FETCH ‘N STORE

In-App Live Data/Variable/Resource replacement

These set of tools allow for development of an app/game/software which can retrieve replacement values(variables)/images/audio/video for your project after it’s been deployed, without requiring a downloaded update to the app version from the App Store/Repository.

The method used is to check upon app startup, the values/resources in the app, which you specified to be updated, should there be a newer/different version hosted online in your online web resource, such as the files on your website. (requires the app have internet access)

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CASE USES:

Here's some ideas below on what you could use these tools for:

Image Replacement: From: To:

- *A news ad/banner/pic of your own with an updated version*
- *A logo in-game with a new/modified logo.*
- *An texture in-game with a new texture than what was shipped out with the original build.*

Video Replacement: From:

To:

- *An updated promo video for your other apps, or replace initial cut-scene videos with edited ones.*

Variable/Values Replacement: *From: (string) " 2392199" to (string: read from text file) "1939327*
Anything that uses a variable, such as:

- *a string variable for your Unity Ads/Advertisement provider's specific ID for your account? Can be changed on the fly this way, should you need to change it.*

- *variables for character stats or to tweak in-game stats/difficulty levels/settings.*

- *change default settings in-game after the app is live, without requiring a downloaded update from the app store.*

Audio Replacement: From: To:

- *Change sound-tracks or add more audio clips.*
- *Change audio effects*
- *Add a greeting to your app, upon launch or In-game voice message updates*

Many original values/items used in a project can be replaced with one stored online as a file.

Pertinent Notes:

Remember to change the platform of the project to Android/IOS GameID/Ads portion, since it won't function properly, unless the project is change to android/ios. Also Unity Ads Service needs to be added/enabled for the project. Instructions on last page (7)..

Errors such as:
Assets\Fetch'NStore\Scripts\ads.cs(134,33): error CS0246: The type or namespace name 'ShowResult' could not be found (are you missing a using directive or an assembly reference?)
or
Assets\Fetch'NStore\Scripts\ads.cs(63,51) : error CS0103: The Name 'adidlocation" does not exist in the current context.

indicate that the Unity Ads services are not enabled and the Editor platform hasn't been switched to: Android or IOS.

