Engine Integrations

Unity Engine

Marketplace Link: https://u3d.as/3hjb

Package contents
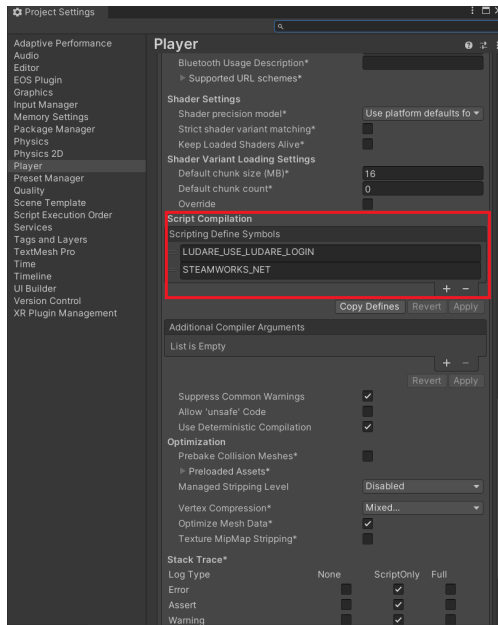
1. Ludare Manager Object
   a. Game object that maintains the Ludare connection and implements all required functions.
2. Ludare Menu Icon
   a. Prefab containing the menu icon to start the login process
3. Ludare Platform Select
   a. Prefab containing the menu UI to select if you want to login through connected platform accounts or the Ludare sign in process
4. Ludare Sign In
   a. Prefab containing the UI menu to login through the Ludare platform flow

Prerequisites

To support logging in through a specific platform (Steam, Epic Game Store, etc.) make sure your game already has their required libraries for account access integrated.

Setup Process

1. Create an account on the Ludare website: https://www.devpowered.com/
2. Once the account is setup, either connect to an existing developer or request a new developer account be created: https://www.devpowered.com/Account
3. Copy the ID and secret for the game that you are setting up.
4. Open your Unity project.
5. Edit the UI for the menu icon, platform select, and sign in to match your style and placement on screen.
6. Place the menu Icon prefab.
7. Place the Ludare Manager prefab.
8. Enter the game ID and secret into the manager prefab parameters.
9. Open Editor > Project Settings.
10. In Player, scroll to the Script Compilation settings and the Scripting Define Symbols.
11. Add the symbol for the type of platform logins you want to support.

       a. LUDARE_USE_STEAM_LOGIN: To support Steam login
       b. LUDARE_USE_EOS_LOGIN: To support Epic login
       c. LUDARE_USE_LUDARE_LOGIN: To only support the Ludare login
12. Build for your target platform and collect money!

Unreal Engine

Marketplace Link:

Package contents

1. Ludare Manager Game System
   a. Game system that run on the Game Instance that maintains the connection to the service and contains all the function implementations
2. Ludare Setup Blueprint
   a. Actor that sets the initial parameters for the Ludare Manager game subsystem
3. Ludare Menu Icon
   a. Prefab containing the menu icon to start the login process
4. Ludare Platform Select
   a. Prefab containing the menu UI to select if you want to login through connected platform accounts or the Ludare sign in process
5. Ludare Sign In
   a. Prefab containing the UI menu to login through the Ludare platform flow

Prerequisites

To support logging in through a specific platform (Steam, Epic Game Store, etc.) make sure your game already has the Online Subsystem Plugins for the required engine enabled and setup.

Setup Process

1. Create an account on the Ludare website: https://www.devpowered.com/
2. Once the account is setup, either connect to an existing developer or request a new developer account be created:
3. Copy the ID and secret for the game that you are setting up.
4. Open your Unity project.
5. Edit the UI for the menu icon, platform select, and sign in to match your style and placement on screen.
6. Place the menu Icon blueprint in your main menu..
7. Place the Ludare Manager Setup Actor.
8. Enter the game ID and secret into the manager setup blueprint parameters.
9. Open DefaultEngine.ini.
10. Add the config code to setup which connected platform logins to support

```
[/Script/Ludare.LudareManager]
platformString="Steam""
```

   a. Use platformString="Steam" for Steam
   b. Use platformString="Epic" for EOS
   c. Use platformString="Ludare" or leave it unset for Ludare
11. Build for your target platform and collect money!

General Principles