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Easy PlayFab Integration

Thanks allot for purchasing this asset. You can contact at info.curioassets@gmail.com in order to get any help regrading this asset. Also please include your Invoice number in your email subject for fast response.

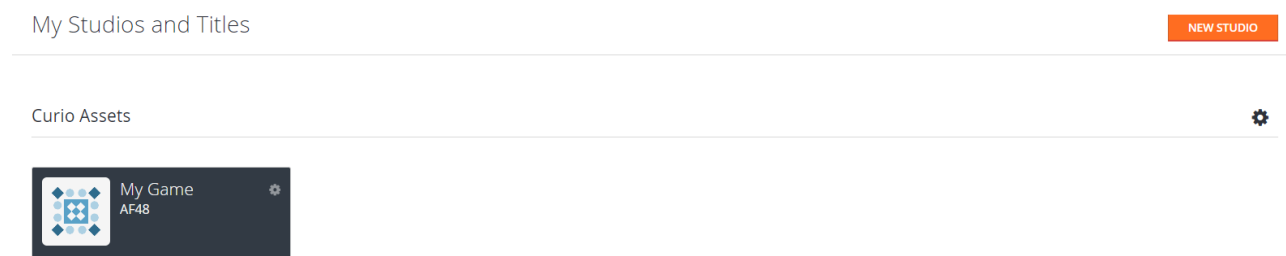
Setting the Package up

- Please download and import latest version of Official Facebook SDK for Unity3D <https://developers.facebook.com/docs/unity>
- Download PlayFab SDK from: <https://api.playfab.com/sdks/unity>
- Create your Facebook App on developer portal <https://developers.facebook.com> mark it as game.

PlayFab Setup Instructions

Create a New PlayFab account or login with existing one at <https://developer.playfab.com/>

Create a new studio if you don't have one already



Create a new game by clicking on “New title”



Fill all the information and then hit “CREATE TITLE”

GAME INFORMATION

* Name

Website URL

GAME LOGO

Upload image (200x200px, JPG or PNG)

No file chosen

EXPECTED LAUNCH DATE

- ☐ Next week
- ☐ Next three months
- ☐ Next year
- ☐ More than a year from now

PLATFORM

- ☐ Mobile
- ☐ Desktop / web
- ☐ Console
- ☐ Facebook

PLAYER

- ☐ Single player
- ☐ Multiplayer

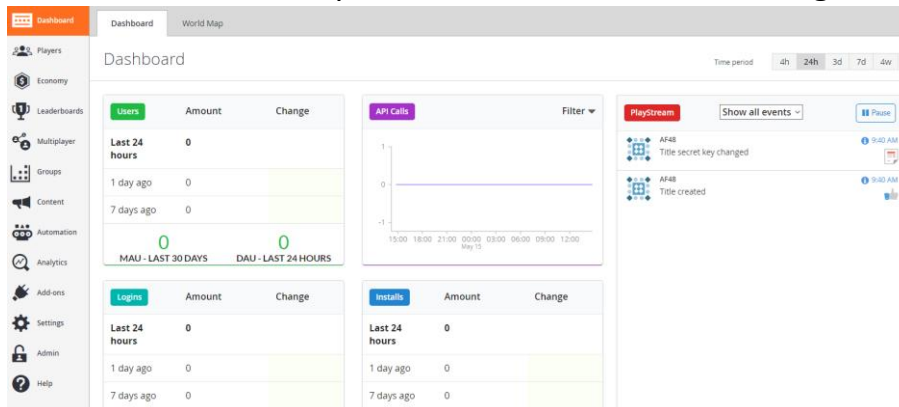
SKILL

- ☐ Casual
- ☐ Competitive

MODEL

- ☐ Free-to-play
- ☐ Premium

A dashboard will be open with all statistics and settings



Now create a new leaderboard with name mentioned in the EasyPlayFabManager.cs file or replace with your given name to the same file.

```
236 public const string PLAYFAB_GAMEID = "AF48",
237 LEADERBOARD_STRING = "Leaderboard", LOGIN
```

