

Leaderboard API v1

Unity Documentation

**MW-Systems**

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How to get started

Just download our asset from the Unity Asset Store and import it into your Project.

Import the prefab named "LB_Controller" in your MainScene. It is a singleton-instance and will not be destroyed if you load another scene.

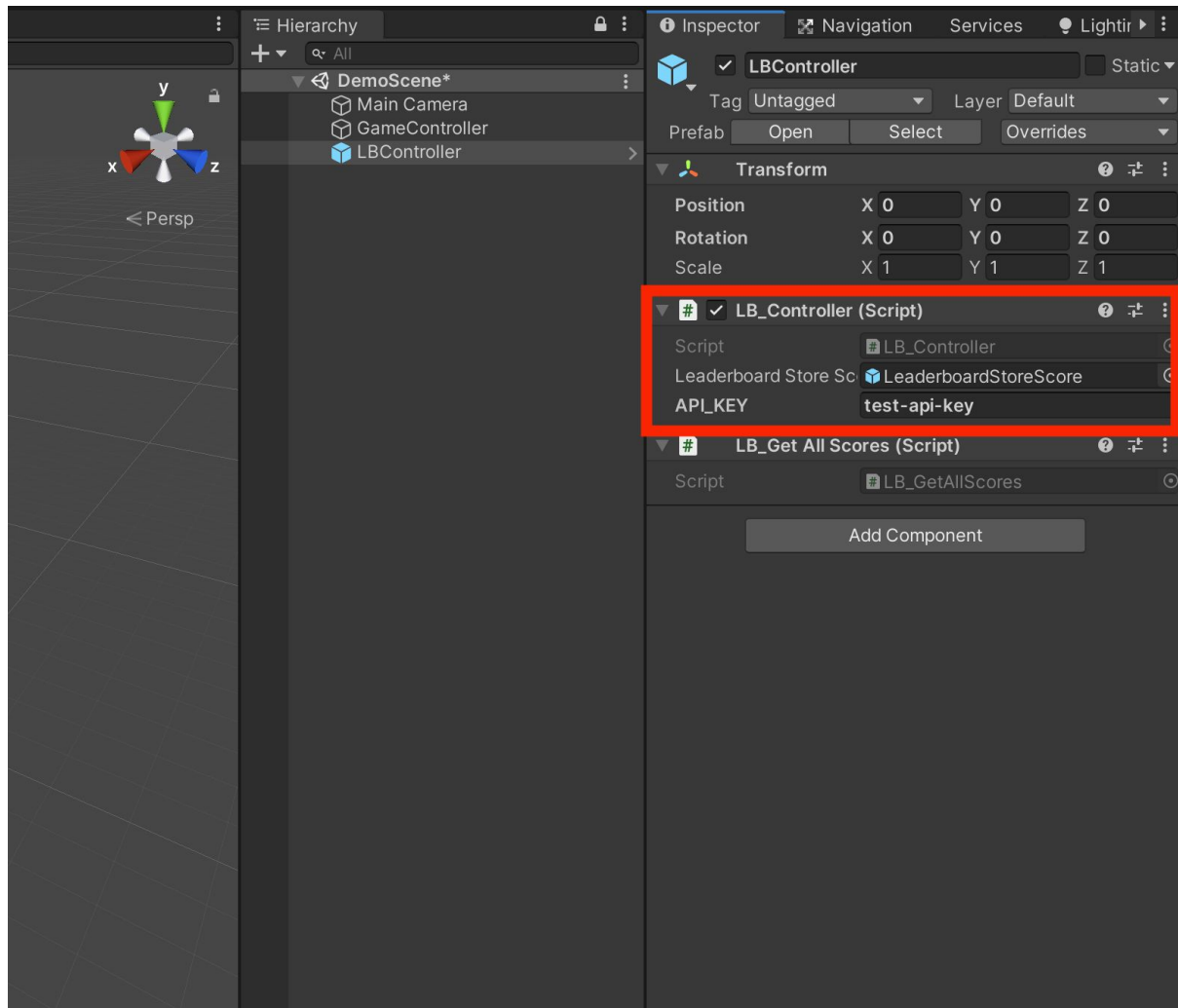
Go to <https://apps.mw-systems.com> and register for free. Login and follow the instructions to create your leaderboard. On the overview of your leaderbaords you can see your API-KEY.

The screenshot shows the 'My Leaderboards' section of the MW-Systems dashboard. On the left is a sidebar with navigation links: Home, Search, Dashboard, Apps, Leaderboards (selected), My Leaderboards, and Create Leaderboard. The main content area displays a table with the following data:

Id	Api Token	Name	Usage	Available until	
2	45481ea2-0fbb-4938-88ac-b30502ddccbb	Test 1	4 / 1000	unlimited	Upgrade now
3	45481ea2-0fbb-4938-88ac-b30502ddccbb	Test 2	0 / 10000	11.02.2021	Upgrade now

The API token for the second leaderboard (Id 3) is highlighted with a red box.

Copy and paste the API-KEY into the "LB-Controller" - Script.



Your setup is done!

Upload a new Score

Anywhere in your own scripts call our method to upload the users score.

```
LB_Controller.instance.StoreScore(1283, "Hoang_532", 1); // parameters  
-> score, username, board-id
```

Parameters:

- score -> the score of the latest game
- username -> the username, displayed on your leaderboard
- board-id -> the id of your leaderboard

Leaderboard id

You can find your board-id on the list of your leaderboards on our website.

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Receive Scores

There are 2 simple options to receive your leaderboard-entries.

First you have to download your scores:

After the download your entries are cached locally.

```
LB_Controller.instance.ReloadLeaderboard(1); // parameter -> board-id
```

1st method: You can access your entries via:

```
LB_Entry[] entries = LB_Controller.instance.Entries();
```

2nd method: The smart way is to listen for updated scores:

```
using UnityEngine;

public class DemoScriptUpload : MonoBehaviour
{
    // Start is called before the first frame update
    void Start() {
        LB_Controller.OnUpdatedScores += OnLeaderboardUpdated;
        DownloadScores();
    }

    private void DownloadScores() {
        LB_Controller.instance.ReloadLeaderboard(1); // parameter ->
board-id
    }

    private void OnLeaderboardUpdated(LB_Entry[] entries) {
        foreach (LB_Entry entry in entries) {
            // here you can fill your List on your UI
            Debug.Log("Rank: " + entry.rank + "; Name: " + entry.name +
"; Points: " + entry.points);
        }
    }

    private void OnDestroy() {
        LB_Controller.OnUpdatedScores -= OnLeaderboardUpdated;
    }
}
```