

Texas Hold'Em Project

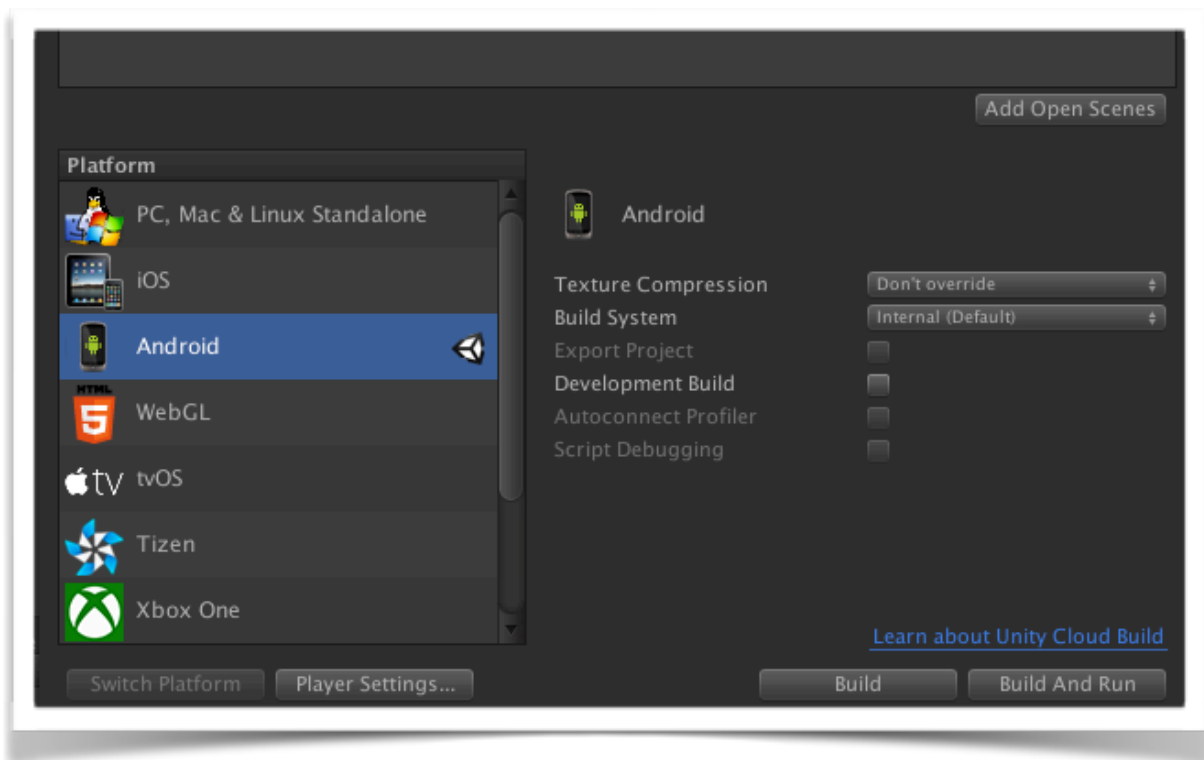


Unity InApp Purchase & Unity Advertising Settings Guide

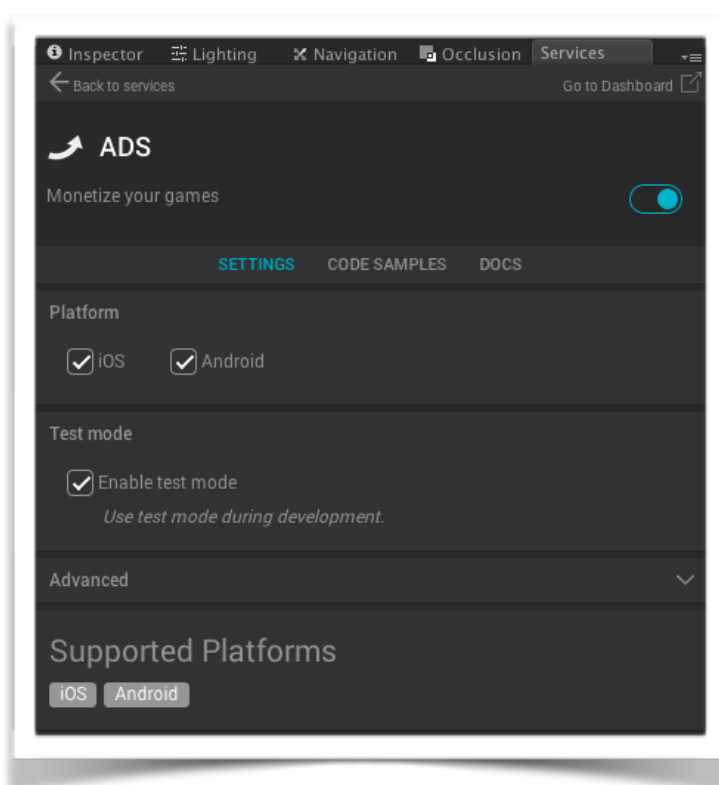
Unity Advertising Service Settings

This project is ready to use Unity advertising service.