Fill in details of your new leaderboard

LEADERBOARD PROPERTIES

*Statistic name

Leaderboard

*Reset frequency

Manually

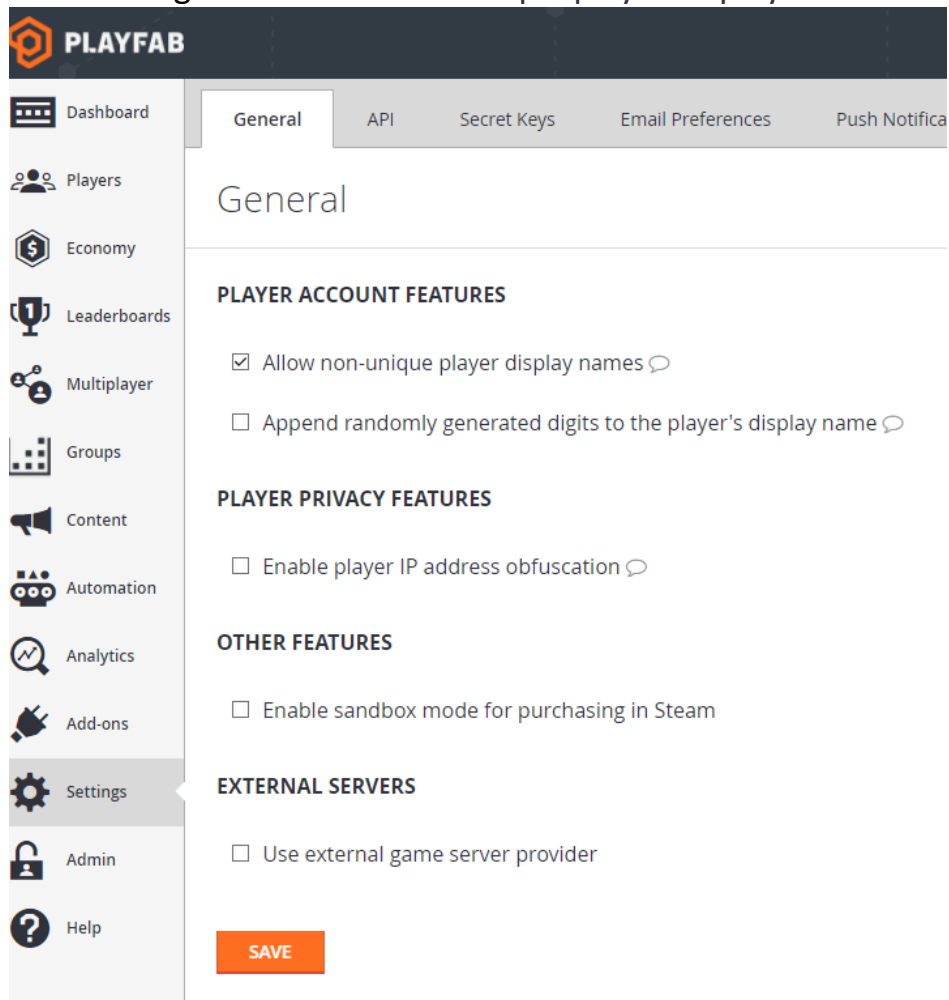
*Aggregation method

Last (always update with the new value)

