

In App Purchase Setup

Introduction

In this video, you'll learn how to implement **In App Purchase** in your mobile game using **Mobile Monetization Pro**.

IAP Manager Script

Script MobileMonetizationPro_IAPManager

Restore Purchases For iOS
Restore Purchase Button Restore purchase button (Button)

Consumable Item 1
UI Button CHEST (Button)
Price Text Price Text (Text Mesh Pro UGUI)
Can Buy In Quantity ☒
Product ID get5000coins
Add Script Shop Script (Mobile Monetization Pro_Demo_Shop Script)
Select Function To Invoke SetAndBuyMoreCoins
Parameter 1 (Int32) 5000
Parameter 2 (GameObject) Reward

Non Consumable Item 1
UI Button No_Ads Button (Button)
Price Text Price Text (Text Mesh Pro UGUI)
Product ID remove_ads
Remove Ads On Purchase ☒
Add Script Shop Script (Mobile Monetization Pro_Demo_Shop Script)
Select Function To Invoke BuyRemoveAdsFromGame
Call Function On Refund ☒
Restart Ads On Refund ☒
Add Script On Refund Shop Script (Mobile Monetization Pro_Demo_Shop Script)
Select Function To Invoke RestartAdsFromGame

Subscription Item1
UI Button star (Button)
Price Text Price Text (Text Mesh Pro UGUI)
Product ID getvipbadge
Add Script Shop Script (Mobile Monetization Pro_Demo_Shop Script)
Select Function To Invoke On Activation ActivateWeeklySubscription
Select Function To Invoke On Deactivation DeactivateWeeklySubscription

Remove Add Consumable Item
Remove Add Non-Consumable Item
Remove Add Subscription Item

SAVE THE CHANGES

Fields	Info
UIButton	The button for the consumable item.
PriceText	

	Text to display the price of the consumable item.
CanBuyInQuantity	If true, allows the item to be bought in a specific quantity.
ProductId	The product ID for the consumable item.
AddScript	The MonoBehaviour script to be added when the item is bought.
FunctionToInvoke	The function to invoke when the item is purchased.
FunctionParameters	A list of parameters to pass to the function when invoking it.
UIButton	The button for the non-consumable item.
PriceText	Text to display the price of the non-consumable item.
ProductId	The product ID for the non-consumable item.
RemoveAdsFromGame	If true, removes ads from the game when the non-consumable item is purchased.
AddScript	The MonoBehaviour script to be added when the item is bought.
FunctionToInvoke	The function to invoke when the item is purchased.
FunctionParameters	A list of parameters to pass to the function when invoking it.
CallFunctionOnRefund	If true, invokes the specified function when a refund occurs.

RestartAdsOnRefund	If true, restarts ads on refund.
AddScriptOnRefund	The MonoBehaviour script to be added on refund.
FunctionToInvokeOnRefund	The function to invoke on refund.
FunctionParametersForRefund	A list of parameters to pass to the function on refund.
UIButton	The button for the subscription item.
PriceText	Text to display the price of the subscription.
ProductId	The product ID for the subscription item.
AddScript	The MonoBehaviour script to be added when the subscription is purchased.
FunctionToInvokeForActivatingSubscription	The function to invoke for activating the subscription.
FunctionToInvokeForDeactivatingSubscription	The function to invoke for deactivating the subscription.
ActivationFunctionParameters	A list of parameters to pass to the activation function when activating the subscription.
DeactivationFunctionParameters	A list of parameters to pass to the deactivation function when deactivating the subscription.