



Requires one of the following: [uMMORPG 1.179 - 1.187+](#) / [uMMORPG 2D 1.55+](#) / [uMMORPG CE 2.7+](#)

This addon adds a coupon system for uMMORPG's Item Mall.

Features:

- Create coupon codes to grant players either an item, gold, or coins.
- Coupons can be set as a single use and removed when it is used or usable once per account.
- Contains a coupon database editor that can be used inside unity. (You will need your own way to do this outside of unity)
- Only requires one single core edit to Player.cs.

Installation:

1. Import the Coupon System unity package.
2. On the menu bar in unity click on Randy's Assets/Coupon System/Edition Selector and set the uMMORPG Edition to the correct edition that you are using and click Save. (There may be a short delay after clicking save while unity recompiles scripts. If for some reason this isnt working, you can click Edit/Project Settings then click Player and you will find a text box there for scripting define symbols. Add the define you need here, RCS2D3D or RCSCE)
3. uMMORPG 2D/3D ONLY:
 - Open file: Assets/uMMORPG/Scripts/Player.cs
 - Find the line: '// YOUR COUPON VALIDATION CODE HERE' inside the method: 'CmdEnterCoupon'
 - After it place this on a new line: CouponSystem_ParseCoupon(coupon);
4. uMMORPG CE ONLY:
 - Open file: Assets/uMMORPG/Scripts/PlayerItemMall.cs
 - Find the line: '// YOUR COUPON VALIDATION CODE HERE' inside the method: 'CmdEnterCoupon'
 - After it place this on a new line: player.CouponSystem_ParseCoupon(coupon);
 - With your scene open: In the Hierarchy select 'Network Manager' and then in the inspector click 'Add Component' and add the script 'CouponSystem.cs'

How to use:

1. On the menu bar in unity click on Randy's Assets/Coupon System/Coupon Editor. (Due to changes from uMMORPG 1.165 that changed database class to a monobehaviour you will need to be running server in unity to use the editor scripts)
2. Here will be a list of coupons with ability to add/remove/edit.
3. Click on New Coupon and enter in all the details about the coupon you would like to create then click done. (Note: SingleUse = 0 means useable one time per account, 1 = one use then delete coupon.

Expiration is in unix epoch time, you can use the expiration time generator to generate the expiration time.)

4. To Test: Open up your scene or scene 'World' from Assets/uMMORPG/Scenes/, Click the play button in unity, then server & play / select or create a character / press x to open the item mall / enter the coupon you made into the coupon text box and click enter. You should then receive your item, gold, or coins as long as coupon exists, has not expired, and not been used on your account before.
5. Also available from the menu bar under Randy's Assets/Coupon System/ is a Coupon Use Viewer. From here you can view or remove coupon uses.

Website: <http://randysassets.com>

Discord: <https://discord.gg/SZ2CJnT>