BlackBerry In-App Purchasing Plugin for Unity

Overview

The BlackBerry In-App Purchasing Plugin for Unity lets you purchase digital goods within your Unity game.

For more information on submitting applications and digital goods, see the [BlackBerry World documentation](#).

Setting up BlackBerry World

This section explains how to create a game in BlackBerry World and add digital goods to it.

Step 1: Create an account and login to the vendor portal

- [Create a BlackBerry ID](#) if you do not already have one.
- Follow the instructions to [apply for a membership account](#).

Step 2: Create your game in BlackBerry World

- Login to the [BlackBerry Vendor Portal](#).
- Click on **Manage Products**.
- Click on **Add Product**.
- Fill out the form and follow these instructions for [adding apps to BlackBerry World](#).

Step 3: Add digital goods to your game in BlackBerry World

1. In the BlackBerry World vendor portal, in the left pane, click **Manage Products**.
2. On the **Manage Products** screen, in the **Goods** column, click **Add** next to the application that you want to add digital goods to.
3. On the **Add a Virtual Good** screen, complete the instructions.
4. To save the information about the digital good, click **Save**.
5. To save the information about the digital good and add another digital good, click **Save and Add Another**.
6. Refer to the section [Submission information for digital goods](#) in this document for a description of the fields that appear in this form.
7. Be sure to read the [standards for digital goods](#).

Using the BlackBerry IAP plugin in Unity

This section explains how to use the BlackBerry IAP Plugin in Unity. Read Getting Started with Unity for BlackBerry 10 for information on setting up signing keys and debug tokens.

Step 1: Import the Unity Package

- In your Unity game go to the menu **Asset > Import Package > Custom Package**
- Open **BlackBerryIAP.unitypackage**.
- Check off all items in the **Items to Import** popup menu and click **Import**.

Step 2: Using the In-App Purchasing Plugin

- Go to the plugin directory in the project window (**Assets/BlackBerry/IAP**)
- Drag the prefab **BlackBerryIAP** into your scene. Do not rename this game object.
- You can now access the In-App Purchasing API using the static methods on the class **BlackBerryIAP**.
- The In-App Purchasing API is asynchronous so responses will be sent via delegate events. In your script, be sure to register for each of the 10 delegate events. See **BlackBerryIAPTest.Start()** for an example.
- Each of the 5 asynchronous methods will respond with either a success or failure event, for a total of 10 delegate response events.
- See the sample scene **BlackBerryIAPTestScene** for an example with a basic UI.

How to test your digital goods in your game

Local Testing

- Local testing does not require a network connection and it does not require you to have a BlackBerry World account setup.
- You can enable local testing be calling **BlackBerryIAP.SetConnectionMode(true)**

Sandbox Testing

- Sandbox testing requires a network connection but it will not charge your credit card.
- Read how to test BlackBerry Payment Services to test your game with "sandbox" users.

Submission information for digital goods

Here's what you must specify when you submit digital goods in the BlackBerry World vendor portal.

Name of good

This field specifies the name that identifies the digital goods that you sell in an application.

SKU

This field specifies the SKU that you can use to identify the digital goods that you sell in an application. When a user initiates purchases of digital goods in your application, the Payment Service server can use the SKU to identify the digital goods. If you want to use one SKU to identify multiple digital goods, you can differentiate between the digital goods by including the `metadata` argument in `BlackBerryIAP.Purchase()`.

License type

This field specifies a license type for the digital good. You can select one of the following options:

- **Non-consumable:** This license type permits users to purchase a digital good only once. If you use this license type, you must make sure that the digital goods are available for the minimum time period after the user downloads the application that the digital goods are associated with. For more information about the minimum period that is defined in the license agreement, visit na.blackberry.com/developers/legal.jsp.
  You must also make sure that digital goods are still available if the user reinstalls the application or switches devices. Digital goods aren't restored automatically, so it's up to you to make sure that users can download these digital goods again.
- **Consumable:** This license type permits users to purchase the same digital goods more than once.
- **7-day subscription:** This license type permits users to purchase subscription-based digital goods that have a renewal period of 7 days.
- **30-day subscription:** This license type permits users to purchase subscription-based digital goods that have a renewal period of 30 days.

Initial trial period (in days)

This field specifies the duration of the initial usage period for subscription-based digital goods. This field appears only if the "7-day subscription" option or "30-day subscription" option is selected in the License type field.

Price

This field specifies the price that users pay for the digital goods. You can specify a price from a list of pricing levels that BlackBerry World provides. For subscription-based digital goods, the price that you specify in this field indicates the price of the initial trial period. You can provide a free trial for your subscription-based digital goods by specifying a price of $0.00.

Renewal price

This field specifies the price that users are charged for subscription-based digital goods. Users are charged this amount after the initial trial period expires and every 7 days or 30 days thereafter, based on the license type of the subscription-based digital goods. This field appears only if the "7-day subscription" option or "30-day subscription" option is selected in the License type field.

License model

This field specifies how the license keys that users require to use digital goods are distributed. You can select one of the following options:

- **Static:** Users do not require a license key.
- **Single:** You must provide a single license key that all users can use.
- **Dynamic:** You must provide a web address for a website that generates license keys. After a user purchases the digital goods, the Payment Service server connects to the website, retrieves the license key, and provides the user with the license key. This license model is required if you want your content server to receive notifications when users make purchases in your application.
  For more information about dynamic licensing, visit the [BlackBerry World FAQ](#).
- **Pool:** You must provide a pool of unique license keys that BlackBerry World can use to distribute a license key to each user. The pool must contain at least 100 license keys.
  If the number of license keys in a pool decreases to 50, BlackBerry World sends you an email message that instructs you to add more license keys. If the number of license keys in a pool decreases to 10, BlackBerry World cancels distribution of the digital goods and sends you an email message that notifies you to add more license keys.