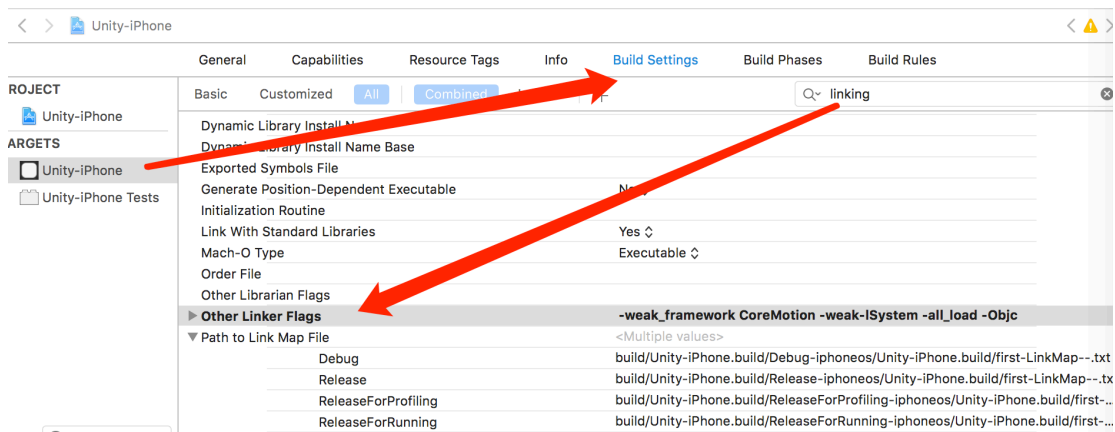


The TCT SDK quickly accesses the document

1. Download the Dome

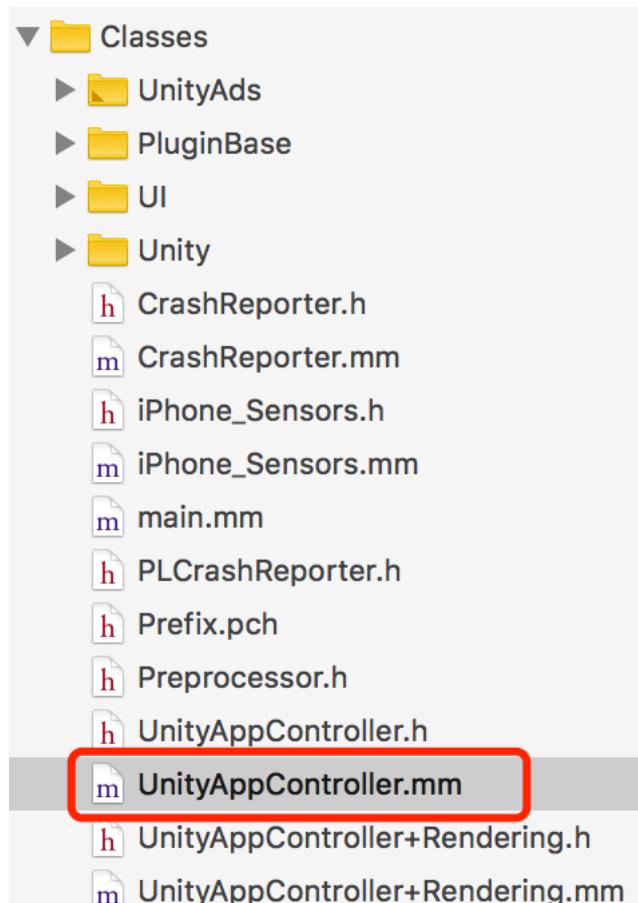
1. Open dome with Xcode
2. Import TCTSDK
3. Configure the SDK



Add `-Objc` and `-all_load` in Other Linker Flags



4. To initialize the SDK



Import the `#import <TCTSDK / TCTSDK.h>` header file in the `UnityAppController.mm` file

Initialize the SDK in the `-(BOOL)application:(UIApplication*)application didFinishLaunchingWithOptions:(NSDictionary*)launchOptions` method

```
[[TCTSDK sharedInstance] registerAppKey:@"6b6f14c6-54f1-11e8-837e-00e06f69b9f2"
appSecretKey:@"e7f2cad98000baddb4e7a59850fb0b2f" withOnline:NO];
```