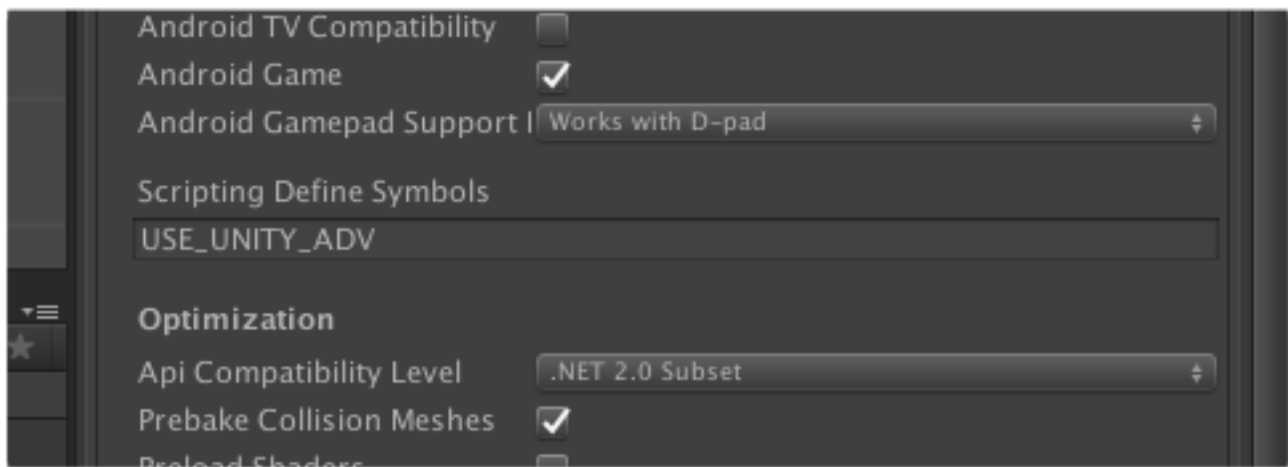
First switch project to ANDROID or IOS platform



then setup service <https://unity3d.com/services/ads/quick-start-guide> once done the service panel should looks like:

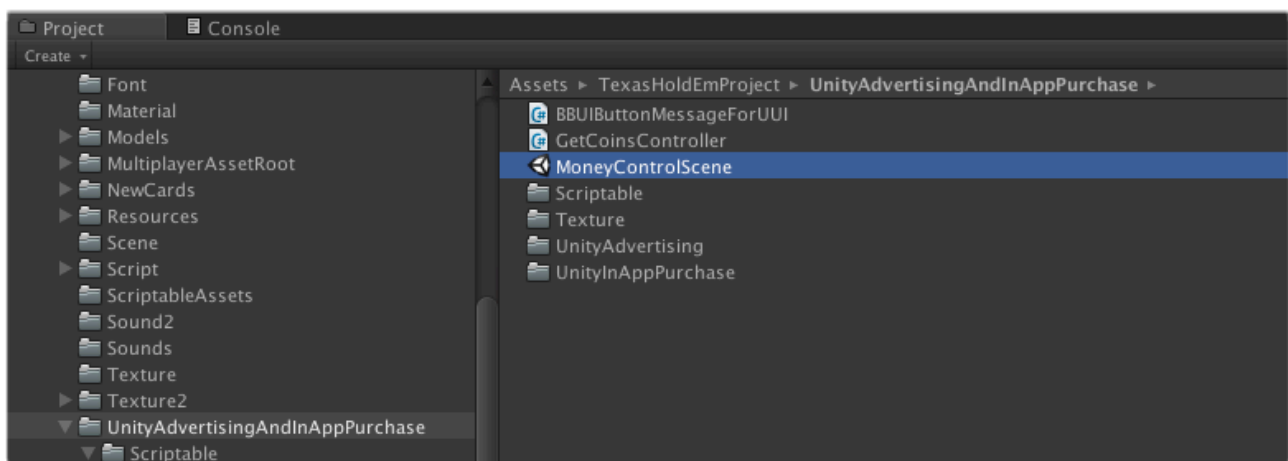


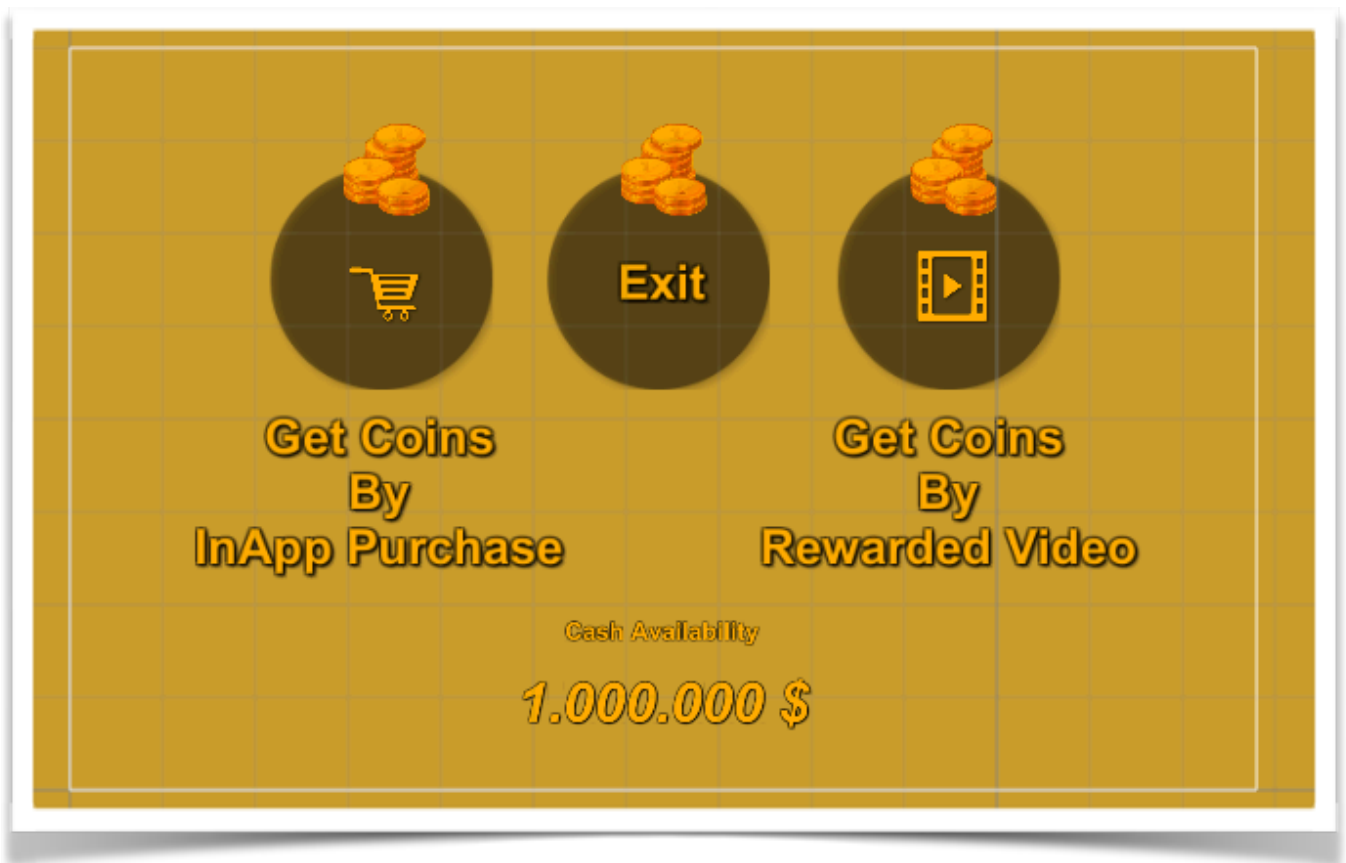
Then for activate advertising show video you must add <USE_UNITY_ADV> on Player Settings > Scripting Define Symbols(**Don't forget to press Return key or Unity doesn't save**)



