

MondayOFF SDK

Requirements

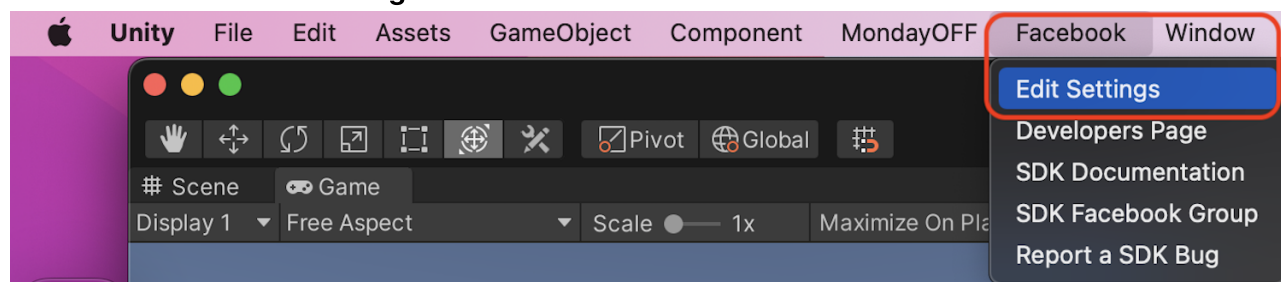
- Facebook App ID
- Facebook SDK (included in the package)
 - Please refer to <https://developers.facebook.com/docs/unity/> for more information about Facebook SDK

Installation

- Add **MondayOFFSDK.unitypackage** to your project.

Usage

1. Select **Facebook > Edit Settings** on the menu



2. Add Facebook App Name and App ID in the inspector and click Regenerate Android Manifest

Facebook Settings (Facebook Settings) Open

Add the Facebook App Id(s) associated with this game

Invalid App Id

App #1

App Name (Optional) [?]:

Facebook App Id [?]:

Client Token (Optional) [?]:

► FB.Init() Parameters

▼ Android Build Facebook Settings

Android Keystore Path [?]

Copy and Paste these into your "Native Android App" Settings on developers.facebook.com/apps

Package Name [?]

Class Name [?]

Debug Android Key Hash [?]

► iOS Build Settings

► App Events Settings

► App Links Settings

► About the Facebook SDK

3. Move to the basic setting page on the Facebook developer page, Scroll down and click on "Add Platform"

App ID: App type: Business

Reminder: Graph API v6.0 will be deprecated on May 05, 2022. Please use the [API Upgrade Tool](#) to understand how this might impact your app. For more details see the [changelog](#)

Dashboard

Settings

Basic

Advanced

Roles

Alerts

App Review

Products

Facebook Login

Marketing API

Activity Log

Verification

Business verification

+ Individual Verification

Data Protection Officer contact information

+ Add platform

Discard

Save changes

4. Select Android and add Google Play to the platform

Select Platform

Website

iOS

Android

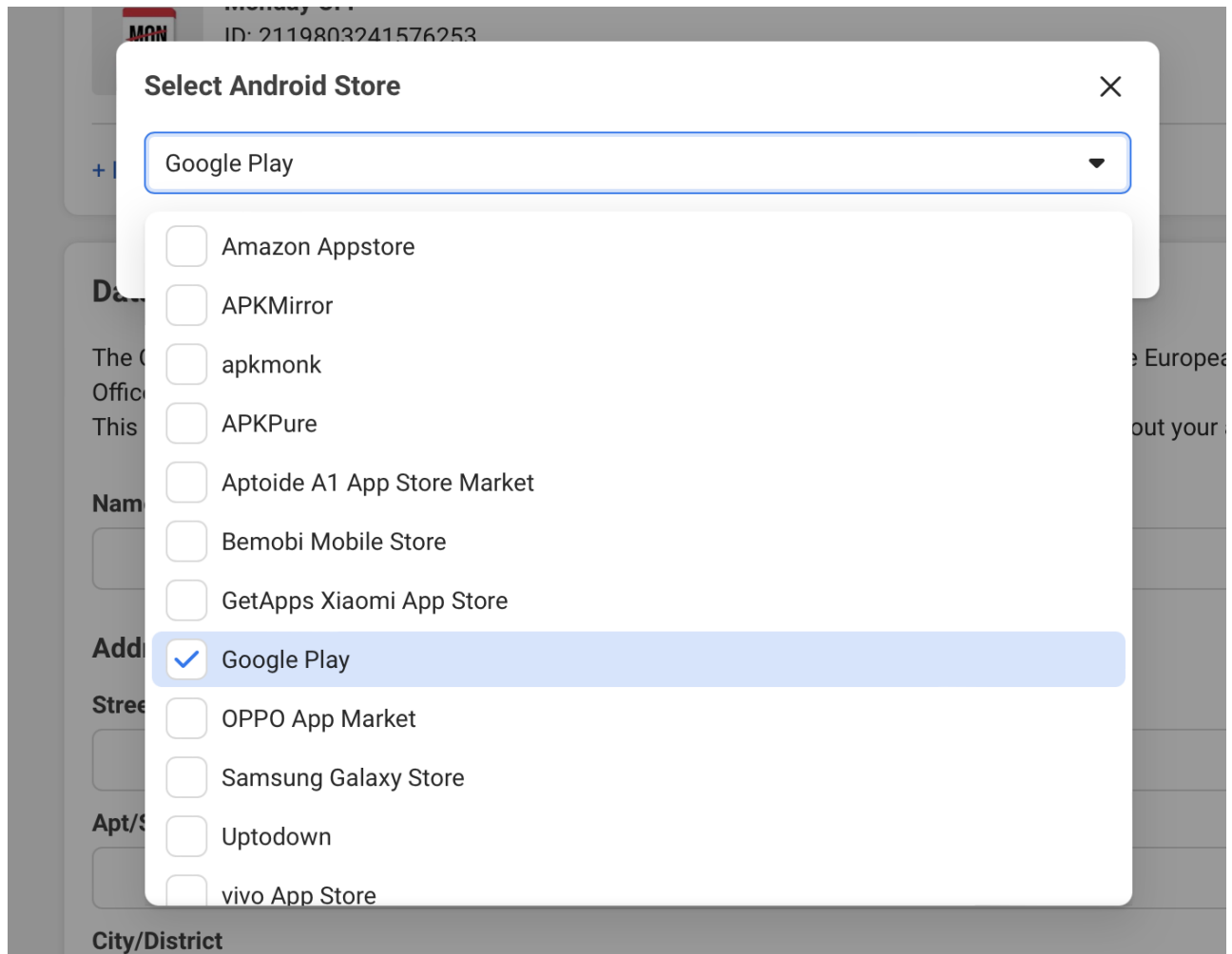
Windows App

Page Tab

12 app stores available

Cancel

Next



5. Add the application's **Package Name** and **Class name** (`com.facebook.unity.FBUnityDeepLinkingActivity`) from step 2

Android

+ Add App StoreQuick Start

Key hashes ⓘ

⚠

Enter a key hash or package name to add your Android app.

☐ Deep Linking
Launch app from Feed links.

☒ Log in-app events automatically (recommended) ⓘ
Note: When this toggle is turned on, you should stop manually logging in-app purchase, start trial and subscribe events on Android. Otherwise you will see duplicate reporting. [Learn More](#)

☐ Google Play credentials
Use your Google Developers credentials to reduce fraudulent in-app purchases.

Google Play

Package Names

⚠

A package name is required if you specify a class name.

Class Name ⓘ

com.facebook.unity.FBUnityDeepLinkingActivity

Install Referrer Decryption Key ⓘ

Remove App Store

6. Add **Assets/MondayOFF/Prefabs/MondayOFF.prefab** to your starting scene.

- You can also create MondayOFF Game Object to current working scene by selecting **MondayOFF > Create MondayOFF Game Object** on the menu
Don't forget to save the scene!

Note

- If you are initializing Facebook SDK on your own, select MondayOFF Game Object and uncheck **Also initialize Facebook SDK from the inspector**.

7. Make sure all Android Libraries are resolved when building application

How to confirm app ownership

Package Names

Class Name

Error found while validating app-ads.txt. [redacted]: We couldn't find your developer website URL in your app's store listing. [Learn more](#)

Confirm mobile app ownership

You must confirm mobile app ownership via app-ads.txt. After entering the information above, select **Confirm ownership** and we'll check the app-ads.txt file you have at your developer URL. [Learn more](#)

Confirm ownership

Install Referrer Decryption Key

Remove App Store

+ Add platform

Discard Save changes

When adding a platform to your app, Facebook will ask you to verify the ownership of your app on the platform.

Your game must be uploaded to the Google Play store to do this. In order to confirm your android app ownership on Google Play, you will need to:

1. Have a **website**, or use one of the following **services to create a website**: <https://app-adstxt.dev>, <https://www.app-ads-txt.com>
 - If you are using a service to create your website, follow the steps below.
 - Make an account on the website and confirm your email address.
 - Enter your app's store page URL
 - Enter the following into the field

facebook.com, app ID, RESELLER, c3e20eee3f780d68

Notice: Replace app ID with your game's app ID

- If you are using your own website, follow the steps below
 - Create a **.txt** file named **app-ads**
 - Add the following to your app-ads.txt file:

facebook.com, app ID, RESELLER, c3e20eee3f780d68

Notice: Replace app ID with your game's app ID

- Upload the app-ads.txt file to the root of your website.

```
facebook.com, 0000000000000000, RESELLER, c3e20eee3f780d68
facebook.com, 0000000000000001, RESELLER, c3e20eee3f780d68
facebook.com, 0000000000000002, RESELLER, c3e20eee3f780d68
facebook.com, 0000000000000003, RESELLER, c3e20eee3f780d68
facebook.com, 0000000000000004, RESELLER, c3e20eee3f780d68
```

2. **Copy** either the **URL** provided by the service or your own website's URL and **paste it in the "Website" field** under **Store listing contact details** on **Google Play Console**

Store Presence > Store Listing > Store listing contact details > Website

3. You're done! Facebook usually takes **up to 24 hours** to detect the file. It may take longer than that, so please be patient.

If you need more help, you can check out Facebook's guide [here](#).