KLONDIKE SOLITAIRE DOCUMENTATION:

Import Plugins:

Google Mobile Ads (admob):

Download and run it: https://github.com/googleads/googleads-mobileunity/releases

LeanTween:

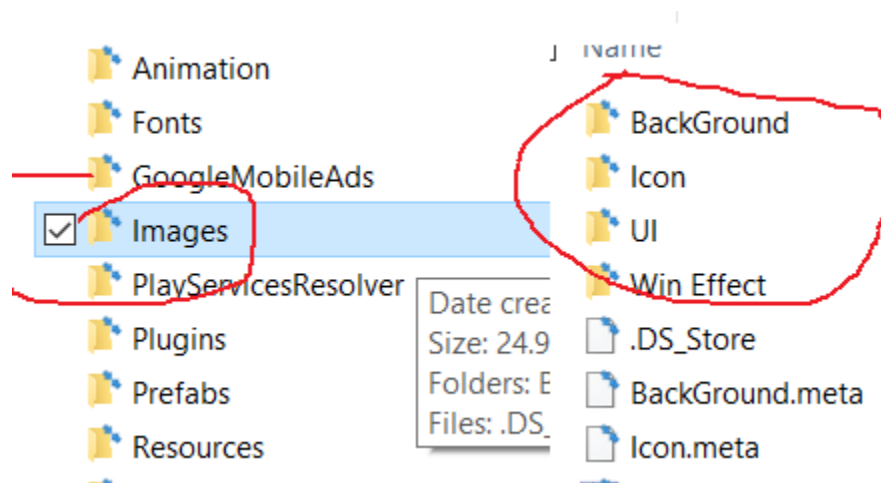Download and import : https://assetstore.unity.com/packages/tools/animation/leantween3595

Import Textmesh Pro: when click Play scene it will show window TMP Importer, click Import TMP Essentials (if this place button disable you need to delete TestMesh Pro folder before click Stage scene)
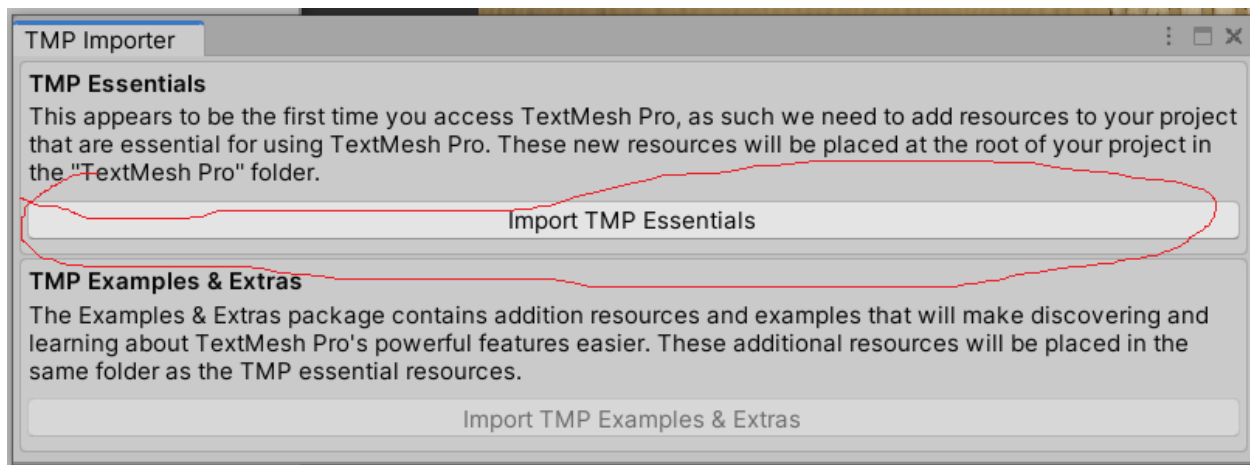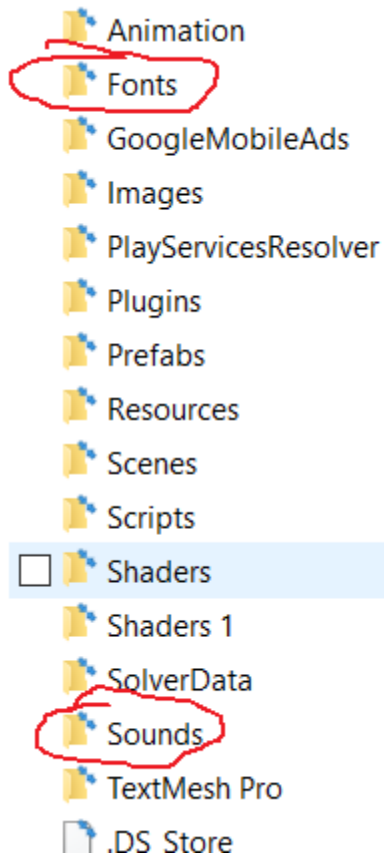