Replace your own appkey and SecretKey

5 Method introduction

Register SDK

`/**`

`* Register SDK`

`* @param appKey appKey corresponds to the appkey assigned by the management background`

```
* @param online online Whether to use online address,  
YES is to use NO not to use  
*/
```

```
-(void)registerAppKey:(NSString*)appKey appSecretKey:(NSString*)secretKey  
withOnline:(BOOL)online
```

Login method (login)

Called with `[[TCTSDK sharedInstance] login]`

Get advertising information (requestadvert)

Called with `[[TCTSDK sharedInstance] requestadvert]`

online

- (void)online;

Record game score score score

- (void)requestGameScore:(float)score;

Record game data key request parameter score value

- (void)requestGameDataKey:(NSString *)key withScore:(float)score;

Invitation code verification verify invitation code

- (void)requestGameVerify:(NSInteger)verify;

Custom ad str content type fixed value please pass 2

- (void)diversionsAction:(NSString *)str withType:(NSInteger)type;

Offline

- (void)loginOut;

Successful login callback

loginSuccessBlock

```
Use [TCTSDK sharedInstance].loginSuccessBlock = ^{  
    Successful operation  
};
```

Online callback

```
onLineSuccessBlock
```

Get avatar, id, and name, both can be obtained directly after two successful callbacks

```
[TCTSDK sharedInstance].idStr  
[TCTSDK sharedInstance].nickname  
[TCTSDK sharedInstance].avatar
```

```
/**
```

In-game consumption

```
*   In-game consumption  
*   @param amount  amount Amount  
*   @param content  content Contents such as:  
"Recharge 400 diamonds, consume 0.8 yuan"  
*/
```

```
- (void)requestGamePayAmount:(float)amount  
withontent:(NSString *)content  
complete:(payResultsBlock)resultsHandler;
```

2. Interact with Unity:

Define a .mm file

Use c to write the method corresponding to the Unity file, and then pass the value according to the corresponding parameter, you can call the oc method in

the method.

Declaring methods in Unity

```
#if UNITY_IOS

[DllImport("__Internal")]
private static extern void SDKShop();// 获取广告信息
[DllImport("__Internal")]
private static extern void SDKLogin(string scene,string method);//登陆
[DllImport("__Internal")]
private static extern void SDKOnline( string scene,string method);//上线
[DllImport("__Internal")]
private static extern void SDKDiversions(string msg);//自定义广告
[DllImport("__Internal")]
private static extern void SDKGameScore(float score);//记录游戏得分
[DllImport("__Internal")]
private static extern int SDKGetDate();//获取状态
[DllImport("__Internal")]
private static extern string SDKUserInfo(string key);//获取基本信息 id、Nickname、avatar
[DllImport("__Internal")]
private static extern void SDKGameDataKey(string key,float score);///记录游戏数据
[DllImport("__Internal")]
private static extern void SDKPayAction( float amount,string content, string scene, string method);///( 游戏内消费)

#endif
```

Use the figure in Unity

```
public static int getStatus()
{
    //Debug.Log("-----%d" + Application.platform );
    if (Application.platform == RuntimePlatform.Android)
    {
        try
        {
            // Android的Java接口
            AndroidJavaClass jc = new AndroidJavaClass("com.tadpolechain.TCT");
            AndroidJavaObject jo = jc.CallStatic<AndroidJavaObject>("instance");

            // 调用方法
            int status = jo.Call<int>("getStatus");
            return status;
        }
        catch (Exception e)
        {
            TestClick.str = e.Message;
            return 0;
        }
    }
    else if (Application.platform == RuntimePlatform.IPhonePlayer)
    {
        int status = SDKGetDate();

        Debug.Log("点击了苹果getStatus按钮");

        return status;
    }
    else
    {
        return 0;
    }
}
```

Pay the callback

```
// 支付的回调方法
private void PayCallFunc(string content)
{
    Debug.Log("BeCallFunc");

    if (Application.platform == RuntimePlatform.Android)
    {
        if (content.Equals("success"))
        {
            str = "PayType : " + TCTForUnity.getUserInfo("PayType");
        }
        else
        {
            str = content; // 错误信息
        }
    }
    else if (Application.platform == RuntimePlatform.IPhonePlayer)
    {
        Debug.Log("daolezhifu");
        Debug.Log(content);

        JsonStr jsonText = JsonTest.ReadJsonGet(content);
        //取出code
        string code = jsonText.code;

        Debug.Log(code);
    }
    else
    {
        // 写一些东西
    }
}
```