IAP Documentation

To insure a quick response to any issues with the asset please send all support requests to the following e-mail address:

support@bizzybeegames.com

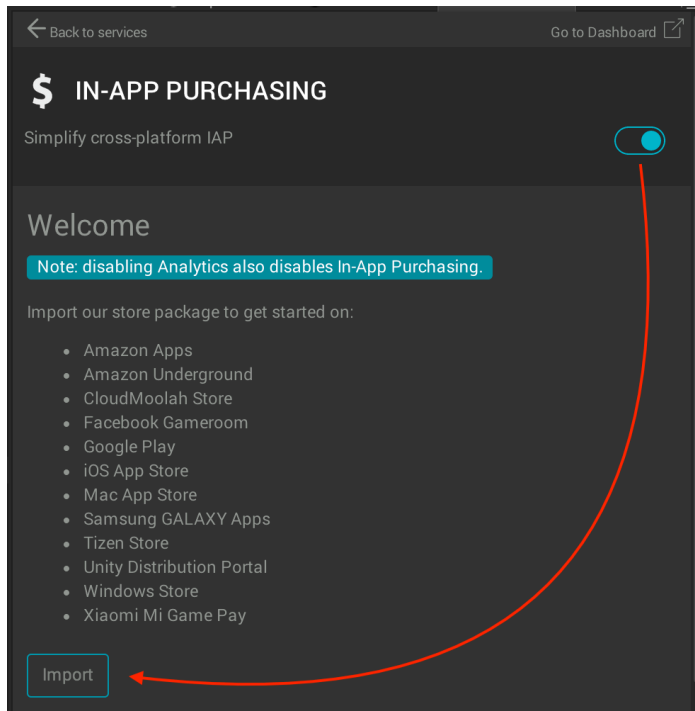Please include the asset name and Unity version you are using. Thank you!

Table of Contents:

Enable IAP

To enable IAP first you need to import the Unity plugin from the Services window. Open the Services window and turn on IAP then click the Import button:
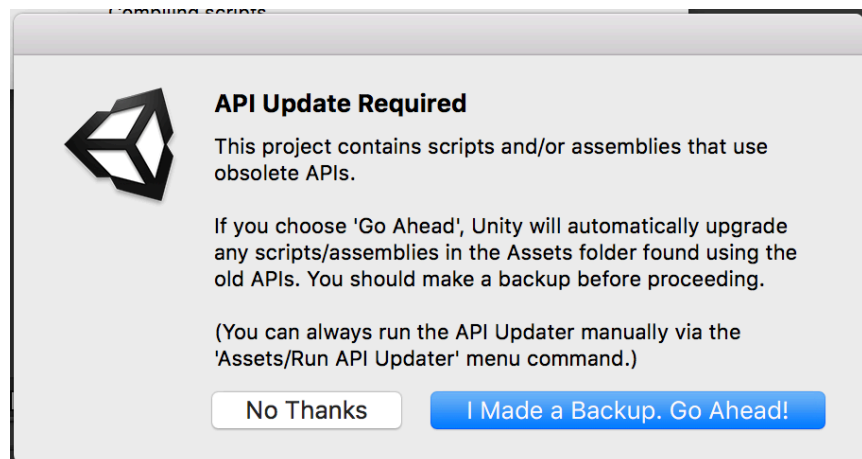

Once it has finished importing you can open the IAP Settings window and click the Enable IAP button which will enable the code in the project.

IMPORTANT!!!

If you get this dialog box:

You MUST click the **I Made a Backup. Go Ahead!** button. If you don't you will not be able to enable IAP in IAP Settings window.
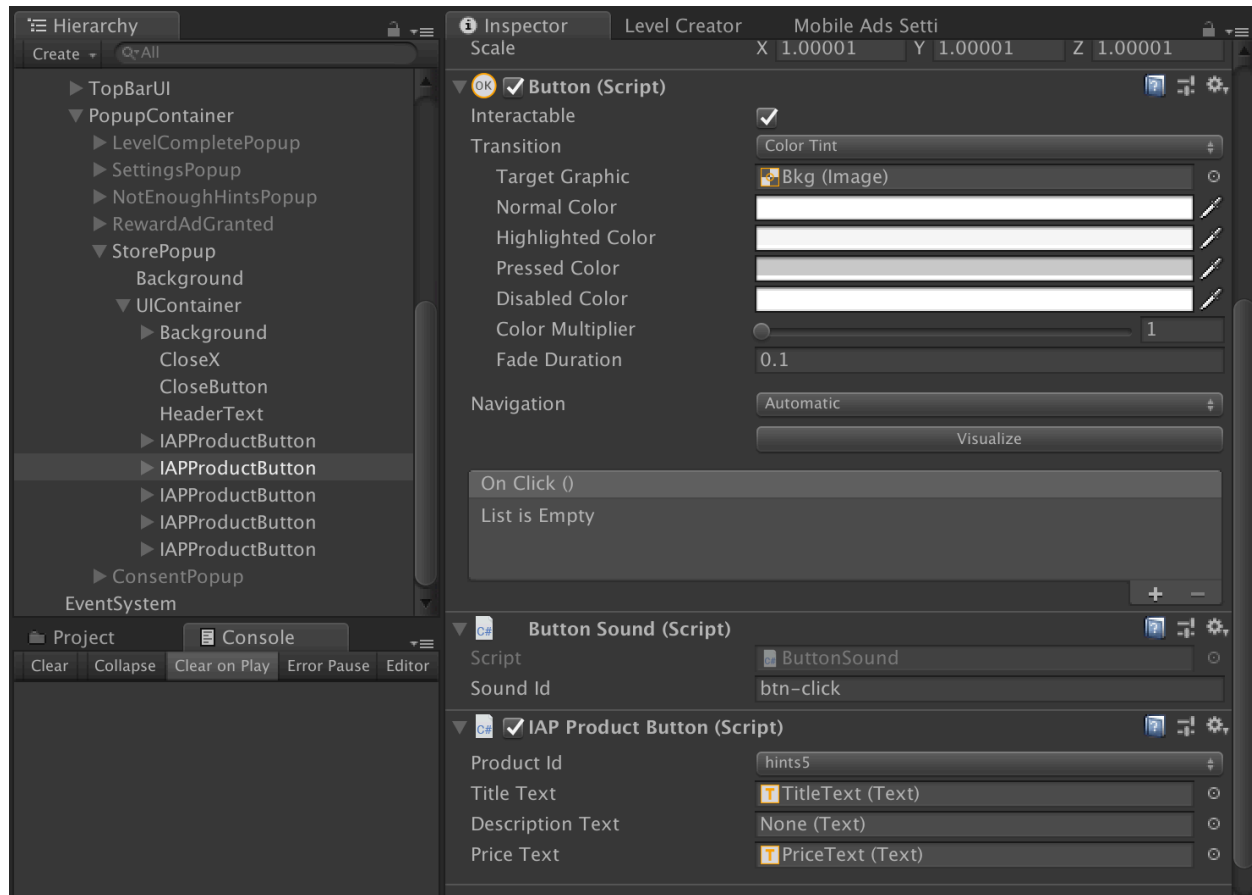
Add Product Ids