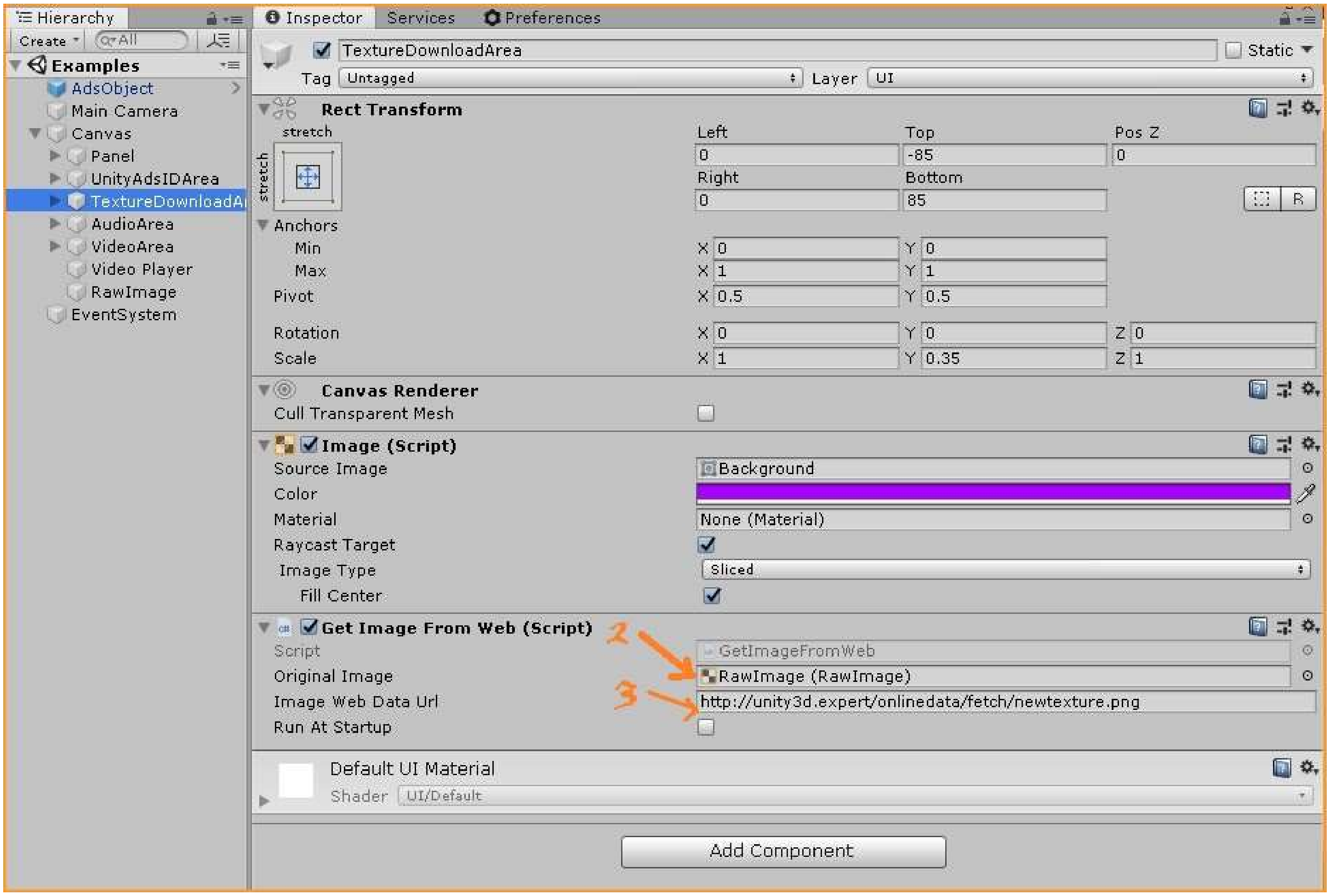
Instructions:

Get *Image* from Web Location:

1. Drag the *GetImageFromWeb* script to your scene's hierarchy, onto an object in your scene.

2. Drag the GameObject containing the image you need replaced (usually the game object itself containing the script/original image)   to the "Original Image" area on the GetImageFromWeb Script. (Screenshot)

3. Write the website address of the hosted image file on the web server, into the "Image Web URL" field, to indicate where/what exact image is to be downloaded from.



☑ TextureDownloadArea □ Static

Tag Untagged Layer UI

Rect Transform

stretch

	Left	Top	Pos Z
	0	-85	0
	Right	Bottom	
	0	85	

Anchors

	X	Y	Z
Min	0	0	
Max	1	1	
Pivot	0.5	0.5	
Rotation	0	0	0
Scale	1	0.35	1

Canvas Renderer

Cull Transparent Mesh □

☑ Image (Script)

Source Image	Background
Color	🟪
Material	None (Material)
Raycast Target	☑
Image Type	Sliced
Fill Center	☑

☑ Get Image From Web (Script)

Script	GetImageFromWeb
Original Image	RawImage (RawImage)
Image Web Data Url	http://unity3d.expert/onlinedata/fetch/newtexture.png
Run At Startup	□

