

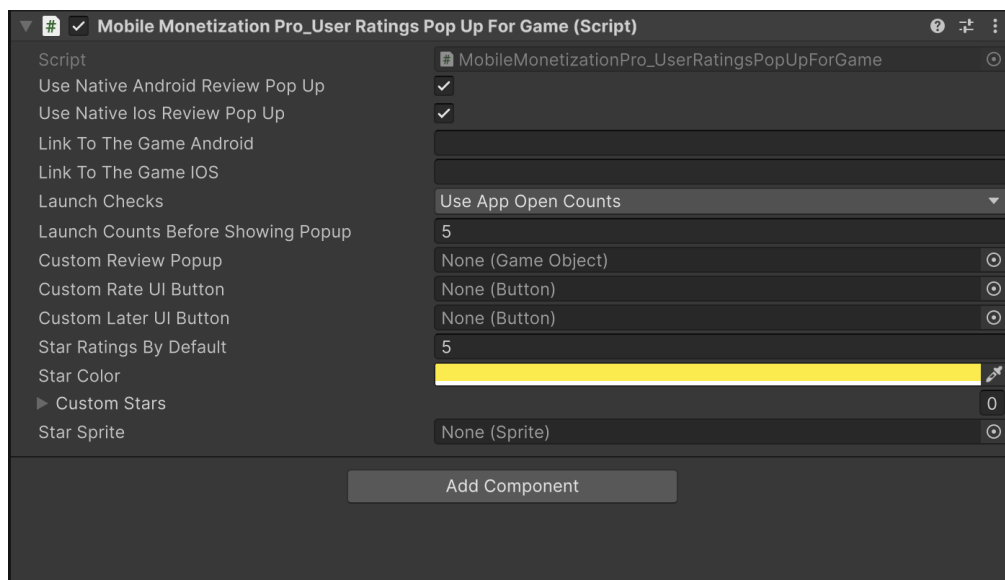
Rate Game Popup

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:

- **Native Android Rate Game Popup:** Learn how to create and display a native Android rate popup directly within your game.
- **iOS Native Rate Game Popup:** Follow a step-by-step guide to setting up a native iOS rate popup in your Unity project.
- **Custom Rate Game Popup Formats:** Option for customizable popup and how to implement.
- **Testing on Android and iOS:** See how to test the Rate Game Popup on real Android and iOS devices to ensure everything works perfectly.

User Rate Game Popup



Fields	Info
UseNativeAndroidReviewPopUp	Determines whether to use the native Android review popup for rating.

UseNativeIosReviewPopUp	Determines whether to use the native iOS review popup for rating.
LinkToTheGameAndroid	Link to the game on the Android store for users to open.
LinkToTheGameIOS	Link to the game on the iOS App Store for users to open.
Options	<p>Determines the launch condition for showing the review popup:</p> <ul style="list-style-type: none"> • UseAppOpenCounts — Use the app open counts to determine when to show the review popup. • UseSessionCounts — Use session counts to determine when to show the review popup.
LaunchCountsBeforeShowingPopup	Number of times the game should be opened before showing the review popup.
CustomReviewPopup	Custom review popup UI GameObject.
CustomRateUIButton	Custom button to rate the game.
CustomLaterUIButton	Custom button to dismiss the review prompt.
StarRatingsByDefault	Default star rating value to be displayed.
StarColor	Color used to change the star ratings.
CustomStars	Array of custom star GameObjects to show the rating system.
StarSprite	Sprite to be activated when a star is clicked.