# Leaderboard API v1.1

## Unity Documentation

**MW-Systems**
Johann-Schopf-Siedlung 1/4/12
A-2261 Angern an der March
Tel.: +43 2283 30 430
E-Mail: office@mw-systems.com
www.mw-systems.com

**MW-Systems**
Johann-Schopf-Siedlung 1/4/12
A-2261 Angern an der March
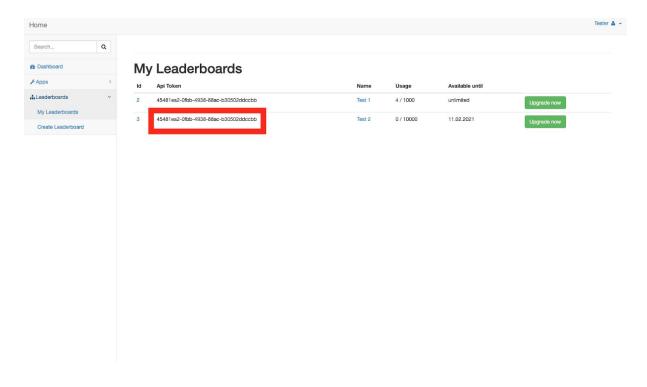Tel.: +43 2283 30 430
E-Mail: office@mw-systems.com
www.mw-systems.com

# How to get started

Just download our asset from the Unity Asset Store and import it into your Project.

Import the prefab named "LB_Controller" in your MainScene. It is a singleton-instance and will not be destroyed if you load another scene.

Go to https://apps.mw-systems.com and register for free. Login and follow the instructions to create your leaderboard. On the overview of your leaderbaords you can see your API-KEY.
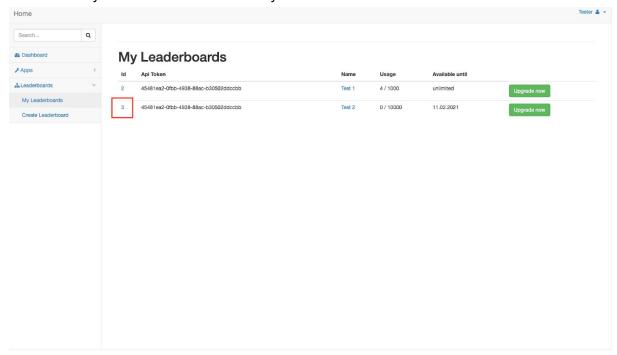
**MW-Systems**
Johann-Schopf-Siedlung 1/4/12
A-2261 Angern an der March
Tel.: +43 2283 30 430
E-Mail: office@mw-systems.com
www.mw-systems.com

# Leaderboard id

You can find your board-id on the list of your leaderboards on our website.
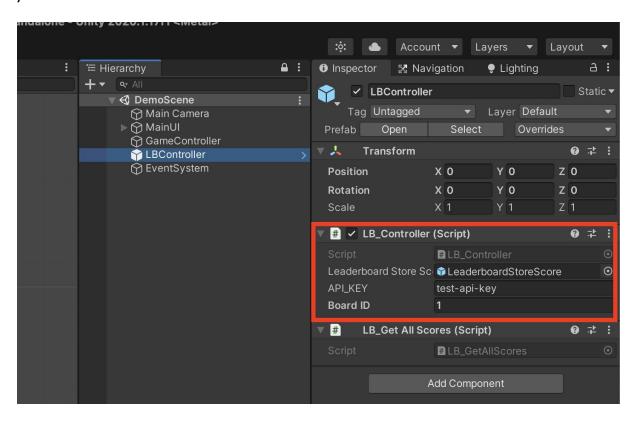
**MW-Systems**
Johann-Schopf-Siedlung 1/4/12
A-2261 Angern an der March
Tel.: +43 2283 30 430
E-Mail: office@mw-systems.com
www.mw-systems.com

# MW-SYSTEMS

Copy and paste the API-KEY into the "LB-Controller" - Script. Also enter your board ID here.



Your setup is done!

**MW-Systems**
Johann-Schopf-Siedlung 1/4/12
A-2261 Angern an der March
Tel.: +43 2283 30 430
E-Mail: office@mw-systems.com
www.mw-systems.com

# Upload a new Score

Anywhere in your own scripts call our method to upload the users score.

```
LB_Controller.instance.StoreScore(1283, "Hoang_532"); // parameters ->
score, username
```

Parameters:
- score -> the score of the latest game
- username -> the username, displayed on your leaderboard

**MW-Systems**
Johann-Schopf-Siedlung 1/4/12
A-2261 Angern an der March
Tel.: +43 2283 30 430
E-Mail: office@mw-systems.com
www.mw-systems.com

# Receive Scores

There are 2 simple options to receive your leaderboard-entries.

First you have to download your scores:
After the download your entries are cached locally.

```
LB_Controller.instance.ReloadLeaderboard();
```

1st method: You can access your entries via:

```
LB_Entry[] entries = LB_Controller.instance.Entries();
```

2nd method: The smart way is to listen for updated scores:

```csharp
using UnityEngine;

public class DemoScriptUpload : MonoBehaviour
{

    // Start is called before the first frame update
    void Start() {
        LB_Controller.OnUpdatedScores += OnLeaderboardUpdated;
        DownloadScores();
    }

    private void DownloadScores() {
        LB_Controller.instance.ReloadLeaderboard(1); // parameter ->
board-id
    }

    private void OnLeaderboardUpdated(LB_Entry[] entries) {
        foreach (LB_Entry entry in entries) {
            // here you can fill your List on your UI
            Debug.Log("Rank: " + entry.rank + "; Name: " + entry.name +
"; Points: " + entry.points);
        }
    }

    private void OnDestroy() {
        LB_Controller.OnUpdatedScores -= OnLeaderboardUpdated;
    }
}
```

**MW-Systems**
Johann-Schopf-Siedlung 1/4/12
A-2261 Angern an der March
Tel.: +43 2283 30 430
E-Mail: office@mw-systems.com
www.mw-systems.com

# Rank for User

Receiving a rank for a user is also simple.
Where ever you need to know the rank for an user just call this function:

```
int rank = LB_Controller.instance.GetRankForUser("Markus_0815"); //pass
the username as string
```

# Change username

To change a username implement the following 2 methods in your script.

```csharp
using UnityEngine;

public class DemoChangename : MonoBehaviour
{

    // Start is called before the first frame update
    void Start() {
      LB_Controller.instance.ChangeUsername("Mia_0815", "Mia_0816"); //
parameters -> oldUsername, newUsername
        LB_Controller.OnUsernameChangedFinished += OnUsernameChaged;
    }

    private void OnUsernameChaged(LB_ChangeUsernameResult result, LB_Entry[]
entries) {
        switch (result) {
            case LB_ChangeUsernameResult.OK:
                // reload your board with the given entries and / or show a
successmessage
                OnLeaderboardUpdated(entries);
                break;
            case LB_ChangeUsernameResult.USER_NOT_FOUND:
                //show an error to the user
                break;
            case LB_ChangeUsernameResult.USERNAME_ALREADY_TAKEN:
                //show an error to the user
                break;
            default:
                // do your fallback stuff here
                break;
        }

    }
  private void OnDestroy() {
        LB_Controller.OnUsernameChangedFinished -= OnUsernameChaged;
    }

}
```