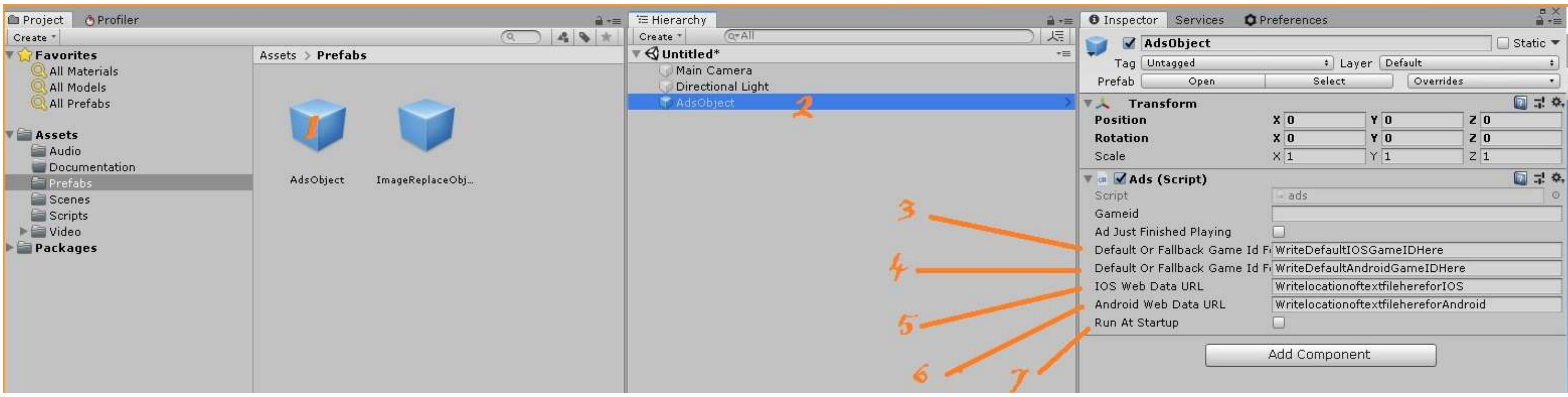
Default UI Material

Shader UI/Default

In-App Live Unity Ads (GameID) Replacement with a web-stored string (in text file): (Get Text From web location)

1. **Drag AdsObject** from the Assets>Prefabs Folder to your hierarchy/scene.

2. **Click** the AdsObject and view it in the inspector (Example Below)



AdsObject ☑ · □ Static

Tag: Untagged · Layer: Default

Prefab: Open · Select · Overrides

Transform
Position X 0 Y 0 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

☑ Ads (Script)
Script: ads
Gameid:
Ad Just Finished Playing □
Default Or Fallback Game Id F: WriteDefaultIOSGameIDHere
Default Or Fallback Game Id F: WriteDefaultAndroidGameIDHere
IOS Web Data URL: WritelocationoftextfilehereforIOS
Android Web Data URL: WritelocationoftextfilehereforAndroid
Run At Startup □

*3. **(Default or Fallback Game ID for Unity Ads IOS)**

If using IOS, write in the GameID to be used, in case the value is not retrievable from the online hosted text file.

Example: 7654321

4. **(Default or Fallback Game ID for Unity Ads Android)**

If using Android, write in the GameID to be used, in case the value is not retrievable from the online hosted text file.

Example: 7654322

5. **(IOS web Data URL)**

Write in the address of the file hosted online to retrieve the string (Game ID) value from.

Example: http://yourwebsite.com/afolder/iosgameid.txt

6. **(Android web Data URL)**

Write in the address of the file hosted online to retrieve the string (Game ID) value from.

