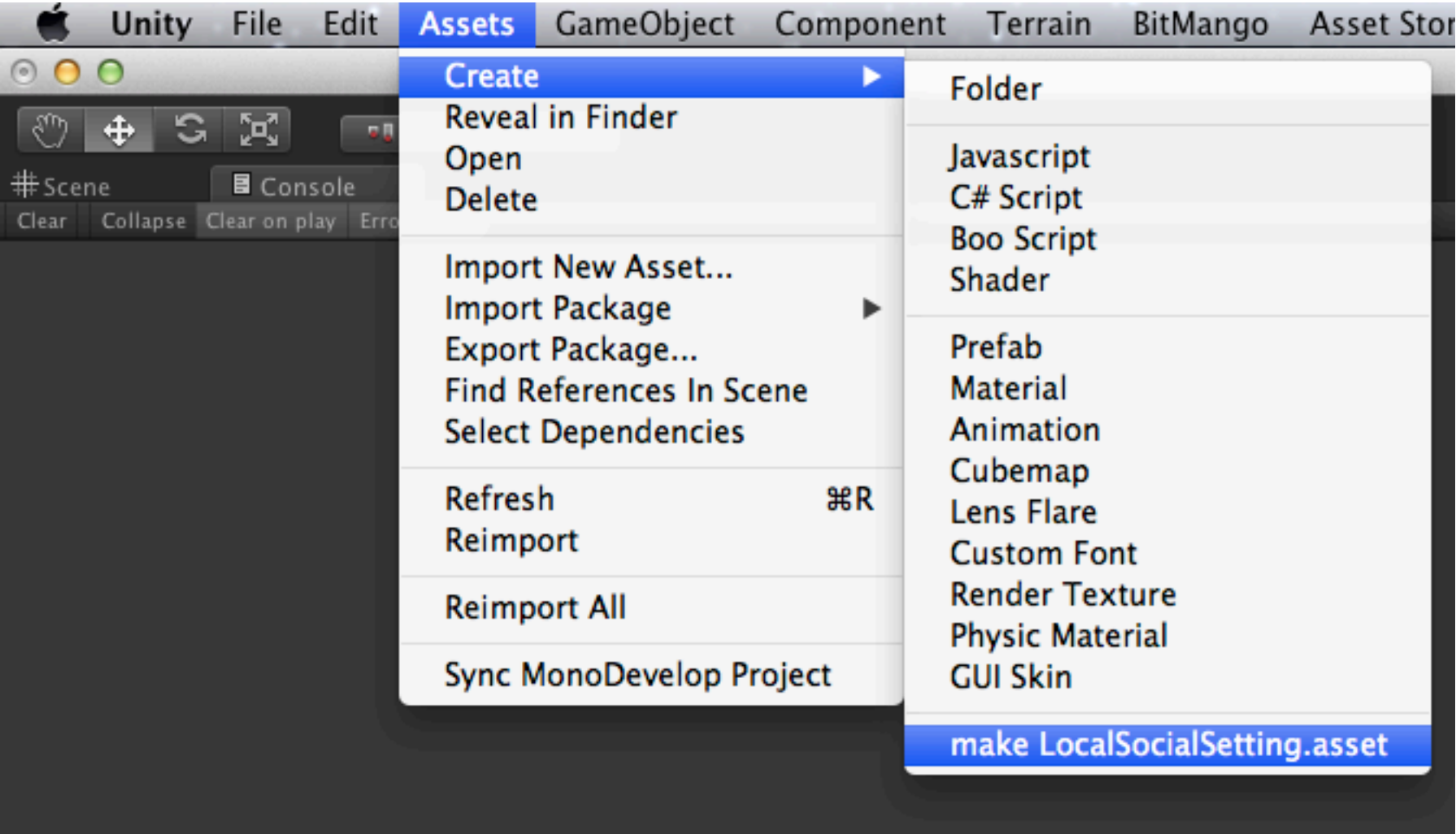


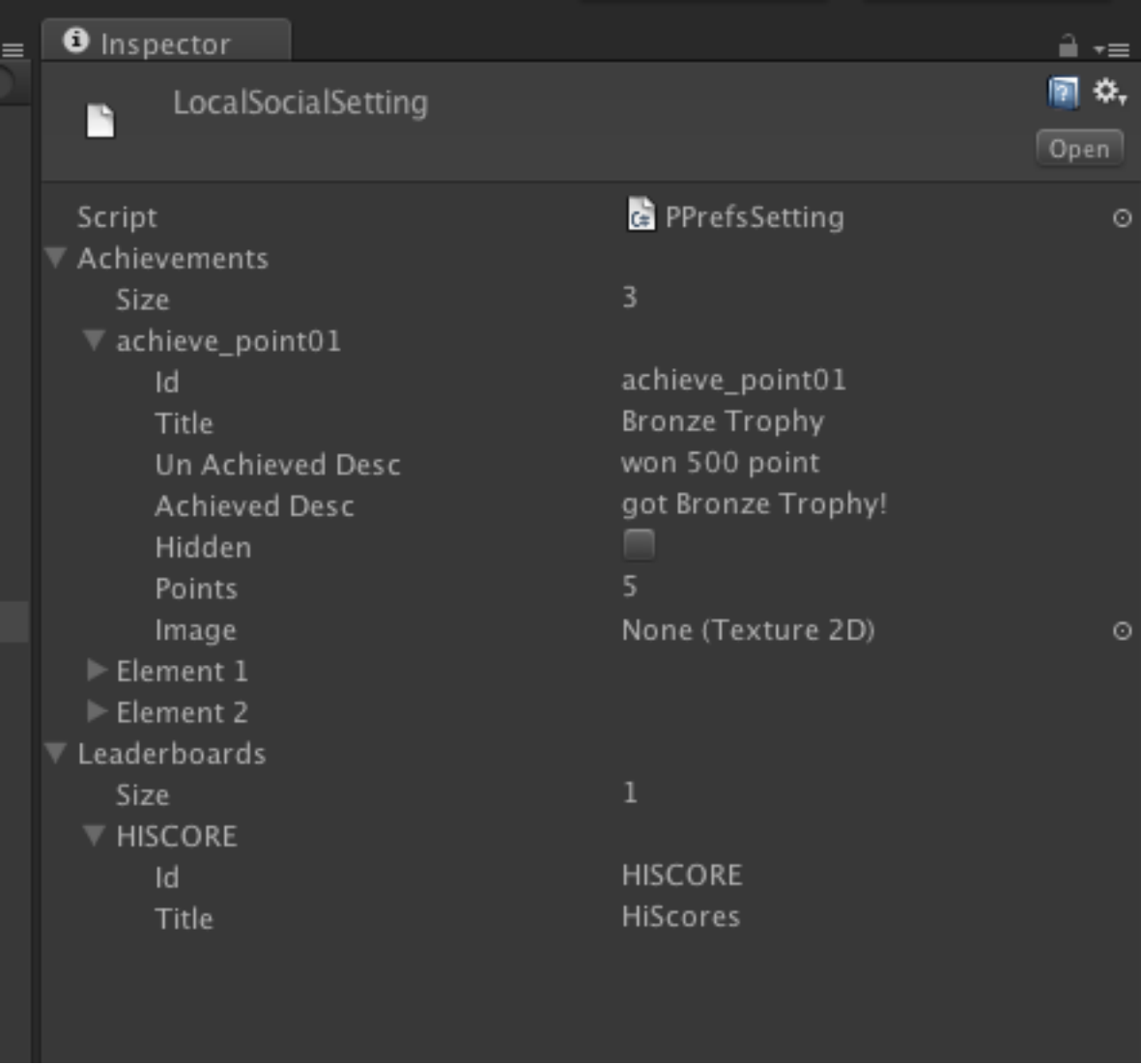
# PlayerPrefs SocialPlatform QuickStart

## 1. Create Default Local Setting Asset in Resources folder



Alt img1

## 2. Fill out Local Achievements, Leaderboards Infos and textures just like iTunesConnect.



Alt img2

## 3. It's Done. Now just call SocialAdaptor.Authenticate() once.

```
void Awake()  
{  
    SocialAdaptor.Authenticate();  
}
```

or, you can assign active SocialPlatform manually.

```
using UnityEngine.SocialPlatforms;  
using UnityEngine.SocialPlatforms.PPrefs;  
void Awake()  
{  
    Social.Active = PPrefsSocialPlatform.Instance;  
}
```

In iOS, if user cancels GameCenter Login Popups it changes to Local version. the other platforms, it will automatically setup to use Local Datas,

**You can now use all Generic UnityEngine.Social Functions, without network. All data will reside in PlayerPrefs.**