Payments API

Payments is for creating new apps, and templates on that app.

In payments API, there 3 objects. Item, Product, and Bundle.
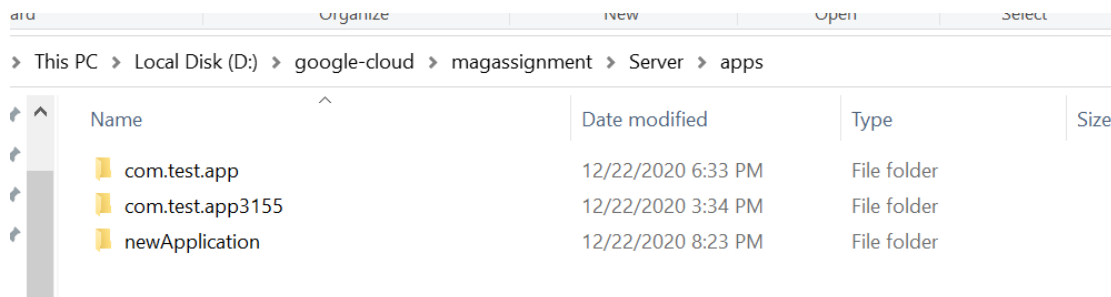Items are definitions of any game item. Product & Bundles are shop items (which is purchasable) can contain an item(s).

Subjects

Payments App
Payments Template
Using Payments API on UnityEditor
Game Items

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Payments App

When user create new new app (please check the Restful documentation), the service will create a folder for it. See the picture below.
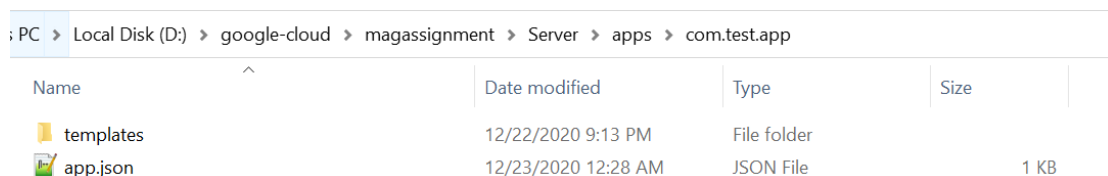

Folders & files will be generated by the service. Editing them manually is not recommended.


Payment Templates

Every payments app has templates folder and default template which is defined on app.json. You can create a template, define items, products and bundles. Then you can create a discount template by using that template. (Which will be explained later)
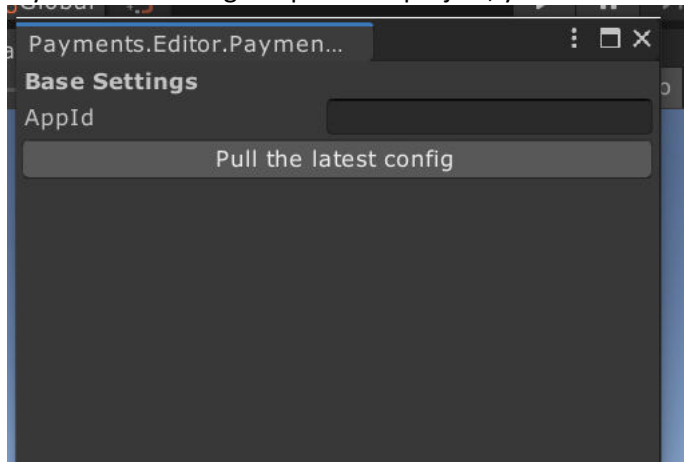

Using Payments API inside Unity

You can simply use the payments tool from the Unity toolbox.

t Component Payments Window Help

Manager

Asset Store   Game

Scale   1x   Max
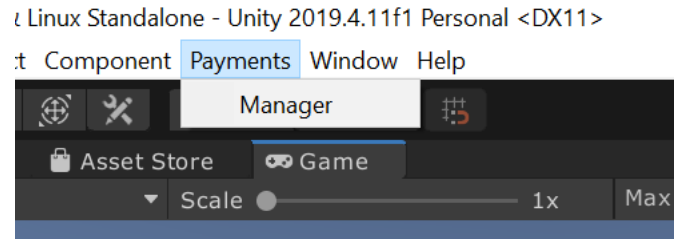
If you are not using the provided project, you will not have AppId for Payments. So you will see this =>

Payments.Editor.Paymen...

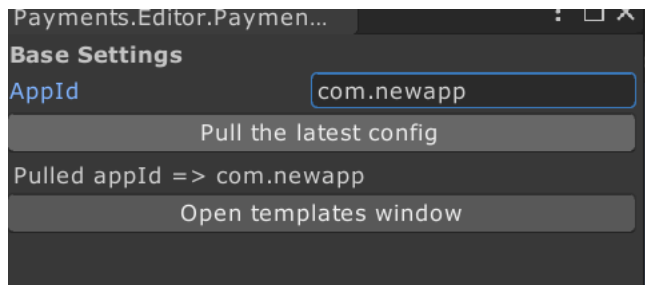**Base Settings**

AppId

Pull the latest config

You need to define an AppId. If that AppId is already on server, pulling will be successful, otherwise you will need to create an app, like this =>

Payments.Editor.Paymen...

Base Settings

AppId   com.newapp

Pull the latest config

AppId doesnt exist on the server.

