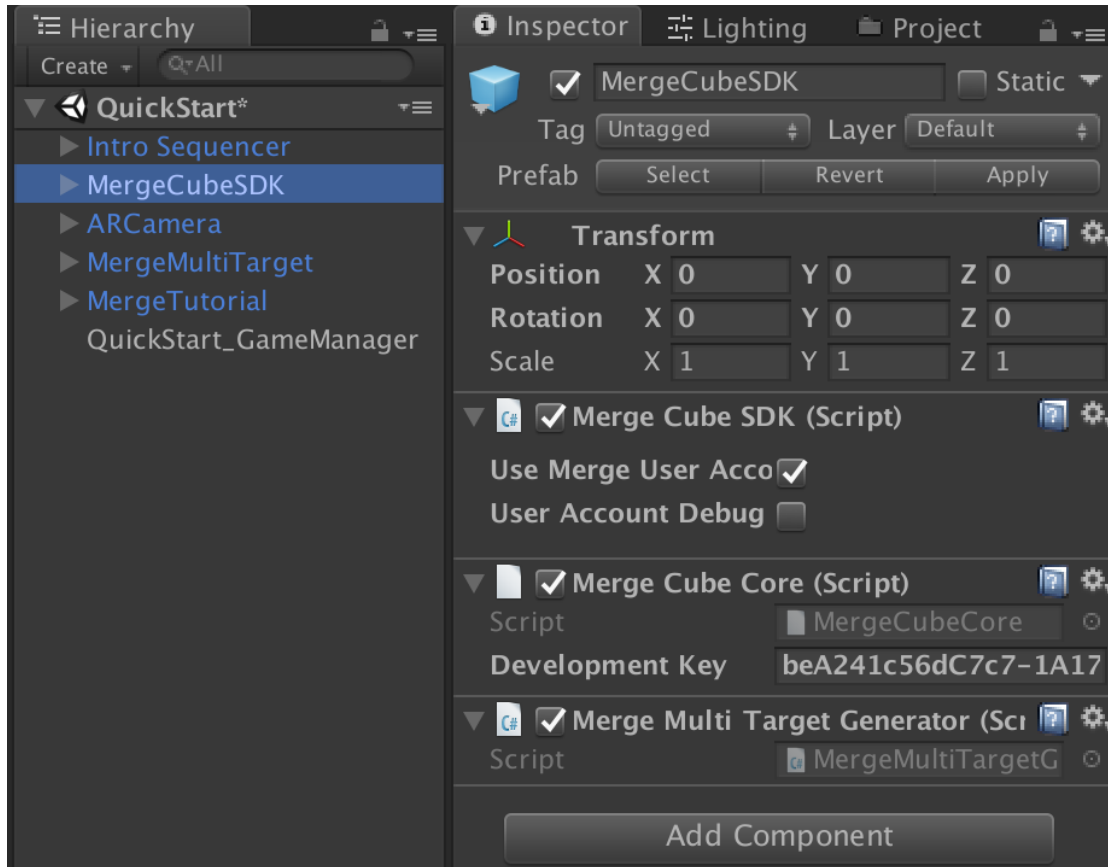


- 1) To use merge user account system, simply checkmark UseMergeUserAccount bool on MergeCubeSDK.
(MergeCubeSDK will initialize the user account backend for you and update the user account info.)



```
MergeCube.MergeUserAccount.instance.loginResult;
```

Subscribe to this event to be notified when the user signs in.
Event will return you user's profile name.

Example code:

```
Void MyMethod(string userName){  
    //Your Action  
}  
  
Void Start(){  
    MergeCube.MergeUserAccount.instance.loginResult += MyMethod;  
}
```

MergeCube.MergeUserAccount.instance.UserID; - String

You can access this to get user profile ID, it will give you current login user ID.

If it is empty(""), means no user login.

MergeCube.MergeUserAccount.instance.UserName; - String

You can access this to get user's name, it will give you current login user name.

If it is empty(""), means no user login

2) Debug mode(on mobile):

Check the debug mode user account will be act as debug, it will cycle through no user, user 1, user 2, user 3, user 4, user 5 when you click on the user icon.

In editor it is always debug mode no matter checked or not.