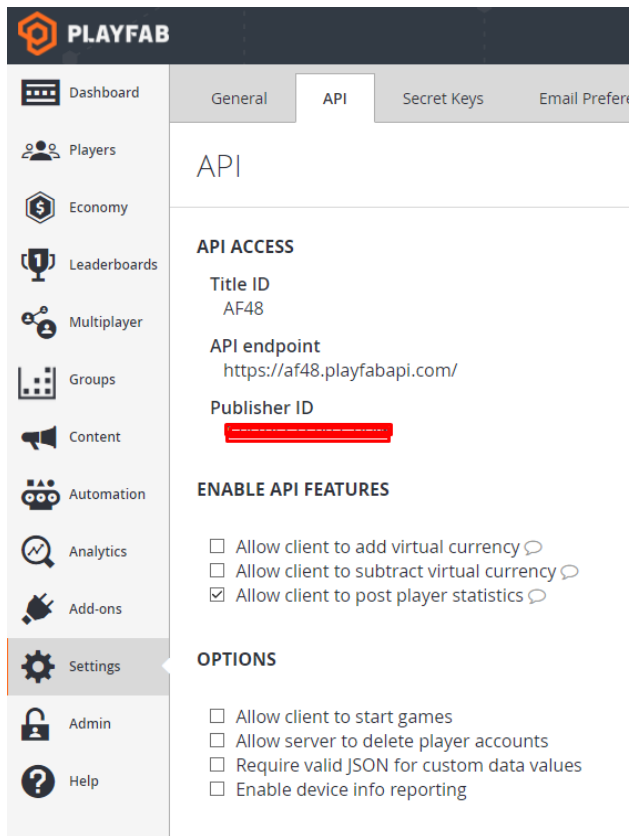
SAVE LEADERBOARD

CANCEL

- Click settings and “Allow non-unique player display names”



Now Click API and check “Allow client to post player statistics” and scroll down to save the settings.



PLAYFAB

Dashboard | General | **API** | Secret Keys | Email Preferences

Players | Economy | Leaderboards | Multiplayer | Groups | Content | Automation | Analytics | Add-ons | **Settings** | Admin | Help

API

API ACCESS

Title ID
AF48

API endpoint
https://af48.playfabapi.com/

Publisher ID
[REDACTED]

ENABLE API FEATURES

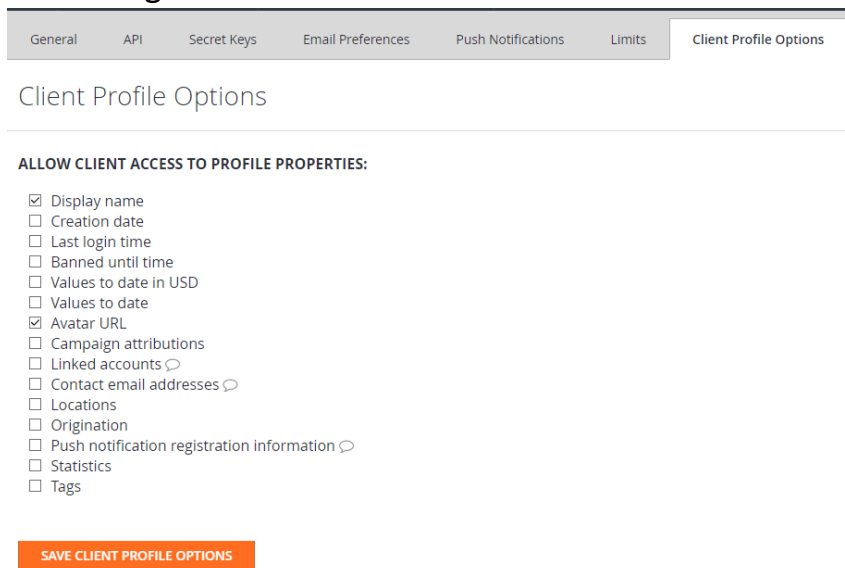
- ☐ Allow client to add virtual currency
- ☐ Allow client to subtract virtual currency
- ☒ Allow client to post player statistics

OPTIONS

- ☐ Allow client to start games
- ☐ Allow server to delete player accounts
- ☐ Require valid JSON for custom data values
- ☐ Enable device info reporting

Now click “ Client Profile Options ” and check display name and avatar URL.