Create new app with this ID
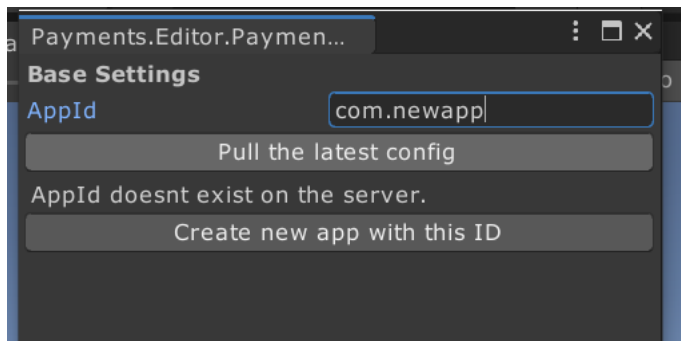
After clicking Create button =>

Payments.Editor.Paymen...

Base Settings

AppId   com.newapp
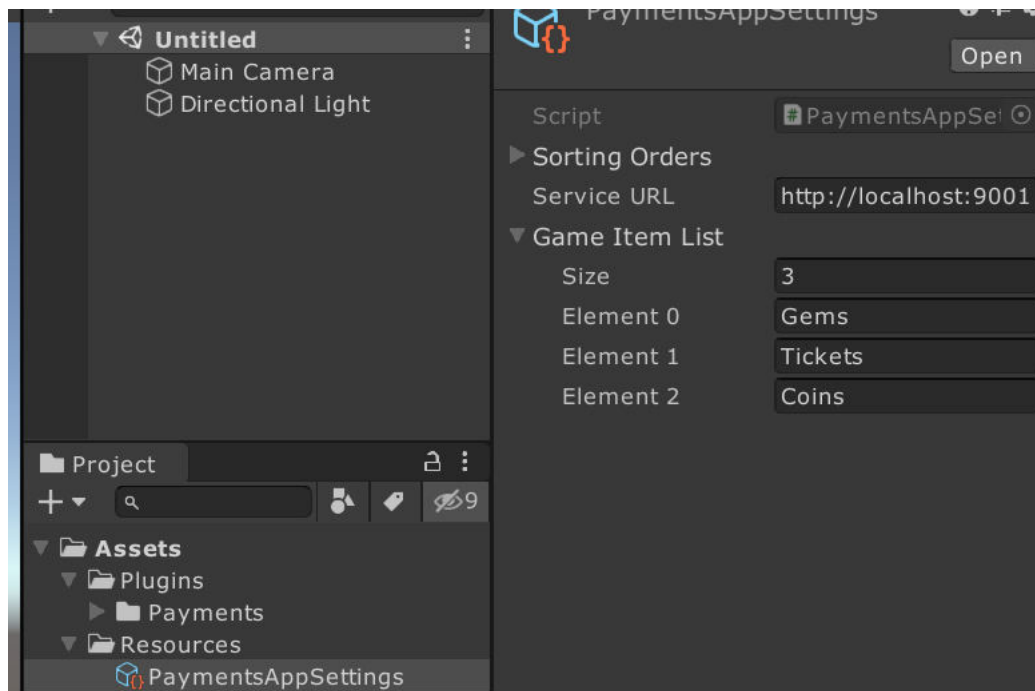
Pull the latest config

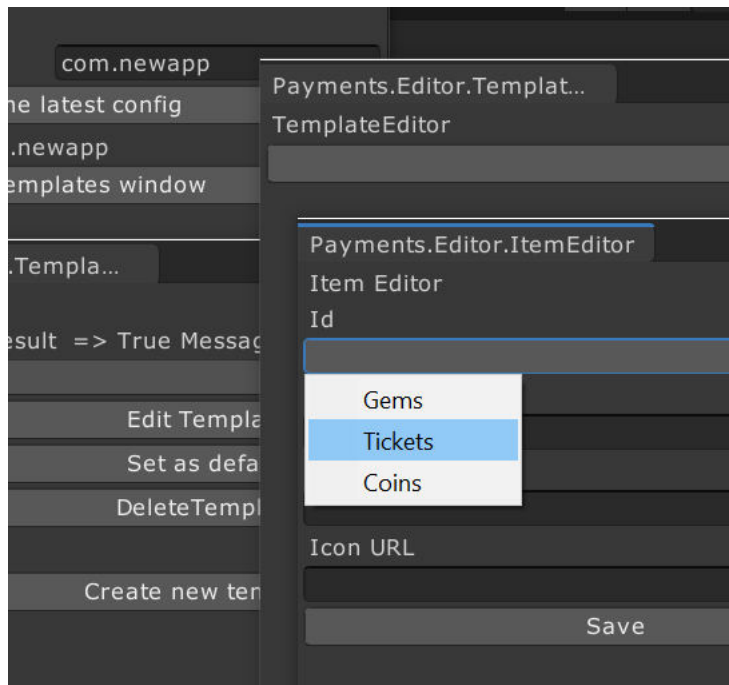[SetApp] Success.
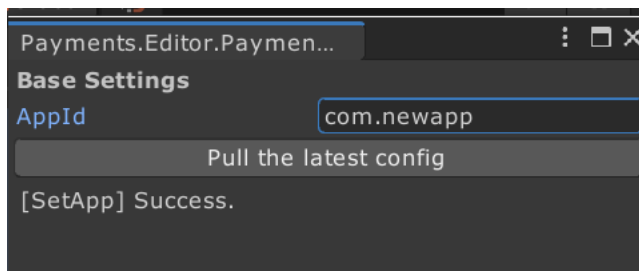
Now pull it again.

Now you can edit the templates. For more about editing templates, please watch the provided tutorial video.

GameItems

Different apps can have different items. You will find PaymentsAppSettings in the Resources folder to add/remove items.

After adding a new item here. You will need to define it on payments API, like this=>

Now you can use the item on Products & Bundles.