To add products select the **IAPManager** in the scenes hierarchy. From the IAPManagers inspector you can edit/remove the existing products or you can add new products by clicking the **Add Product** button.
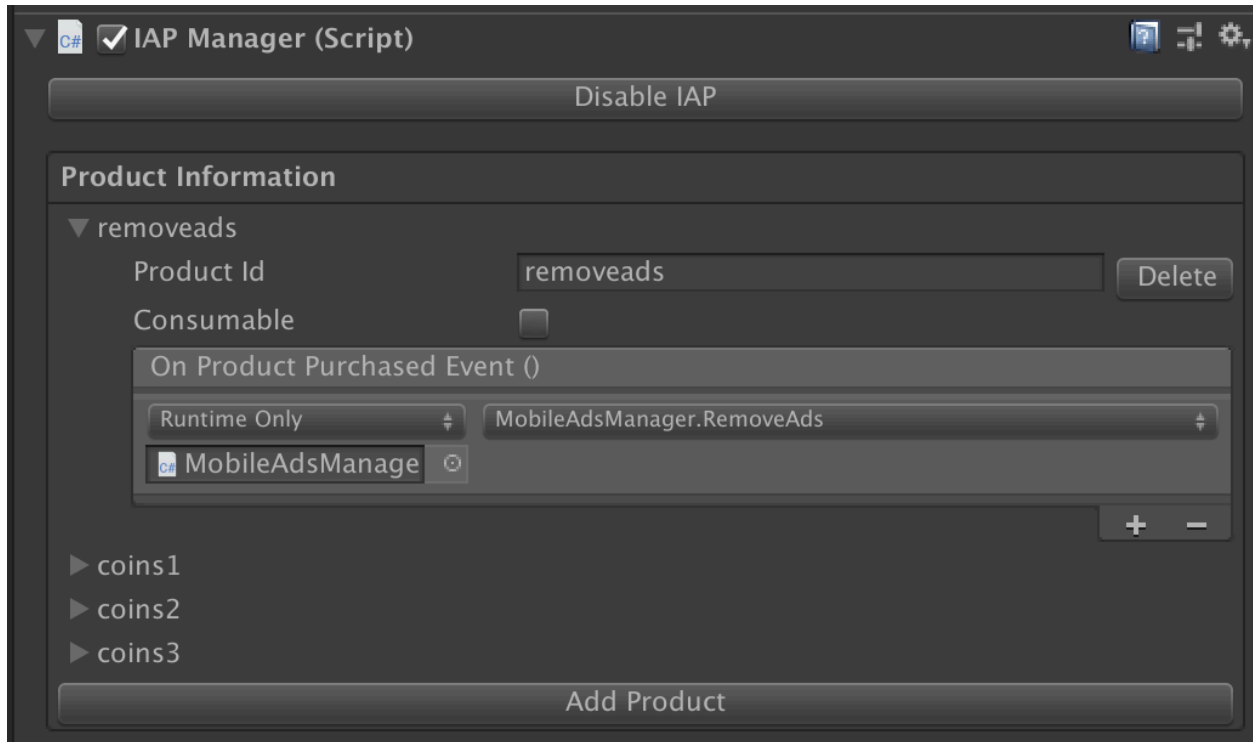
The **On Product Purchased Event** will be called every time the product is purchased (And when restoring purchases).

Purchase A Product

To invoke the purchasing of a product you can use the **IAPProductButton** component.

The Product Id dropdown will contain all the products you created in the IAPManager. When the button is clicked in the game the IAPManager's BuyProduct method will be called with selected Product Id. You can also call the BuyProduct method manually like so:

IAPManager.Instance.BuyProduct(string productId);

You can also listen for successful product purchases with the OnProductPurchases action like so:

IAPManager.Instance.OnProductPurchases += YourMethod;

Additional Notes

1. Your IAP products need to be set up by you on your Google Play Console and/or Apple Developer Account. This is where product names and prices are set.

2. IAP can be tested in the Unity Editor however it will not pull your products names/prices, those will only appear on device.

3. For Android, you need to publish your app (Closed Alpha works) in order for products to become available and purchasable on device.