Example: http://yourwebsite.com/afolder/androidgameid.txt

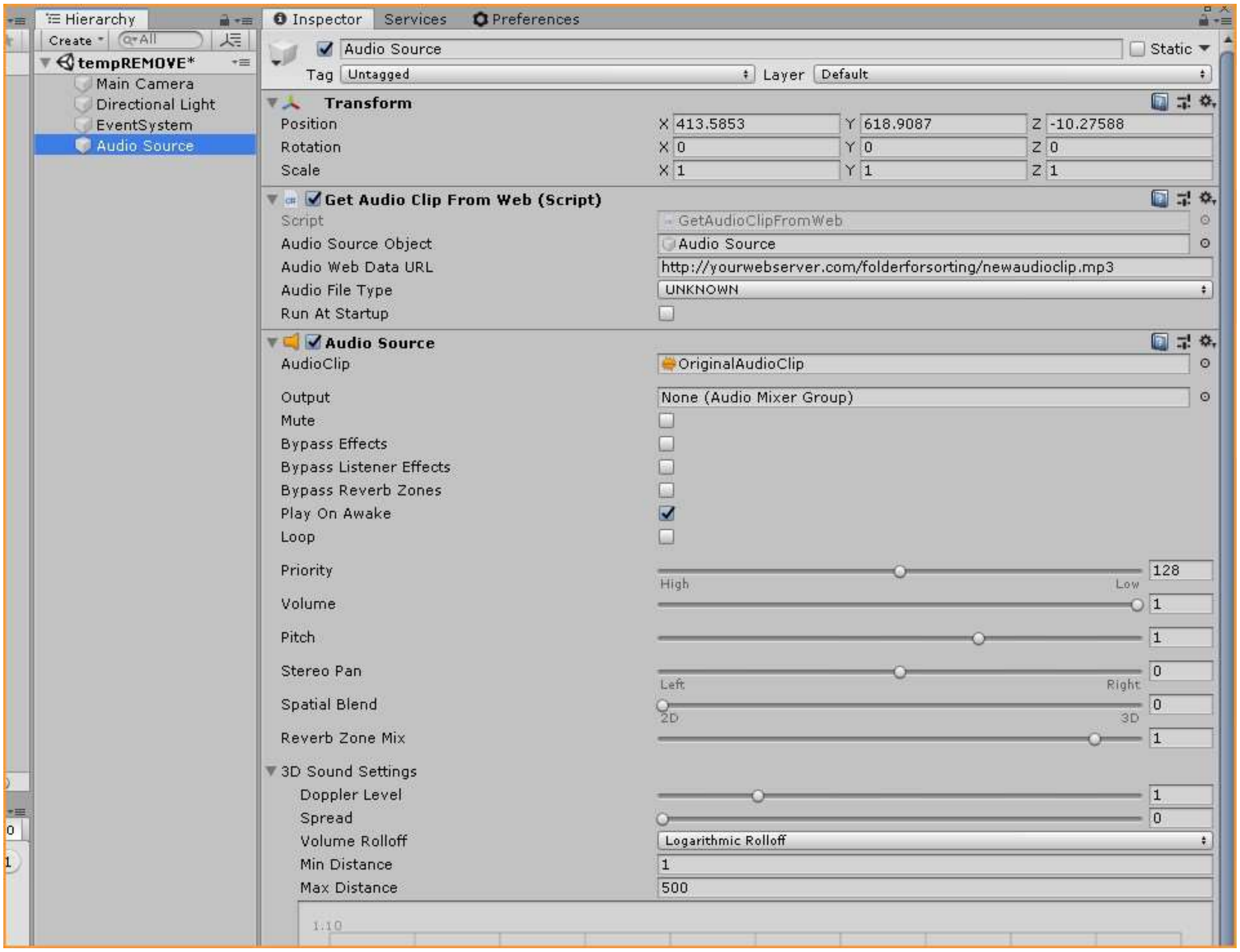
7. Remember to check the box to "run at startup" if you'd like it to automatically run when the app starts.

Otherwise, you need to *call ManualFetchOfGameIDFromTheWeb()* from the “ ads.cs “ script to manually run this on demand.

Get Audio Clip from Web Location:

1. Drag GetAudioClipFromWeb.cs script from the Assets>Scripts Folder to your hierarchy and onto an object of your choice.

2. Drag the game object (most likely an audio source object) with the original audio clip that will be updated by the downloaded audio clip; drag this object to the "Audio Source Objetct" entry on the script.



☑ Audio Source □ Static
Tag Untagged Layer Default

Transform
Position X 413.5853 Y 618.9087 Z -10.27588
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1

☑ Get Audio Clip From Web (Script)
Script GetAudioClipFromWeb
Audio Source Object Audio Source
Audio Web Data URL http://yourwebserver.com/folderforsorting/newaudioclip.mp3
Audio File Type UNKNOWN
Run At Startup □

☑ Audio Source
AudioClip OriginalAudioClip
Output None (Audio Mixer Group)
Mute □
Bypass Effects □
Bypass Listener Effects □
Bypass Reverb Zones □
Play On Awake ☑
Loop □
Priority 128 (High – Low)
Volume 1
Pitch 1
Stereo Pan 0 (Left – Right)
Spatial Blend 0 (2D – 3D)
Reverb Zone Mix 1
3D Sound Settings
Doppler Level 1
Spread 0
Volume Rolloff Logarithmic Rolloff
Min Distance 1
Max Distance 500

3. **(Audio web Data URL)**

   Write in the address of the audio file hosted online to retrieve the audio clip file from.