Don't forget to hit save button



General | API | Secret Keys | Email Preferences | Push Notifications | Limits | **Client Profile Options**

Client Profile Options

ALLOW CLIENT ACCESS TO PROFILE PROPERTIES:

- ☒ Display name
- ☐ Creation date
- ☐ Last login time
- ☐ Banned until time
- ☐ Values to date in USD
- ☐ Values to date
- ☒ Avatar URL
- ☐ Campaign attributions
- ☐ Linked accounts
- ☐ Contact email addresses
- ☐ Locations
- ☐ Origination
- ☐ Push notification registration information
- ☐ Statistics
- ☐ Tags

SAVE CLIENT PROFILE OPTIONS

Put PlayFab ID to the script

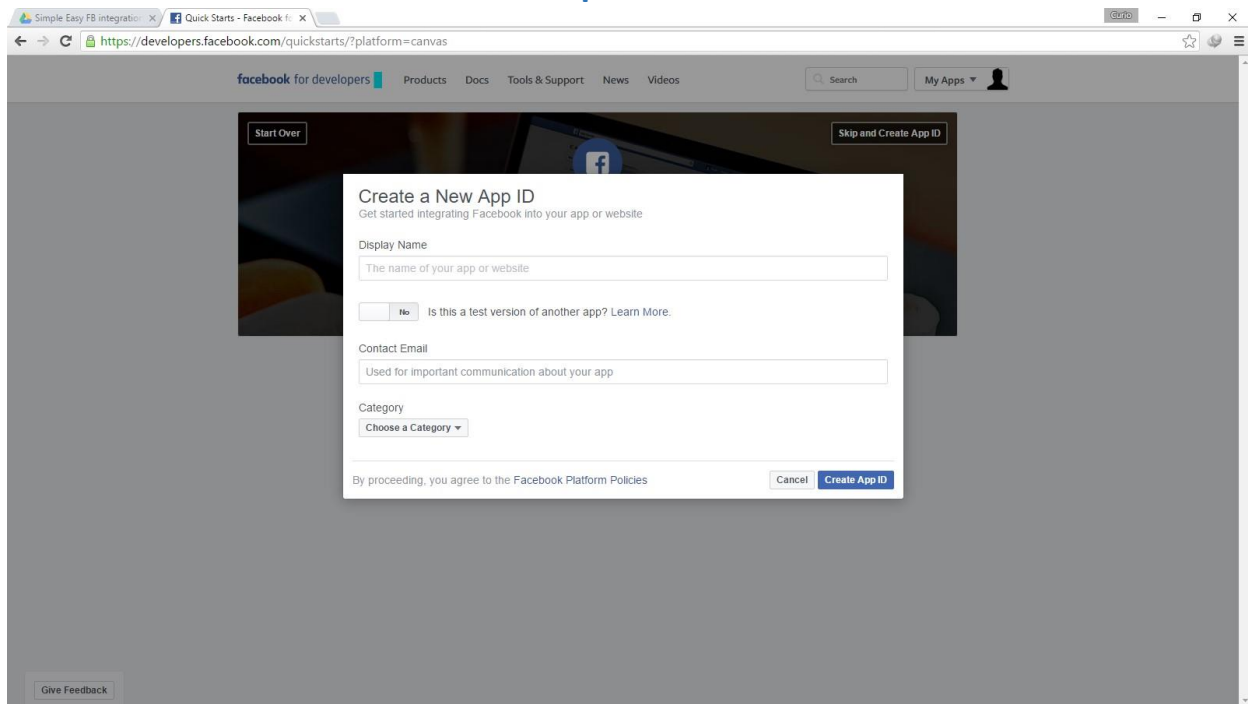
- If you want to manually set your PlayFab GameID this is the right time to do. Go to the PlayFabIntegrationManager.cs script by replacing the current PLAYFAB_GAMEID Constant.

```
236 public const string PLAYFAB_GAMEID = "AF48";
```

- Other Wise you can download PlayFab Editor extension to setup your ID.