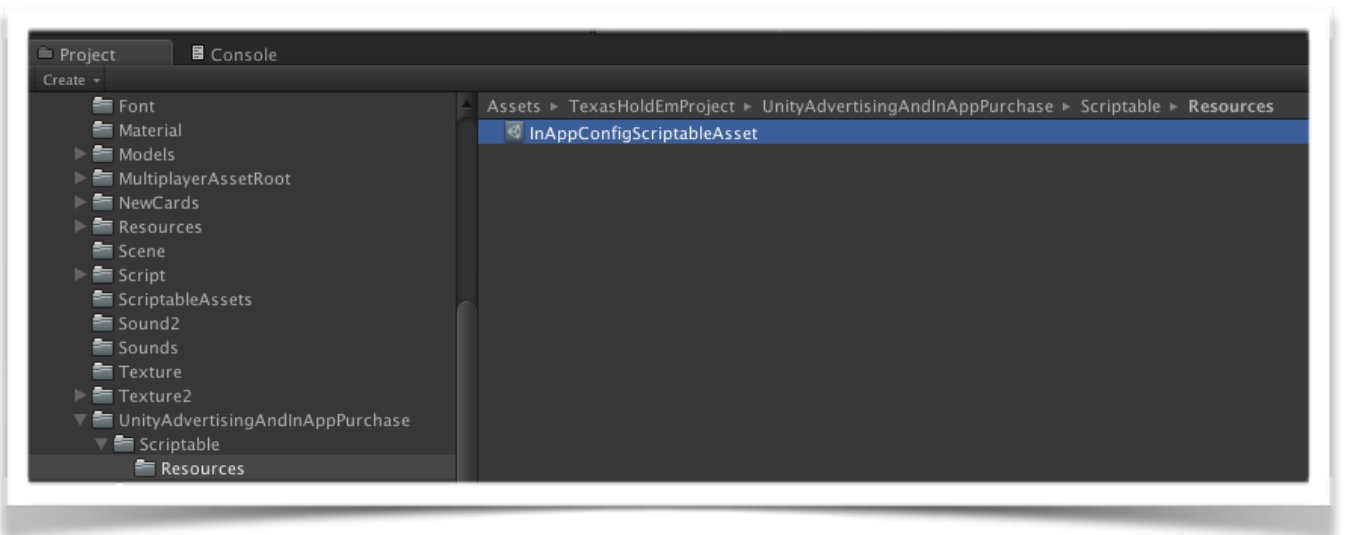
The advertising video is showed every time player exit from game scene.

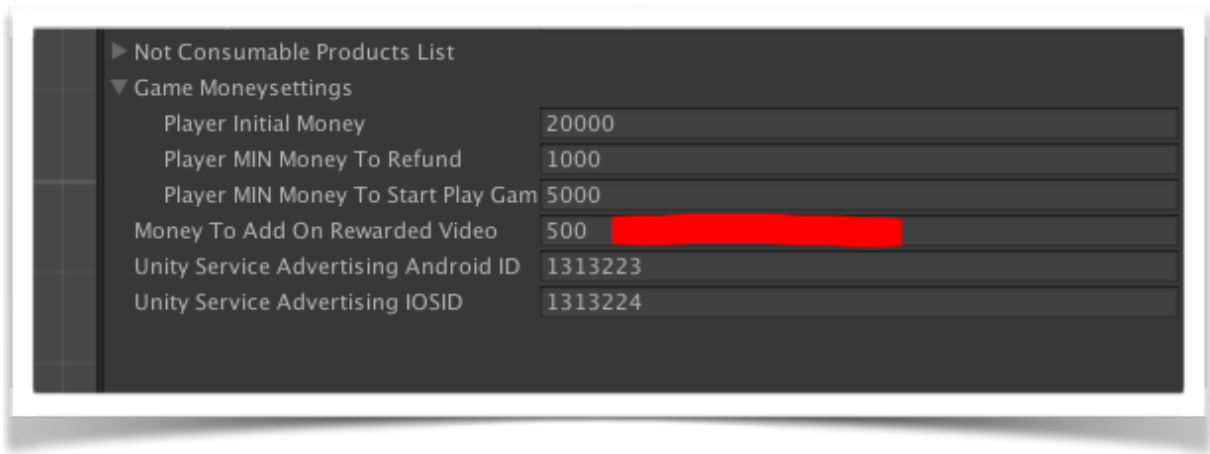
The project use advertising also to get coins here's the scene "MoneyControlScene"