How to reskin:

Replace all .png in Images Folder

Change Audio and Fonts:

replace all files .wav in Sound folder
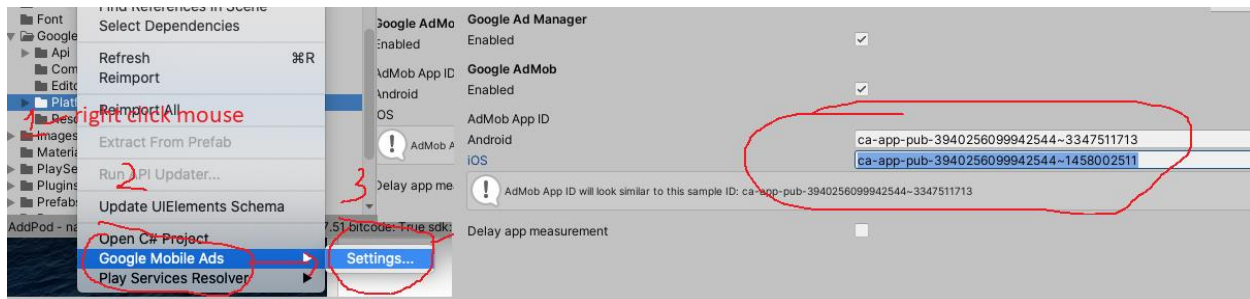
replace .ttf in Fonts folder

1.Change admob key:

Click left mouse Scenes-> double click Stage Scene

Left click Advertisement--> change admob keys

Change admob app id : right click in Assets --> Google Moble Ads -> Settings…-->replace with your admob app id

(if you don't know create admob key how do please contact us. We will support)