You can view ever more details here: <https://api.playfab.com/docs/getting-started/unity-getting-started>

FB Setup Instructions



The screenshot shows the Facebook Developer Console interface. At the top, there's a navigation bar with 'facebook for developers' and links to 'Products', 'Docs', 'Tools & Support', 'News', and 'Videos'. A search bar and 'My Apps' link are on the right. The main content area has a 'Start Over' button and a 'Skip and Create App ID' button. A modal window titled 'Create a New App ID' is open, with the subtitle 'Get started integrating Facebook into your app or website'. The form contains the following fields: 'Display Name' (with a placeholder 'The name of your app or website'), a checkbox labeled 'No' for 'Is this a test version of another app? Learn More.', 'Contact Email' (with a placeholder 'Used for important communication about your app'), and a 'Category' dropdown menu with 'Choose a Category' selected. At the bottom of the modal, there's a line of text: 'By proceeding, you agree to the Facebook Platform Policies', followed by 'Cancel' and 'Create App ID' buttons. A 'Give Feedback' button is visible in the bottom left corner of the page.

From the Facebook menu bar in the Unity Editor select Edit Settings and Fill in the details of AppName and AppId from the Facebook Developer Console.



No more customized UI for inviting friends is available, So you won't need to add support for Canvas platform.

If you are running Unity on macOS (Previously OSX) then you don't need to perform any special steps.

If you are Using Microsoft Windows as your Operating System then you will need to install OpenSSL and put its path in Environmental Variables (Ideally system). Your Java and Android SDK should also be present in the path. This step is only required for google android platform.

If you have configured everything correctly then you can copy Package name, class name and Debug Android Key hash from Unity editor and paste it in the Android settings of your Facebook developer dashboard.

Brief Description

Facebook integration is the most popular social integration for games and apps now a days. Every game developer wants to add Fb Social features to expand game download and play as well as interactivity.

Facebook has enormous social interaction features. Curio Asset's Facebook plugin makes it simple and easy for you to integrate social features in your game. This asset created a customized UI for leaderboard.

Deprecated Features:

This asset is with custom Invite dialogs like in Candy Crush or other King Games. The invite button takes the chosen users and then send them invite through native Facebook dialog. If you have enabled Friction less Request you'll see the native Facebook dialogues only once. As mentioned earlier the invite_able friends feature needs canvas implementation of your game. Also leaderboard is game only feature so don't forget that your Facebook App should be categorized as game. Our Asset uses publish_actions and user friends' permissions for leaderboard and invite feature to work.

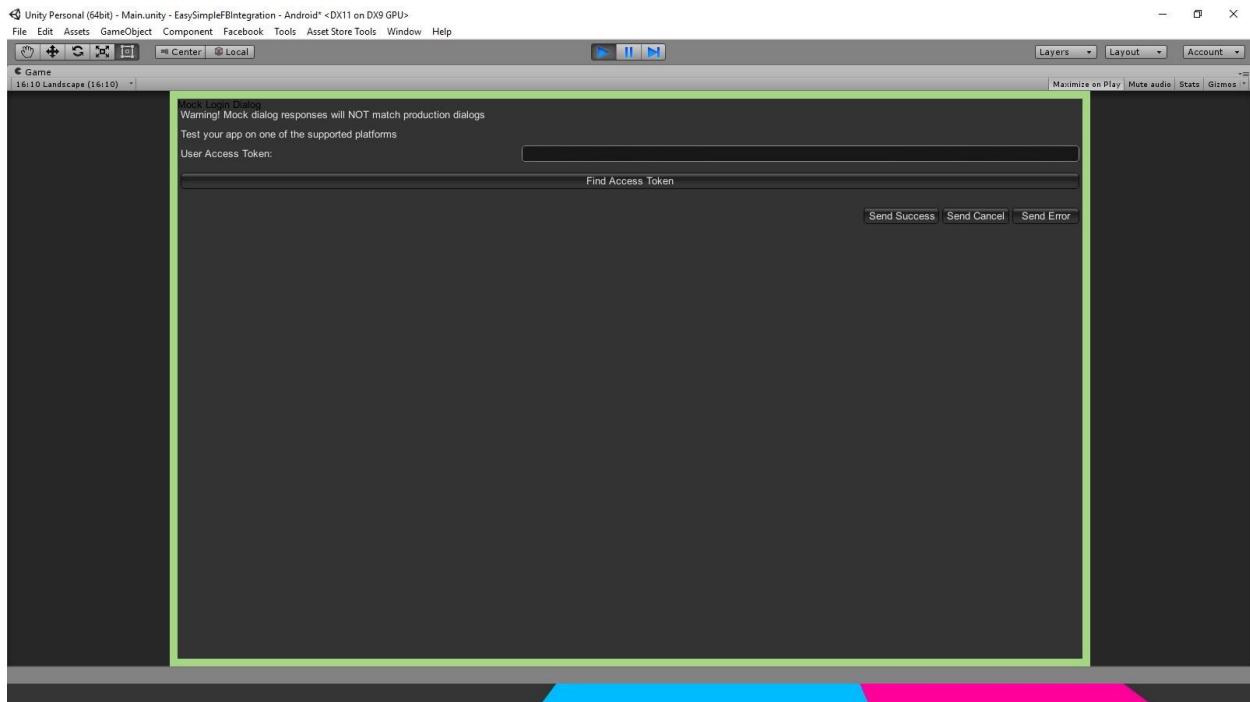
This package uses the Latest Unity UI features and hence is fully customizable. You can create a UI that totally matches with the UI of your game. The package is fully supported on iOS, Android and WebGL games made in Unity.

