🎬 Cross Promo Video Popup (Unity)

Cross Promo Video Popup lets you promote your other games with a **video-based cross-promotion popup**.
Easy setup → just configure JSON + prefab → call `LCCrossPromoVideoHandler.Initialize()`.

🚀 Features

- Video-based cross-promo popup (looping, non-autoplay switch).
- Auto-skip current game (no self-promotion).
- Random selection with **weight support**.
- Fallback if JSON fails (still opens *More Games* URL).
- Easy integration, works out of the box.

📂 Setup

1. **Import the Unity package**

2. **Open prefab** at:
   `Resources/CrossPromo/LCCrossPromoVideoMenu.prefab`
   (update UI style here if needed)

3. **Configure settings** inside:
   `LCCrossPromoSettings` (menu: `Window → Logcat.team → CrossPromo → Settings`)

4. **Add your store URLs**

   - **Google Play**: full developer page URL
   - **App Store**: full developer page URL

5. **Initialize at runtime**

```
LCCrossPromoVideoHandler.Initialize();
```

⚙️ Settings (`LCCrossPromoSettings`)

You can find and edit settings in Unity:
`Window → Logcat.team → CrossPromo → Settings`

Fields

- **AppId**
  Must match the `id` in your cross-promo JSON.
  Example: if JSON has `"id": "clashofcolor"`, then set `AppId = "clashofcolor"`.

- **crossPromoJsonUrl**

  Remote JSON URL that contains your app list.

- **websiteUrl**

  Used as the **More Games** fallback if JSON fails or no app can be shown.

- **androidStoreUrl**

  Your developer's **Google Play page URL** → shown when popup falls back to "More Games".

- **iosStoreUrl**

  Your developer's **App Store page URL** → shown when popup falls back to "More Games".

📝 JSON Format (Example)

Here's a real example of `promo_video_applist.json`:

```
{
  "websiteUrl": "https://logcat.team",
  "androidStoreUrl": "https://assetstore.unity.com/publishers/94135",
  "iosStoreUrl": "https://assetstore.unity.com/publishers/94135",
  "apps": [
    {
      "id": "get13puzzle",
      "weight": 1,
      "videoUrl": "https://logcat.team/crosspromo/get13puzzle.mp4",
      "androidUrl": "https://assetstore.unity.com/packages/slug/324146",
      "iosUrl": "https://assetstore.unity.com/packages/slug/324146"
    },
    {
      "id": "tictactoe",
      "weight": 2,
      "videoUrl": "https://logcat.team/crosspromo/tictactoe.mp4",
      "androidUrl": "https://assetstore.unity.com/packages/slug/317201",
      "iosUrl": "https://assetstore.unity.com/packages/slug/317201"
    },
    {
      "id": "arrowshot",
      "weight": 3,
      "videoUrl": "https://logcat.team/crosspromo/arrowshot.mp4",
      "androidUrl": "https://assetstore.unity.com/packages/slug/320419",
      "iosUrl": "https://assetstore.unity.com/packages/slug/320419"
    }
  ]
}
```

- `id` → unique per game, must match `AppId` in settings
- `weight` → higher = more chance
- `androidUrl` / `iosUrl` → store links for each game
- `videoUrl` → video ad file/URL

📦 API

Show / Hide

```
// Show popup with random uninstalled app
bool shown = LCCrossPromoVideoHandler.I.ShowCrossPromo();

// Hide if showing
LCCrossPromoVideoHandler.I.HideCrossPromo();
```

Behavior

- **Normal case**: Shows a random uninstalled app from JSON list.
- **If JSON failed / not loaded**: Still shows the popup → clicking *Install* button will redirect to the **More Games URL** defined in `LCCrossPromoSettings`.

This guarantees the cross-promo popup is **always functional**, even offline or if the JSON cannot be fetched.

📸 Demo

- **Android APK**: [Download](#)

🛠️ Customization

- Update **UI style** by editing prefab `LCCrossPromoVideoMenu.prefab`.
- Replace fonts, colors, or layout freely.
- Video playback & close button are already wired.

📩 Support

- Email: **hifromlogcat@gmail.com**
- Discord: **logcatteam**
- Customization & publishing help available