2.Change link rate: change link rate in RateUSController.cs (Scripts → RateUS→ RateUsController.cs)
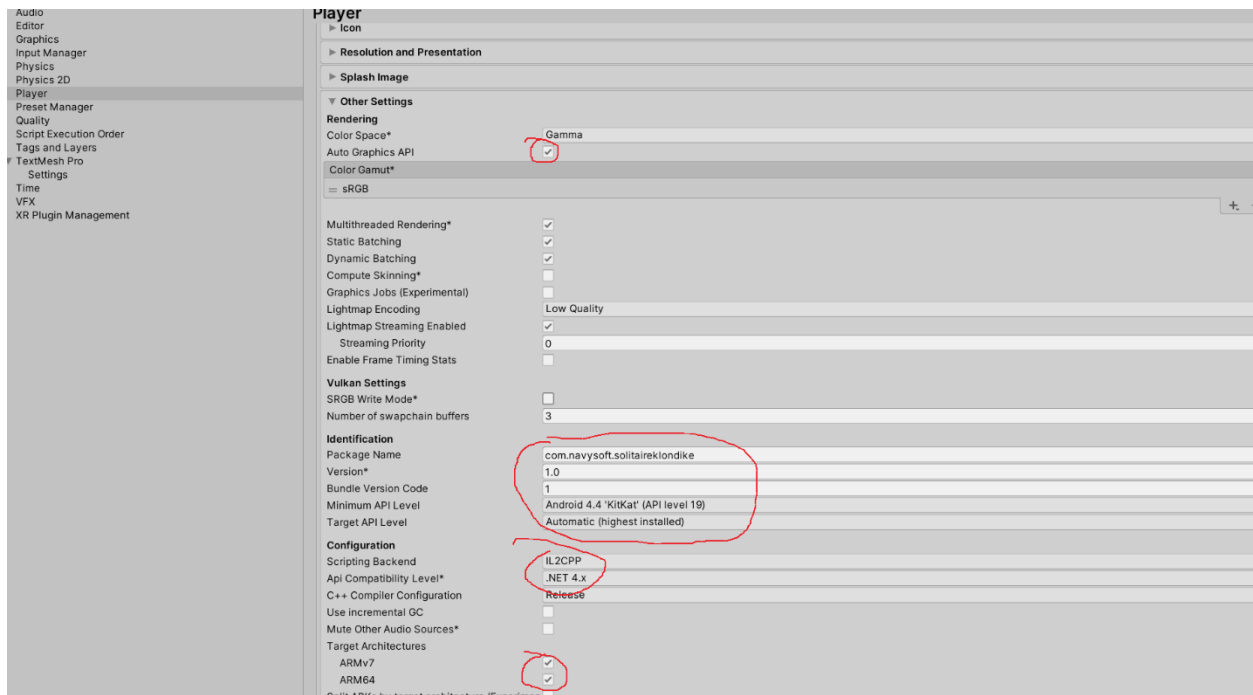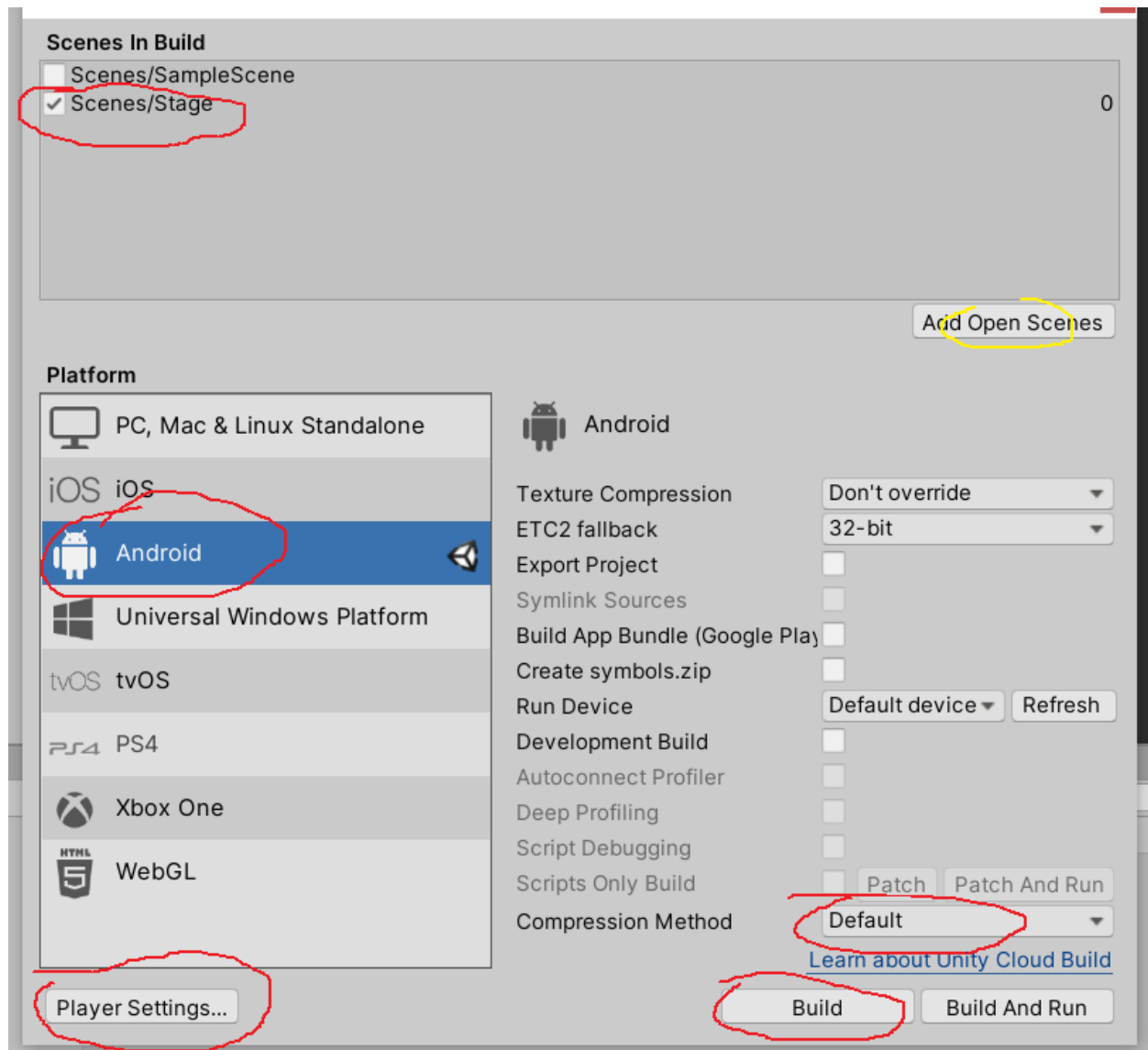

