

Burnout Racers

How to Import and Use Leaderboard

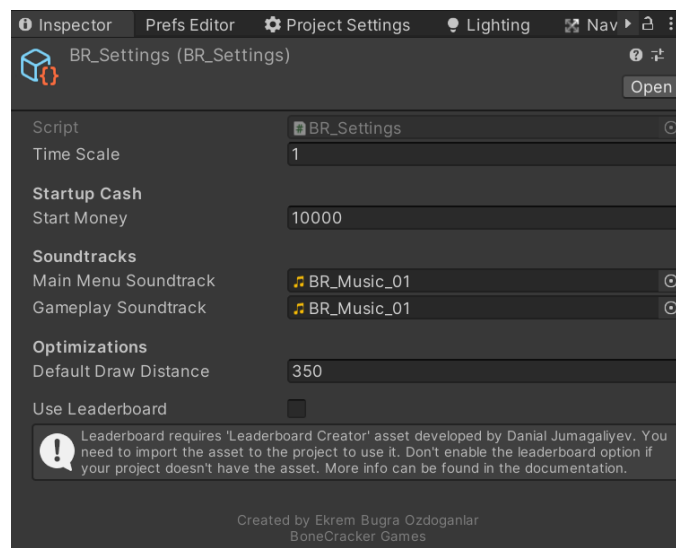
Thank you for purchasing and using Burnout Racers. This documentation will guide you to import leaderboard and use its features.

Project has ready to use leaderboard features by using “[Leaderboard Creator](#)” asset developed and published by [Danial Jumagaliyev](#). This asset is free for now, but you may consider using the paid version of it for more features. More info can be found in the publisher’s website.

Project doesn’t have the asset, and leaderboard features are disabled by default. But you can download and import it to the project. Once you import the asset to the project, you can enable the “[Use Leaderboard](#)” option in the [BR_Settings](#). Don’t enable this option if your project doesn’t have the asset.

Leaderboard Creator Store Link

<https://danqzq.itch.io/leaderboard-creator>



If you're not going to use the leaderboard features, you can disable or remove the leaderboard button in the main menu, because you won't need it. Also, editor will inform you as well. Once you remove the leaderboard button, you can safely remove the "**BR_LeaderboardManager**" gameobject from the main menu scene.

BR_LeaderboardManager is responsible for uploading the player's race points to the database and loading other player's race points from the database. It will list all player scores in the scroll view and sort them. You can manually upload or load the data. This will be executed by the **BR_LeaderboardManager** when the main menu starts. You can use the methods in this script to make things manually.

Warning

Project would still compile fine without leaderboard. However, if you enable the "**Use Leaderboard**" button in the **BR_Settings** before importing the asset, you will get compiler errors. Be sure to have the stated asset in your project before enabling the option.

Leaderboard Configuration

Leaderboard Creator requires a key for your leaderboard. Please create a new key for your leaderboard and paste your key to the configuration.

1. Create a new key for your leaderboard from the developer's website.
2. <https://danqzq.itch.io/leaderboard-creator>
3. Open the Leaderboard Creator from the toolbar menu.
4. Paste the keys. Make sure your leaderboard name is "**LB**".
5. Click to "**Save to C# Script**" button.
6. Enable the "**Use Leaderboard**" option in **BR_Settings** (*Tools → BCG → BR → Settings*).