To set how much coins value to add each rewarded video viewed by the player, select "InAppConfigScriptableAsset" asset here:

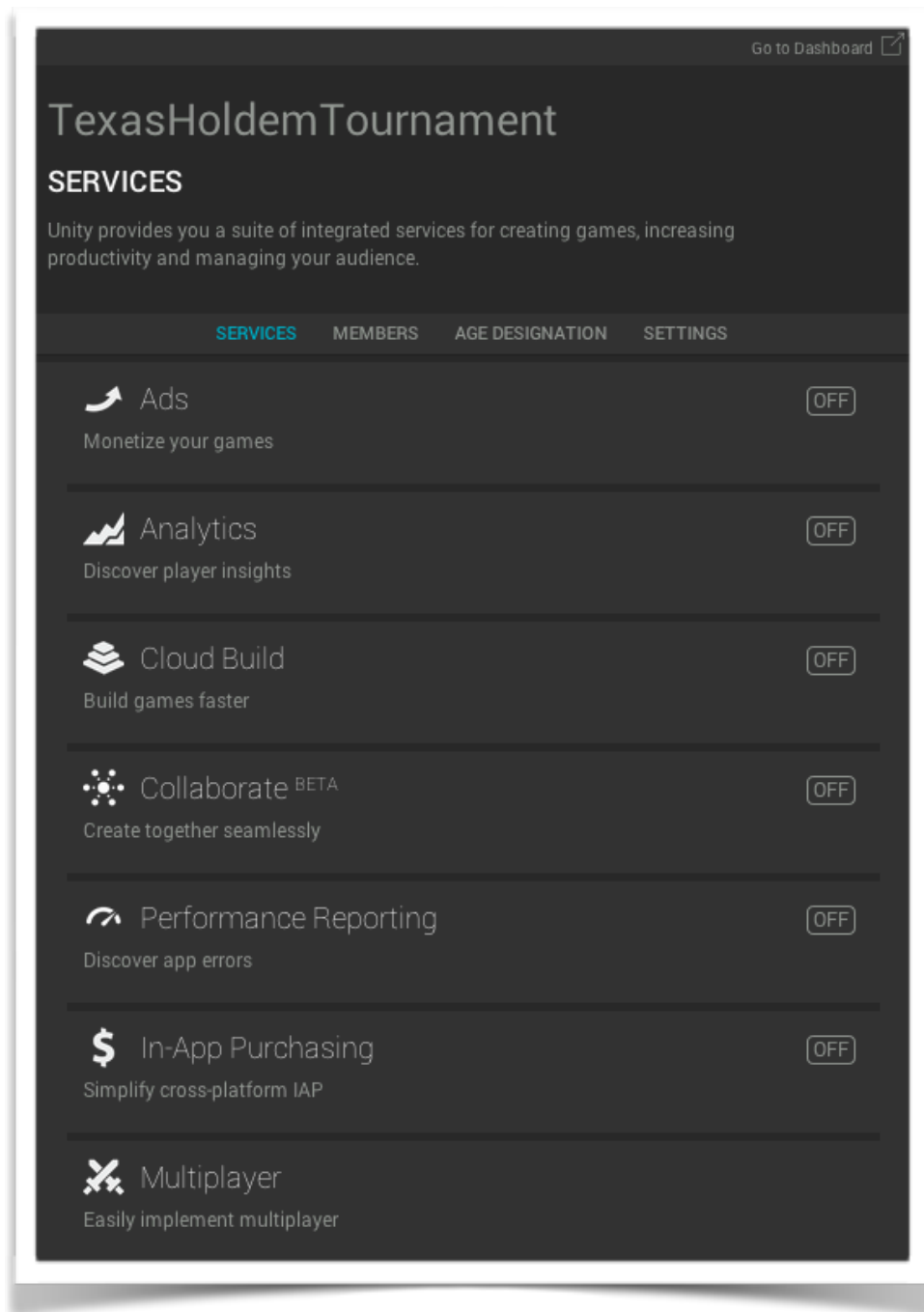




then set the value here:

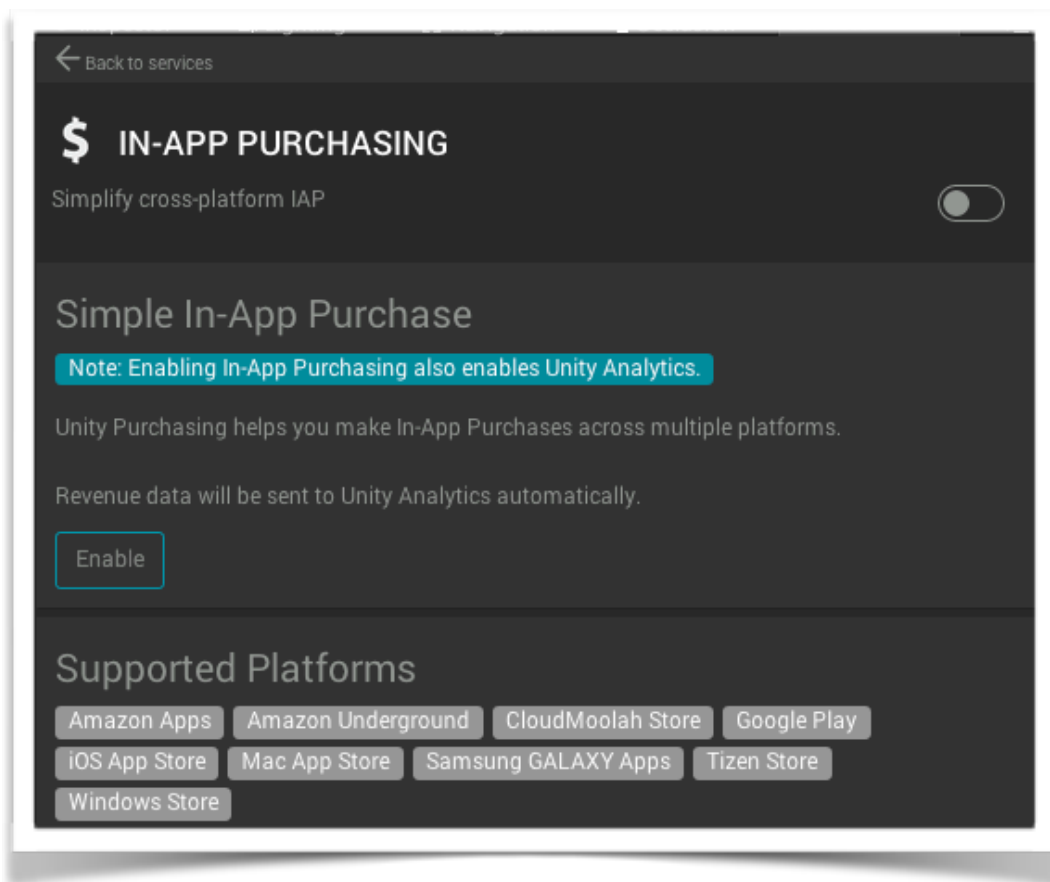
In-App Purchase Service Settings

Before start using in-app you must configure Unity Services.

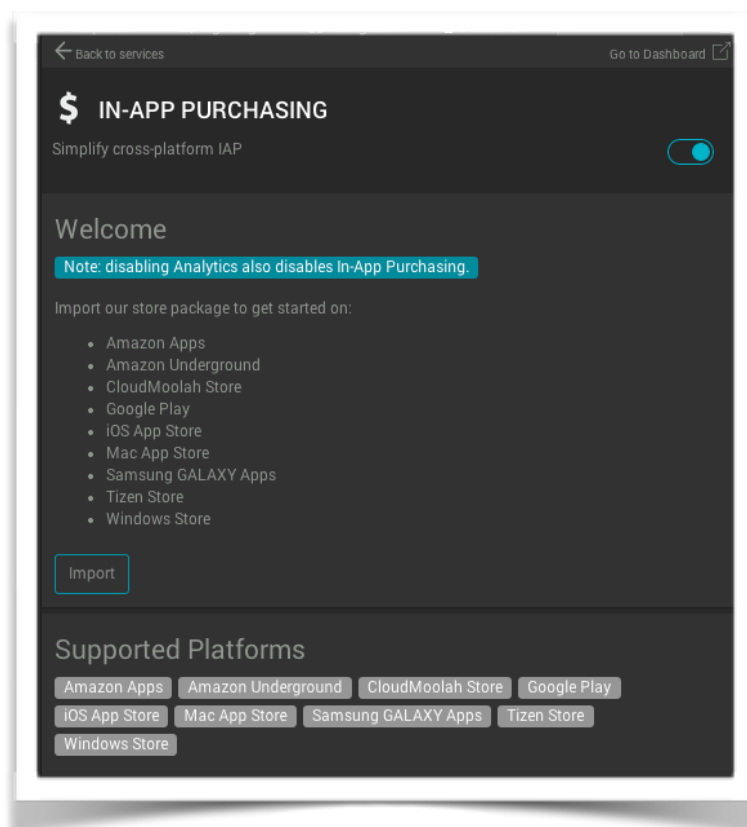


To activate start clicking on In-App Purchasing button

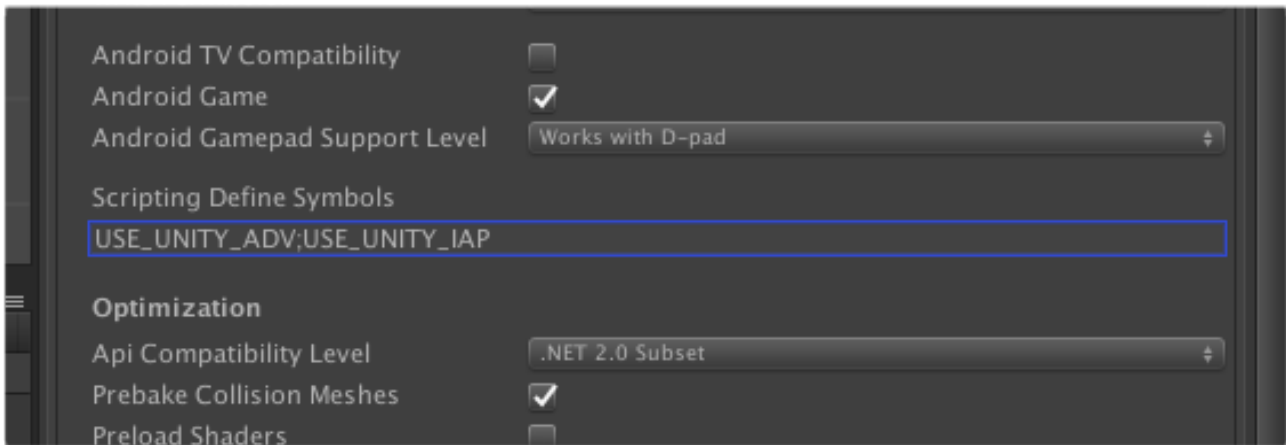
To activate start clicking on In-App Purchasing button:



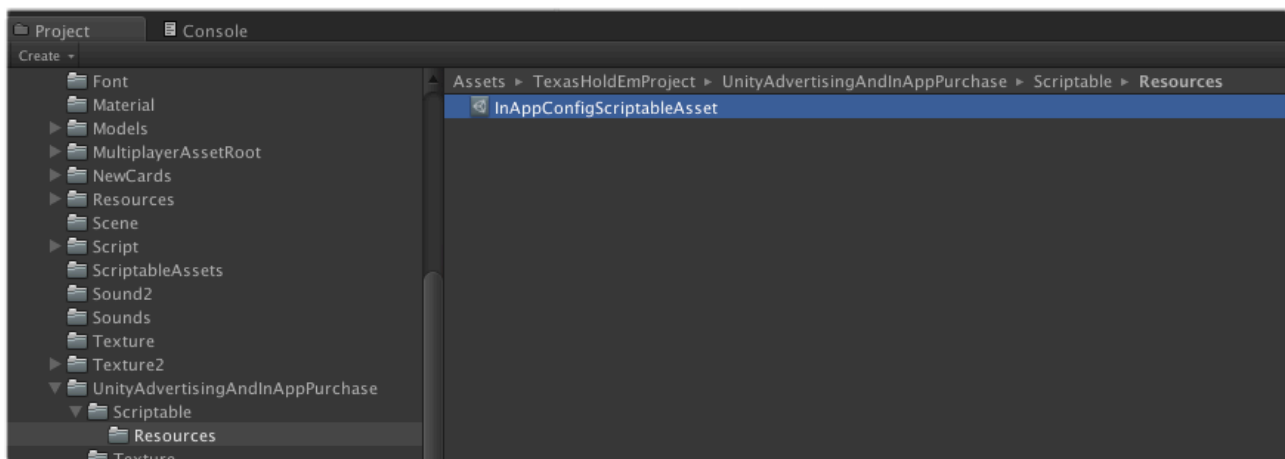
and then on Import button



To activate add <USE_UNITY_IAP> on Player Settings > Scripting Define Symbols(**Don't forget to press Return key or Unity doesn't save**)

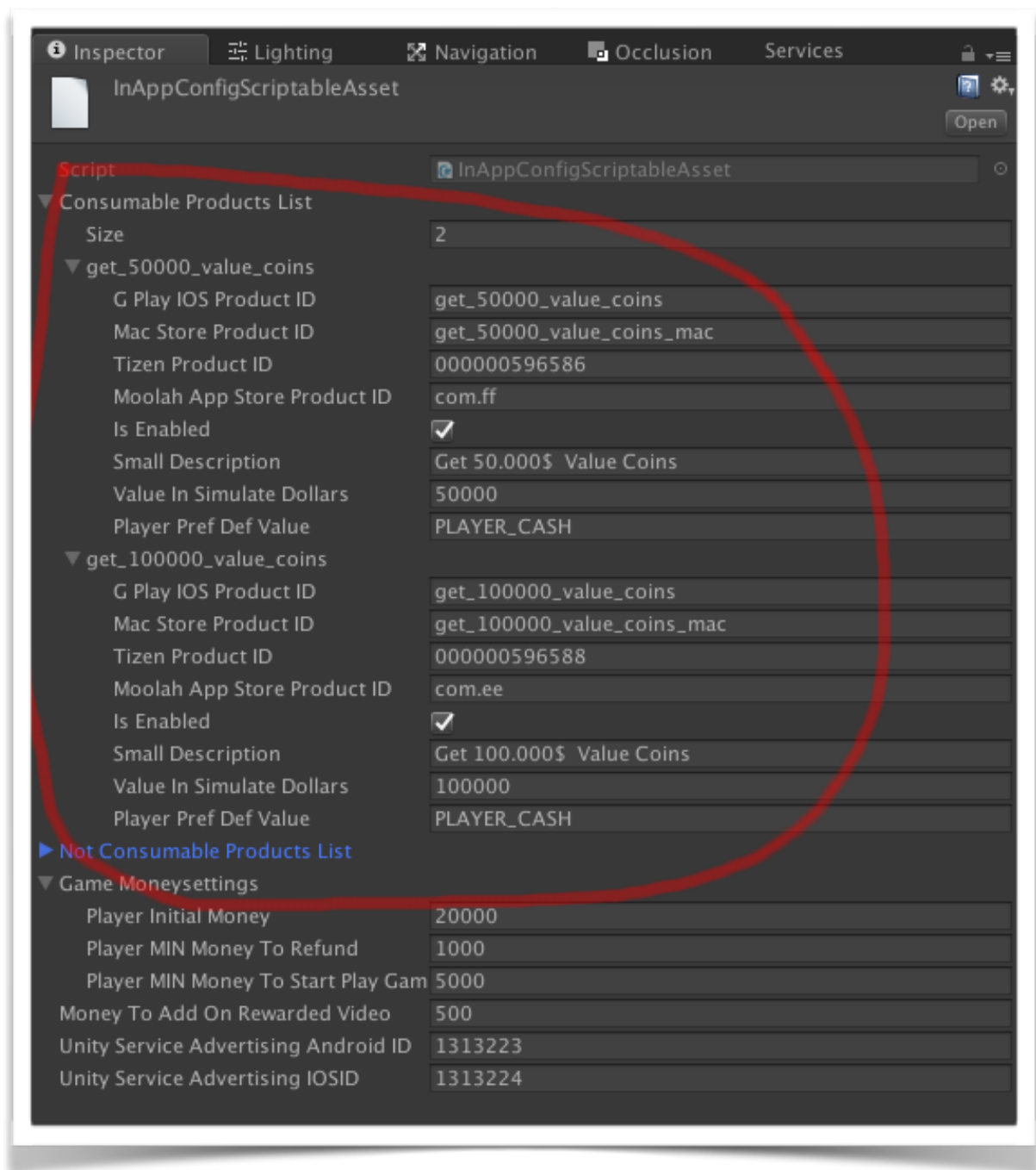


To set in-app purchase products Id and values select “InAppConfigScriptableAsset” asset here:



We already have set two product:

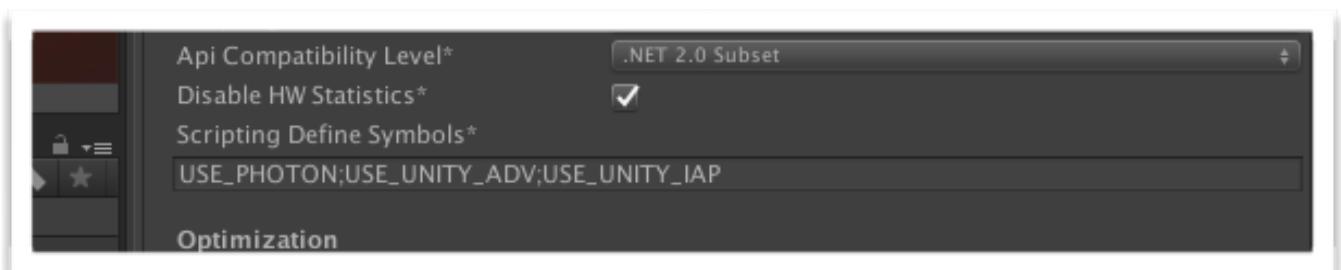
- 50.000 coins value
- 100.000 coins value



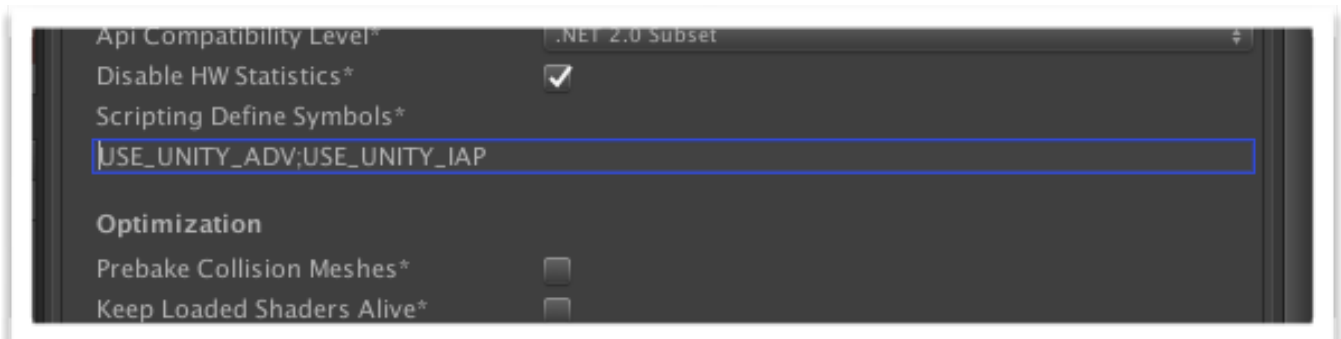
General Info

Scripting Define Symbols

So, if you have Multiplayer version “Scripting Define Symbols” In “Player Settings” should look like:



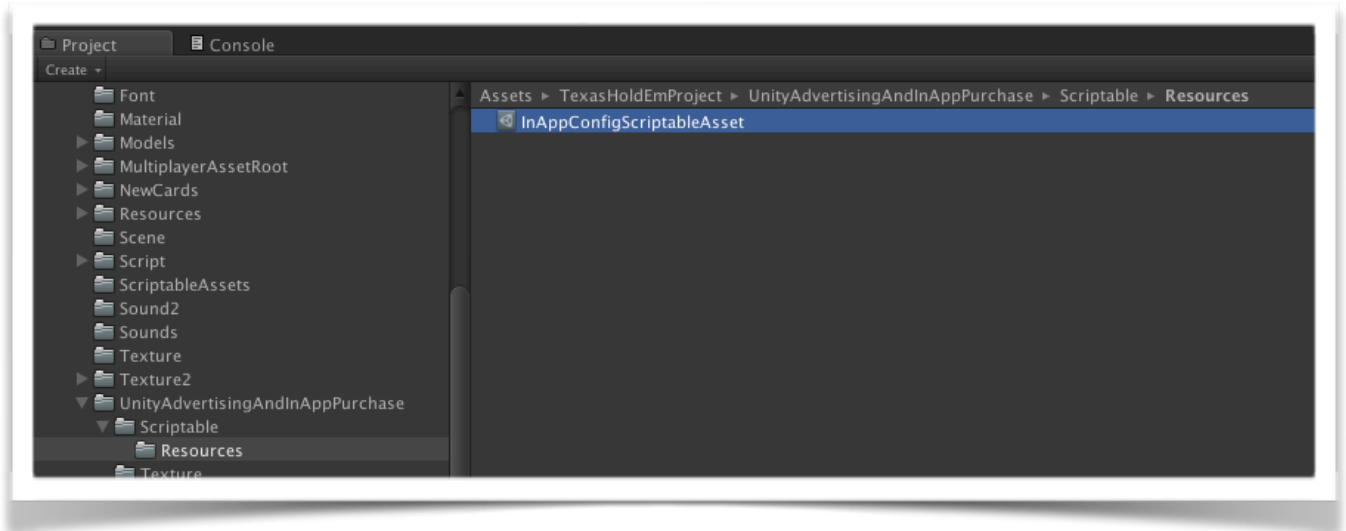
Lite version:



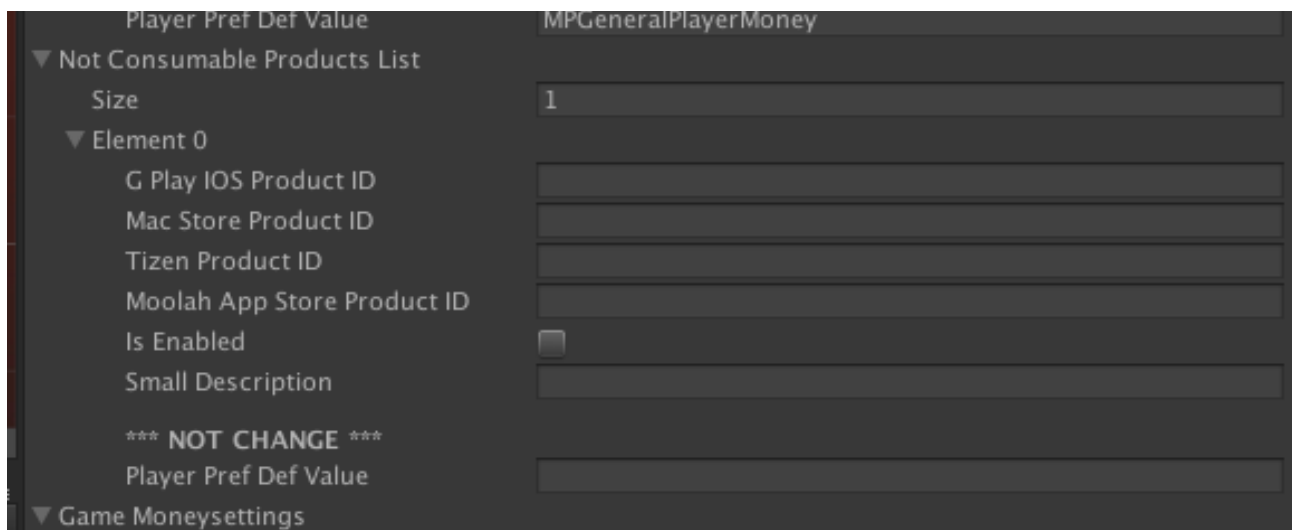
Add Not Consumable Product InApp Purchase

If you want to add a Not consumable product,

Select “InAppConfigScriptableAsset”



add an element, insert products id

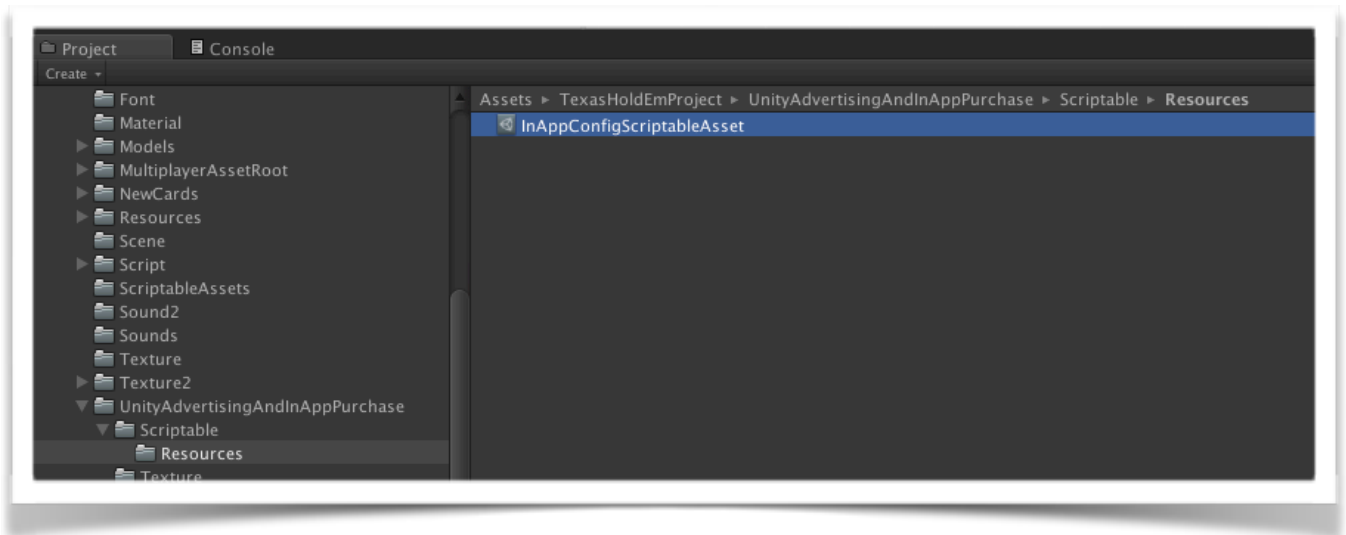


and your “PlayerPref” identifier, of course you must write the code to manage it.

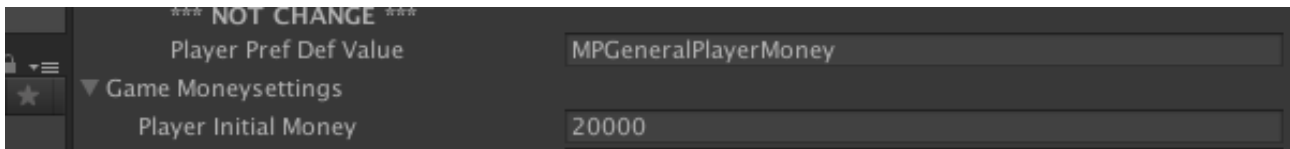
Coins Value At Game Install

You can decide how much coins player get at Game Install:

Select “InAppConfigScriptableAsset”



then set “PlayerInitialMoney” in “GameMoneySettings”



Unity InApp Purchase Service Tab

After settings InApp Purchase tab should look like:

