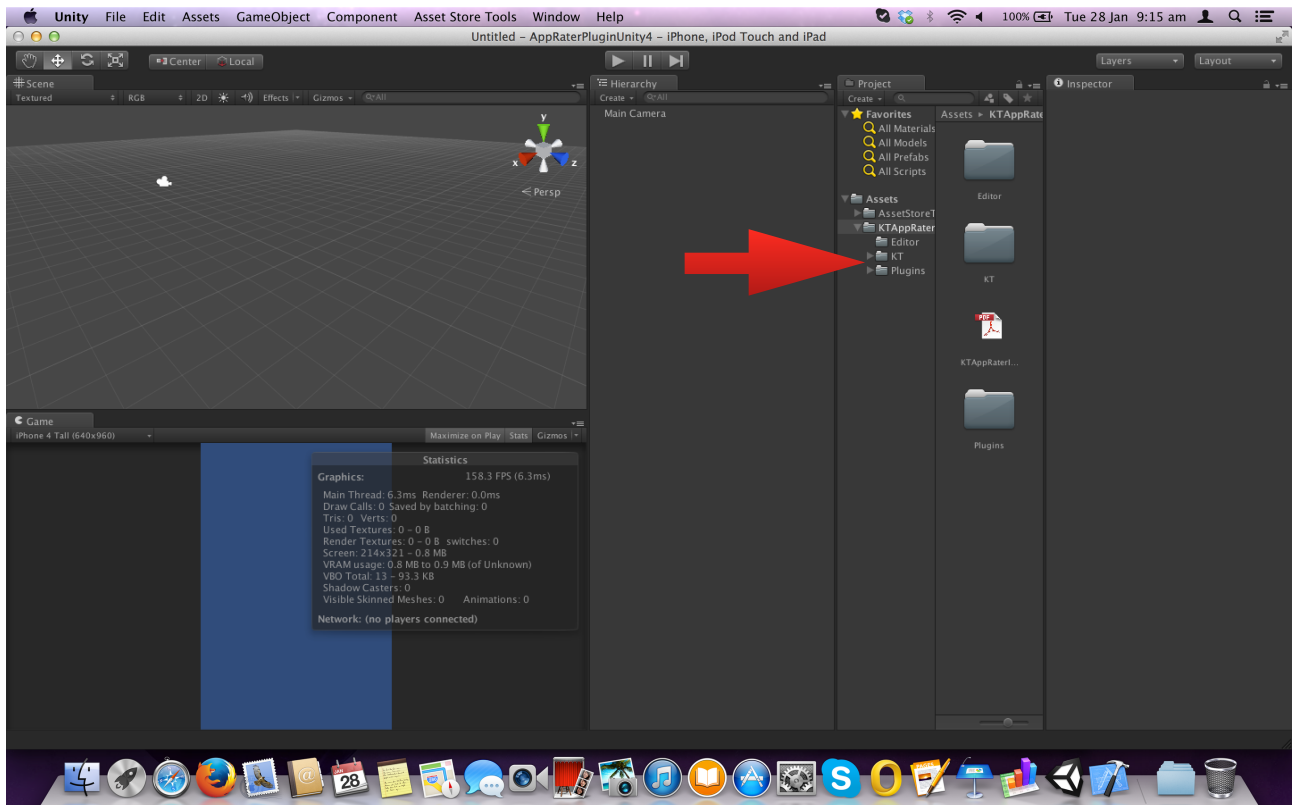
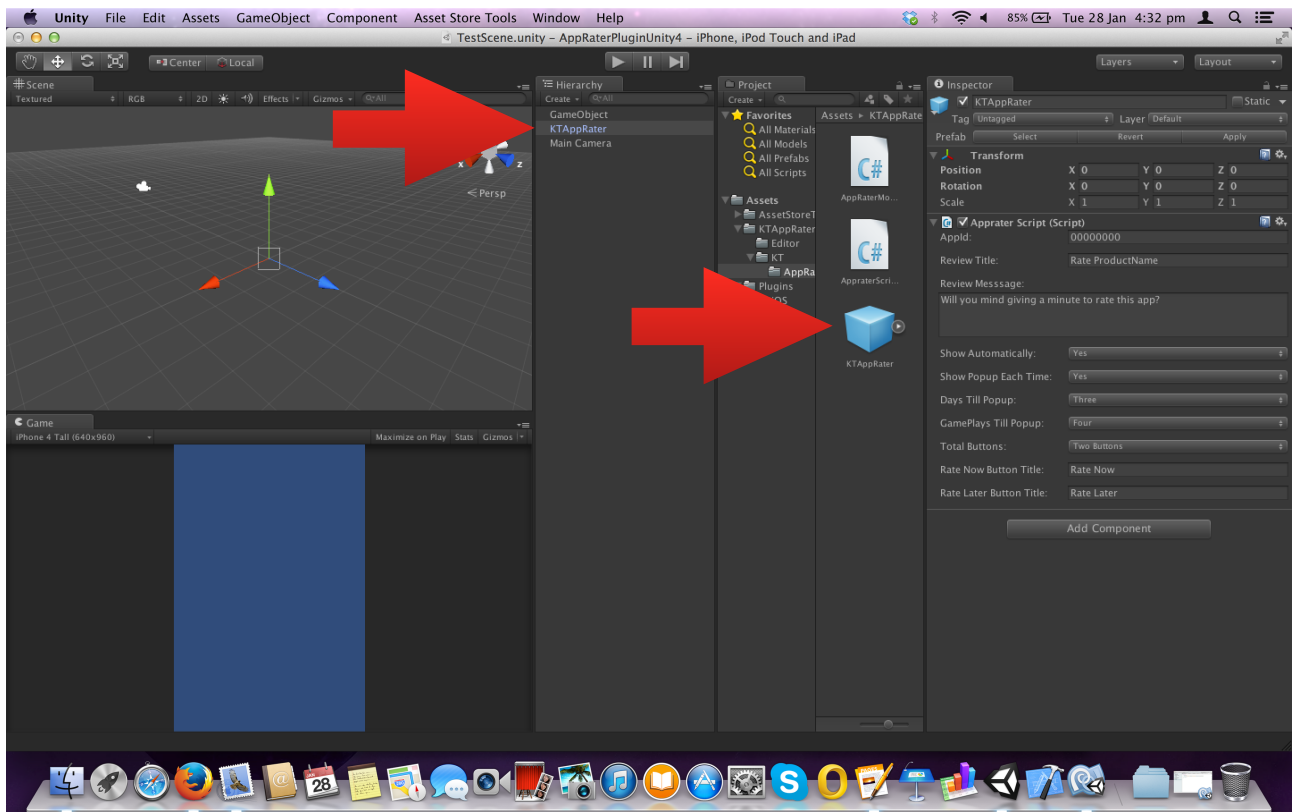


KT AppRater Instructions

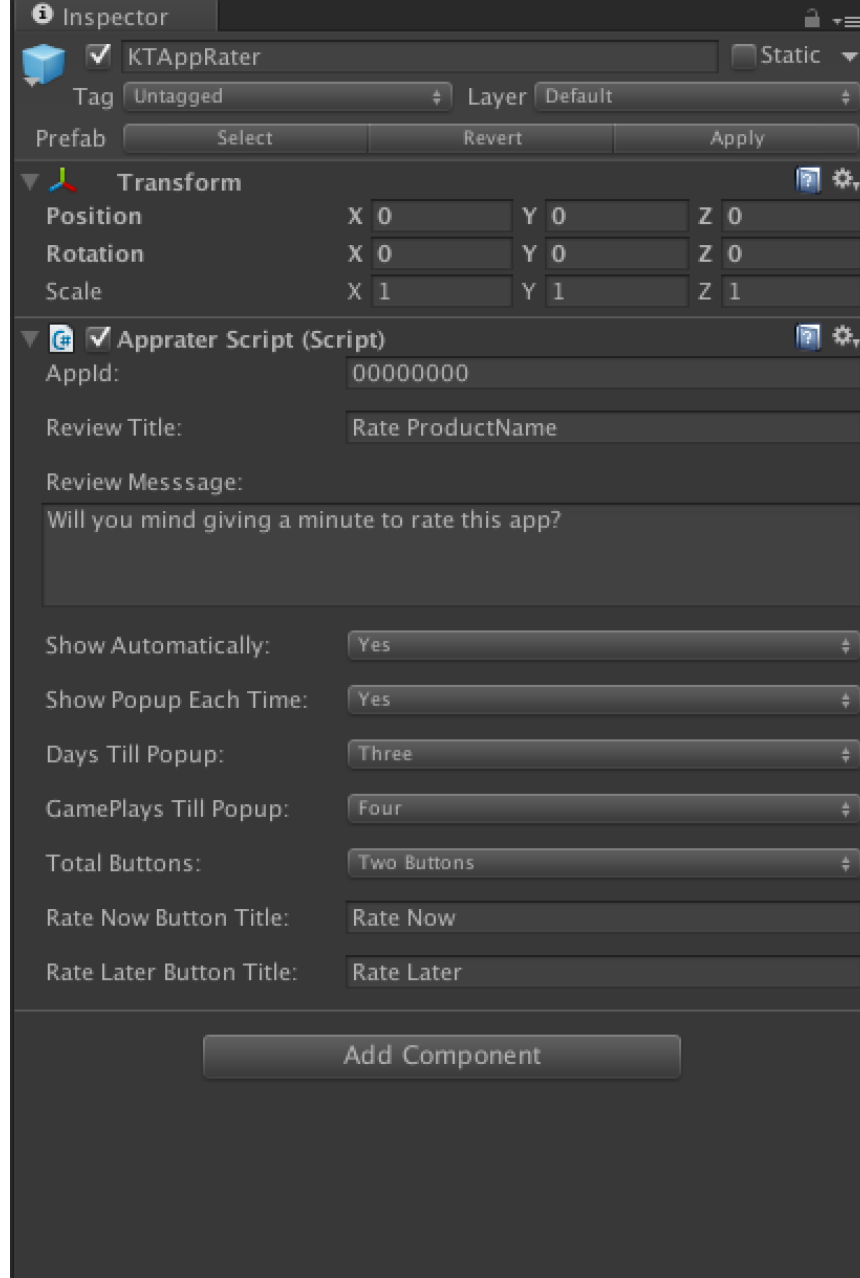
1. After downloading and importing KTAAppRater dialog will appear to extract the unity package.
2. Click import and unity will import all these files, after importing you will have two folder named KT and Plugins as shown in screen below, **Drag the Plugins folder to the root of Assets Folder, if there is already Plugins folder or inside it an iOS folder then move all the files from KTAAppRaterCompressed/Plugins/iOS to Assets/Plugins/iOS:**



4. KT folder will have sub folder AppRater in it, double click to open it.
5. After going into AppRater folder, locate “KTAAppRater” prefab and drag it into your scene as shown in screen below: (The scene in which you shall be dragging the prefab should be the first scene of the unity project, You can see which is the first scene by going to file->BuildSettings from top bar)



6. Now click on the dragged prefab in your Hierarchy view and you will see the following information in inspector:



7. Enter the AppId of your app which you can get from <http://itunesconnect.apple.com> and going to manage apps and clicking the appropriate app.
8. Add the title of Alert to be shown in Review Title
9. Enter the message to be shown when review popup is presented in Review Message field.

Three Types of Review Popups are offered:

- a) Automatically shown
- b) Shown by you (with popup)
- c) Shown by you (without popup)

Automatically Shown (Select Yes in Show Automatically):

- 10. If you want to show popup each time select yes (Should only be used for debugging purposes)
- 11. Enter how many days after which the popup should show in Days Till Popup
- 12. Enter how many gameplay after which the popup should show (Its actually the number of time game is opened, thats why the prefab should be in the first scene of unity project).

Shown By You (With Popup Select No in Show Automatically):

13. When you select No in “Show Automatically”, you want have the option of specifying “always show popup”, “days till popup” and “number of game plays till popup”, all will handled by you and you can use the following function to show the rate popup wherever you require (most typically on button tap):

C#:

```
AppraterScript.ShowRaterPopup();
```

Javascript:

```
GameObject.Find("KAppRater").SendMessage("ShowRaterPopupJS",SendMessageOptions.DontRequireReceiver);
```

Shown By You (Without Popup Select No in Show Automatically):

14. When you select No in “Show Automatically”, you want have the option of specifying “always show popup”, “days till popup” and “number of game plays till popup”, all will handled by you and you can use the following function to show the rate popup wherever you require (most typically on button tap):

C#:

```
AppraterScript.OpenRateURL();
```

Javascript:

```
GameObject.Find("KAppRater").SendMessage("OpenRateURLJS",SendMessageOptions.DontRequireReceiver);
```

Please note: KAppRater is the name of the prefab dragged in scene, if you have changed the name of the prefab, you should enter modified name here. Also, now you should handle the functionality whether to show rate popup again if user has already rated or not.

- 14. Total buttons to be shown in popup two or three.
- 15. Title of the button which should redirect to review should be set in Rate Now Button Title
- 16. Title of the button which cancels the popup and reminds later should be set in Rate Later Button Title

15. Title of the button which never reminds about review again should be set in Never remind Title.

Callback Functions:

You get the following callback functions when the respected button is tapped:

```
void ReviewNowPressed (string val) {  
    print ("review now");  
}
```

```
void ReviewLaterPressed (string val) {  
    print ("review later");  
}
```

```
void NeverRemindPressed (string val) {  
    print ("never remind");  
}
```

These functions are located in file “**AppraterScript.cs**” . You can place your code inside these functions.

Please Note: This plugin is written for iOS only and can only be tested on actual iOS device with internet connectivity.

If you have any questions, you can contact me at: kashif@kashiftasneem.com or at <http://www.kashiftasneem.com/contactus>

If you like, do leave a good review, I really respect the reviews and it makes the product better :)