The namespace is named as CurioAssets to avoid name mangling issues with your existing code.

Support and frequent updates for every new version of Facebook SDK is ensured so you'll always be able to use the latest Facebook SDK features.

Run Demo

For running demo, Open Example Directory located in EasyPlayFabIntegration and select the Scene named "Demo", Hit play and test the package features. In Editor Upon starting or hitting Login button asks for Facebook User Access Token, you can follow the link to get it and then paste in the field shown.



For Testing on android, iOS device you'll need to add this main scene in the build settings of your Unity project. Facebook SDK for Unity 5 i.e Version 7 and above requires Android API Layer 15 (Code Name Ice Cream Sandwich 4.0.3). iOS 7 is also Still Supported.

Script Reference

Namespace

Name of the namespace is CurioAssets

Classes Overview

EasyPlayFabIntegration: This is the main master script. It is responsible for loading leaderboard, invite data. Also through this script you can post score to test how it's working.

Moreover this script also helps you in sharing your score progress or anything to the Facebook by showing default Facebook Dialog. This class is a singleton class so you can easily call it from anywhere in your project. You just need to call `EasyPlayFabIntegration.Instance` and any method will be accessible for your use. The use is simplest and easiest.

Deprecated Features: For now, I am creating upto 250 Facebook friends to invite. This is particularly useful if you want more friends. As In Facebook There are

maximum of 5000 friends for a user so you can easily show up to 5000 friends. As the package comes with full source code, you can avoid deleting and instantiation of gameObjects and can simply show and hide. There are various methods like PostScore(), ShareStory(), Load and Refresh Leaderboard and Invite Dialogues. Also There are fields for demo scenes like showing and hiding buttons and UI depending on the Facebook login and logout status.

UILeaderboardItem: This class stores and shows values of Facebook Leaderboard data and loads them into the UI. It has fields like Name, Score and Picture fields, which gets filled when the data is parsed back from the returned JSON response of Facebook.

Support information

I have tried to add as many comments and information as I can. If you still find something ambiguous or want more elaboration in terms of code, logic or functionality then you are always welcome to contact me. Also we do create all of these assets by investing a lot of time and effort. If you like this asset, I would request to kindly take a minute and leave a review on the asset store page at <http://u3d.as/vTR>

Facebook Page: [fb.com/curioasset](https://www.facebook.com/curioasset)

Twitter: twitter.com/curiologix

Support Email: info.curioassets@gmail.com