3.How to build for Android:

Choose File in left top window -->Build Settings--> Android -> Playing Settings--> replace your Package Name in Other Settings tab

Player

▶ Icon

▶ **Resolution and Presentation**

▶ **Splash Image**

▼ **Other Settings**

Rendering

Color Space*	Gamma
Auto Graphics API	☑

Color Gamut*

≡ sRGB

Multithreaded Rendering*	☑
Static Batching	☑
Dynamic Batching	☑
Compute Skinning*	☐
Graphics Jobs (Experimental)	☐
Lightmap Encoding	Low Quality
Lightmap Streaming Enabled	☑
Streaming Priority	0
Enable Frame Timing Stats	☐

Vulkan Settings

SRGB Write Mode*	☐
Number of swapchain buffers	3

Identification

Package Name	com.navysoft.solitaireklondike
Version*	1.0
Bundle Version Code	1
Minimum API Level	Android 4.4 'KitKat' (API level 19)
Target API Level	Automatic (highest installed)

Configuration

Scripting Backend	IL2CPP
Api Compatibility Level*	.NET 4.x
C++ Compiler Configuration	Release
Use incremental GC	☐
Mute Other Audio Sources*	☐
Target Architectures	
ARMv7	☑
ARM64	☑

Split APKs by target architecture (Experimen

After click Build button

4.How to build for iOS:

File--> Build Settings-> iOS-> Switch Platform->Playing Settings

Change your Bundle Identifier and Build It with Build button or Build and Run

(you need MacOS 10.15 and Xcode 11 minimum)
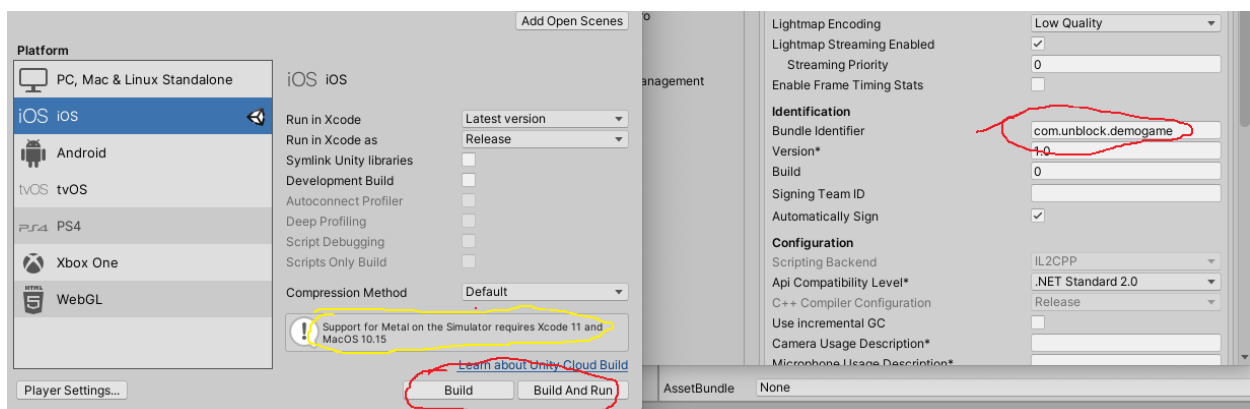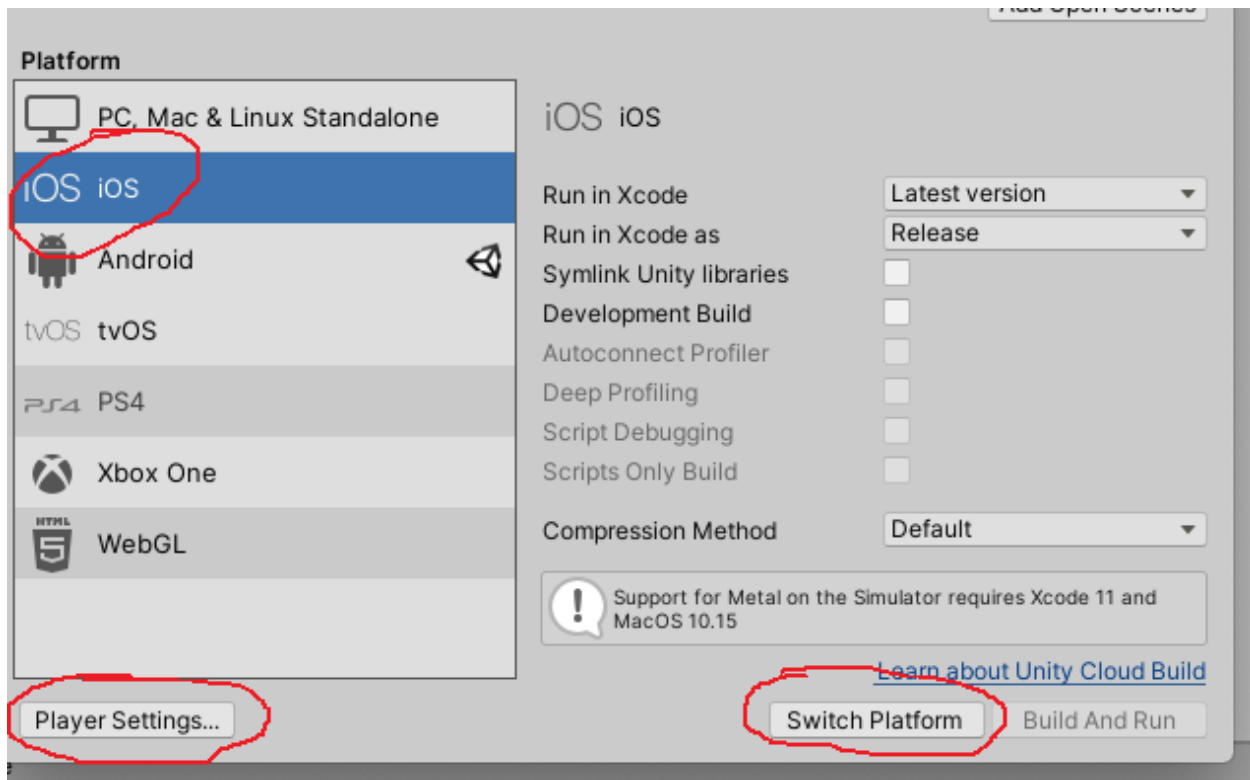
If you can't build or have any issues please contact us. We will respond as soon as possible. Normal 15 - 30 minutes after receiving your message

Free support contact: help@navysoftgames.com

If you need to customize or reskin this game please visit website: https://navysoftgames.com

More Quality Games help you increase revenue in your business: https://assetstore.unity.com/publishers/48620?aid=1100lcWRT