   Example: http://yourwebsite.com/afolder/newaudioclip.mp3

4. Best to leave file type at: “Unknown” as it will auto-detect whether it can use the online file retrieved from the web. If you set this to a manual file type, then you should be careful to choose the correct file type, otherwise it will throw an exception and you’ll see errors in the Editor console.

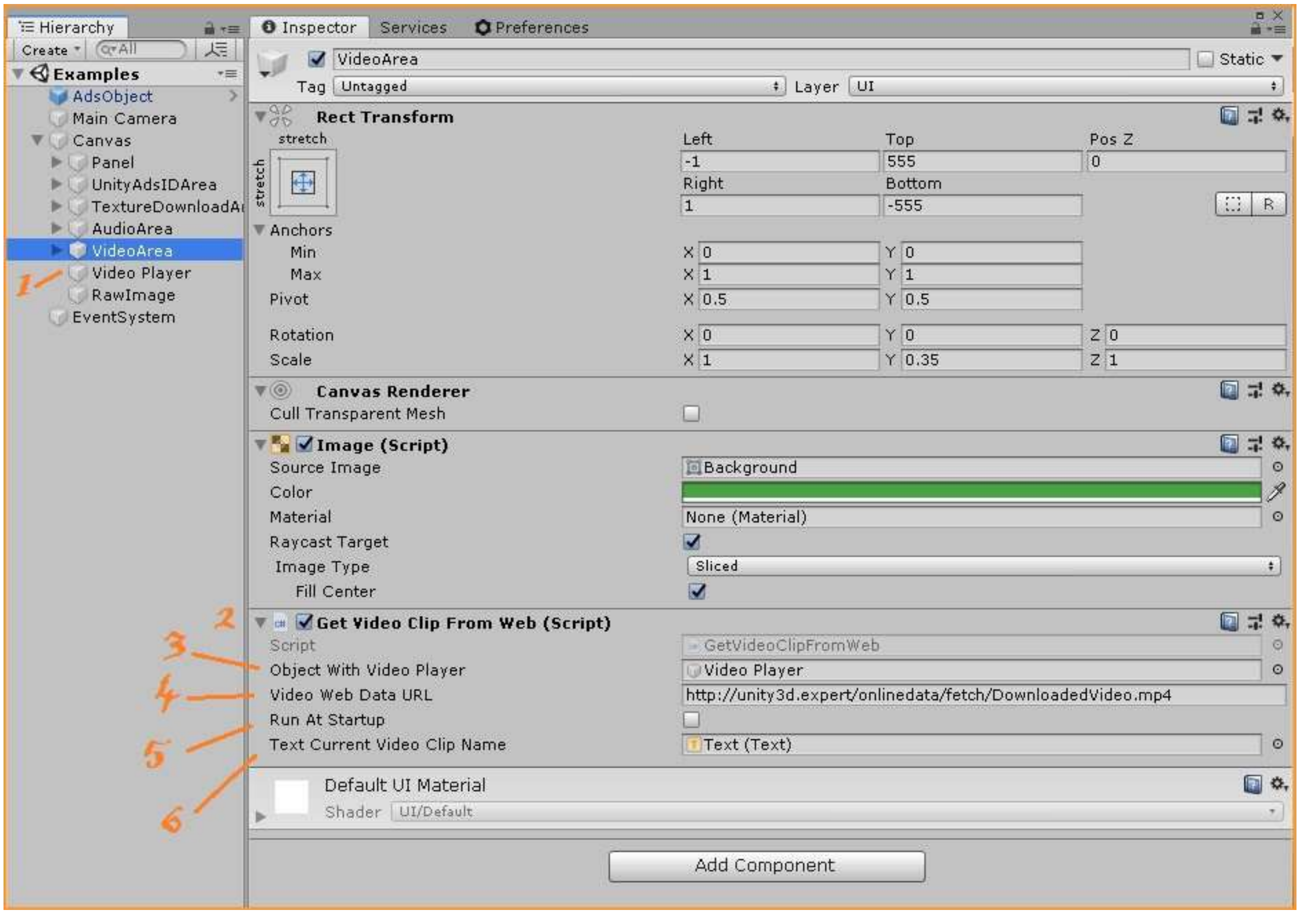
5. Remember to check the box to "**run at startup**" if you'd like it to automatically run when the app starts.
   Otherwise, you need to call GetImageFromWebURL() from the getimagefromweb.cs script to manually run this on demand.

Get Video Clip from Web Location:

*SideNote *** For this implementation, we could use something very similiar to the Audio script, with a simple MovieTexture, but that's been deprecated since Unity 5, and the VideoPlayer introduced in Unity 5.6. The Video Player is much more flexible in compatibility between platforms and makes it easier to implement video playback.*

1. Add a Video Player Component to your scene/hierarchy. You'll see it appears under Canvas>Video Player. This will be what plays your video file.

2. Drag GetVideoClipFromWeb.cs script from the Assets>Scripts Folder to your hierarchy and onto an object of your choice.



Examples
- AdsObject
- Main Camera
- Canvas
  - Panel
  - UnityAdsIDArea
  - TextureDownloadAr
  - AudioArea
  - VideoArea
  - Video Player
  - RawImage
- EventSystem

☑ VideoArea □ Static
Tag Untagged Layer UI

Rect Transform
stretch
Left -1 Top 555 Pos Z 0
Right 1 Bottom -555
Anchors
Min X 0 Y 0
Max X 1 Y 1
Pivot X 0.5 Y 0.5
Rotation X 0 Y 0 Z 0
Scale X 1 Y 0.35 Z 1

Canvas Renderer
Cull Transparent Mesh □

☑ **Image (Script)**
Source Image: Background
Color: 🟩
Material: None (Material)
Raycast Target ☑
Image Type: Sliced
Fill Center ☑

☑ **Get Video Clip From Web (Script)**
Script: GetVideoClipFromWeb
Object With Video Player: Video Player
Video Web Data URL: http://unity3d.expert/onlinedata/fetch/DownloadedVideo.mp4
Run At Startup □
Text Current Video Clip Name: Text (Text)

Default UI Material
Shader UI/Default

3. Drag the Video Player game object with the original video clip that will be updated by the downloaded videoclip; to the "Object With Video Player" entry on the script.

4. **(Video Web Data URL)**
   Write in the address of the video file hosted online to retrieve the video clip file from.

   Example: http://yourwebsite.com/afolder/newvideoclip.mp4

   Note: It’s important to use video files which are compatible with the platforms you're building for.
   See https://docs.unity3d.com/2018.4/Documentation/ScriptReference/Video.VideoPlayer.html for more information, specifically the various references to "Media Formats"

5. Remember to check the box to "**run at startup**" if you'd like it to automatically run when the app starts.
   Otherwise, you need to call GetVideoClipFromWebURL() from the GetVideoClipFromWeb.cs script to run this on demand.

6. You can drag a Text object from the UI/Canvas here, so that the currently playing movie name will be updated there on-screen.

System/Editor Requirements **

> - Unity Version 2018.4.27f1 or newer
> - This example project requires Unity Ads, which must be added to it, in order for the Ads examples and scripts to work.
>
> *This project requires Unity Ads, which must be added to it, in-order for the Ads examples and scripts to work.*

- To Add: Unity Ads to the project, using this link: https://assetstore.unity.com/packages/add-ons/services/unity-monetization-66123

  Or:

- Click on (Top Text Menus in Unity) "Window>Package Manager" and install the "Ads" package.

  You may be required to save/close the project and re-open after adding Unity Ads.

  Or:

- If Unity Ads is already installed and you see errors in the Console about "Advertisement", then Click on (Top Text Menus in Unity) "Window>General>Services" then click "**Ads**". and enable/turn on.

  After this, an auto-refresh runs by itself, & your project's errors in the Console should be gone.

  Unity Ads Knowledge-Base: http://unityads.unity3d.com/help/index

> *Remember to change the platform to Android/IOS if testing out the GameID/Ads portion, since it won't function properly, unless the project is change to android/ios.*

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