

Notes with GameKit Authenticate Player Sample Project

There are many steps to prepare for interoperation with the Game Center (Sandboxed) test facility. It is suggested that you read the Apple Game Center documentation. Here is a checklist of steps to take:

- Join the Mac Developer Program
- Request and install a Mac Developer ID Certificate on your development Mac
- Register all Macs that you will use to test your game
- Add your game app in iTunes Connect with the same Bundle ID you use in your Xojo project up to the point of ready to upload and remember to Enable Game Center
- Create test users in iTunes Connect

Now you can use the Xojo GameKit Authenticate User Sample Project with the following edits:

- Put these Monkeybread Xojo Plugins in the Xojo Plugins folder: Main, MacOSX, MountainLion, CocoaBase, Cocoa, CocoaControls, Util
- Add your Monkeybread license checking code to the project
- Enter the Bundle ID you entered in iTunes Connect into the Build Settings, OS X parameters

The code is extensively commented so you should be able to follow it. In addition to the App class there are Window1 and MyGameKit classes. GameKit has many asynchronous operations. The events from these operations will be raised in MyGameKit for the app to use.

When you run the project you will see a window with buttons to authenticate the localPlayer and a listbox which will report the progress and results of the authentication process.

IMPORTANT: You must codesign the app with your Mac Developer ID Certificate to communicate with Game Center. You can build the app and then codesign each time you want to test. But more convenient is adding a script to the project's OS X Build Settings using Ohanaware's App Wrapper Mini. This script can codesign the debug app each time you run the debugger.