

Internet Connectivity Check

Introduction

In this video, you'll learn how to integrate **Rate Game Popup** into your Unity mobile game. We will cover the following key concepts:

- Setting up a No internet connectivity checker script for a game, which alerts players when they lose internet connection.
- When the player is disconnected, a message indicating no internet connection is displayed.
- Once the player reconnects to the internet, a custom function can be triggered to reinitialize the SDK and reload ads in the game.

Creating the No Internet Connectivity Popup

- To implement the no internet connectivity checker, an empty game object is created and named accordingly.
- The transform of this game object is reset, and a component called 'internet connectivity check' is added to perform the connectivity checks.

Displaying the No Internet Popup

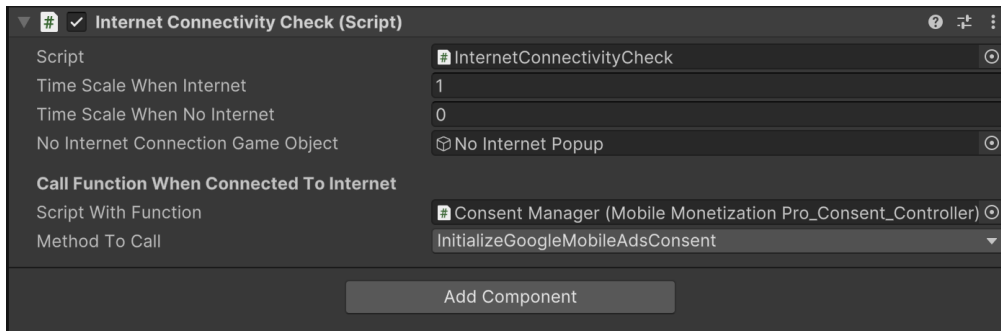
- A no internet connection popup is created within the canvas and is activated when the player loses internet connectivity.
- This popup is initially set to be deactivated and is linked to the game object to display the appropriate message when needed.
- The functionality includes defining actions that occur when the player reconnects to the internet, such as re-enabling ads in the game.
- Custom functions can be called by dragging the relevant MonoBehaviour script into the setup and selecting the desired method to invoke.

Building and Testing the Game

- After setting up the connectivity checker script.

- Build and run on an Android device, where it is confirmed that no ads are displayed when there is no internet connection.
- Upon connecting to Wi-Fi, the game successfully displays ads, demonstrating that the reinitialization works as intended.

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Fields	Info
TimeScaleWhenInternet	Time scale when the internet connection is active (1 = normal speed).
TimeScaleWhenNoInternet	Time scale when there is no internet connection (0 = paused).
NoInternetConnectionGameObject	The GameObject to display when there is no internet connection.
scriptWithFunction	The MonoBehaviour script that contains the method to invoke when internet is restored.
methodName	The name of the method to invoke from the scriptWithFunction when internet is restored.