
Readme

```
using UnityEngine;
using System.Collections;

public class Sample : MonoBehaviour {

    GameCenterUI gcUI;
    // Use this for initialization
    void Start () {
        gcUI = gameObject.AddComponent<GameCenterUI>();
        gcUI.Init();
    }

    void OnGUI() {
        if(GUI.Button(new Rect((Screen.width - 500)/2,5,500,100), "Game Center")) {
            gcUI.Show();
        }
    }
}
```

Step1: First add the GameCenterUI.cs to your any game object.

Step2: Use Init() to initialize the plug-in in Start() method.

Step3: In your button, call Show() function to display main GameCenter UI.

Contact:

If you have any question, please e-mail to me. Thanks.

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