Ultimate Mobile

Anyone can comment

Short Overview

Ultimate Mobile is a combo package with contains following assets.

Android Native Plugin
IOS Native
WP8 Native
Google Mobile Ads SDK
Google Analytics SDK
Mobile Native PopUps

As bonus package also contains Unified API for:

- In-App purchasing - **IOS**, **Android**, **WP8**
- Game Services (Achievements, Leaderboards) - **IOS**, **Android**
- Advertisement - **IOS**, **Android**, **WP8**
- Social Sharing - **IOS**, **Android**
- Google Analytics Tracking - **All Unity Platforms**
- Native Pop Ups and Preloaders - **IOS**, **Android**, **WP8**

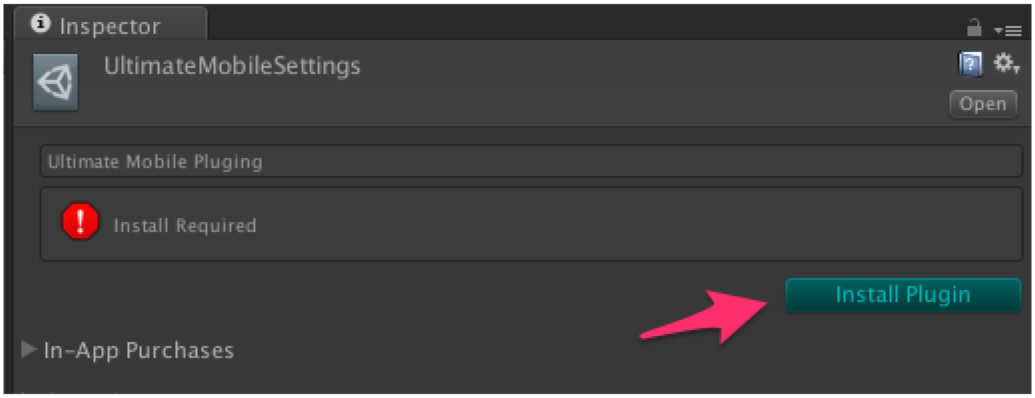
Note: You not have to use Unified API, you always can use API of any plugin in package.

More unified API will be available in future releases. Feel free to send feedback or feature request to support team.

Warning: Plugin does not contains reach social API like Android Native or Mobile Social Plugin. Only native posting is available.

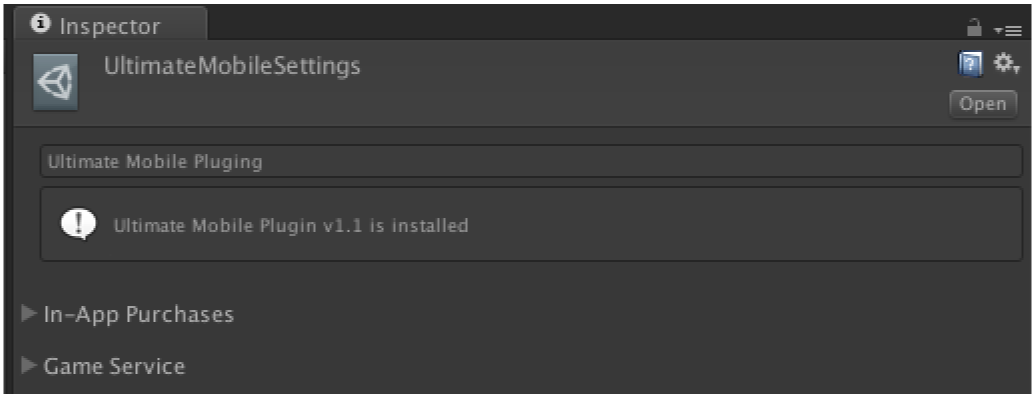
Setup

Plugin may require some small set up action in order to compile in your device with no issue. If plugin isn't installed the settings window will be opened automatically in the Inspector view. It for some reason it wasn't opened after you imported the plugin, go to: **Window → Ultimate Mobile → Edit Settings**



Install Required

And just press **Install Plugin** button. If installation was completed successfully you should see message as on picture below.



Ultimate Mobile Plugin v1.1 is installed

If you have other plugins in your project with requires to override main activity you need to merge such plugins with Ultimate Mobile . You can find necessary info below.

Can I use this plugin with other Android Plugins from Asset Store
How to compile androidnative.jar from eclipse project
How to merge manifest with another android plugin

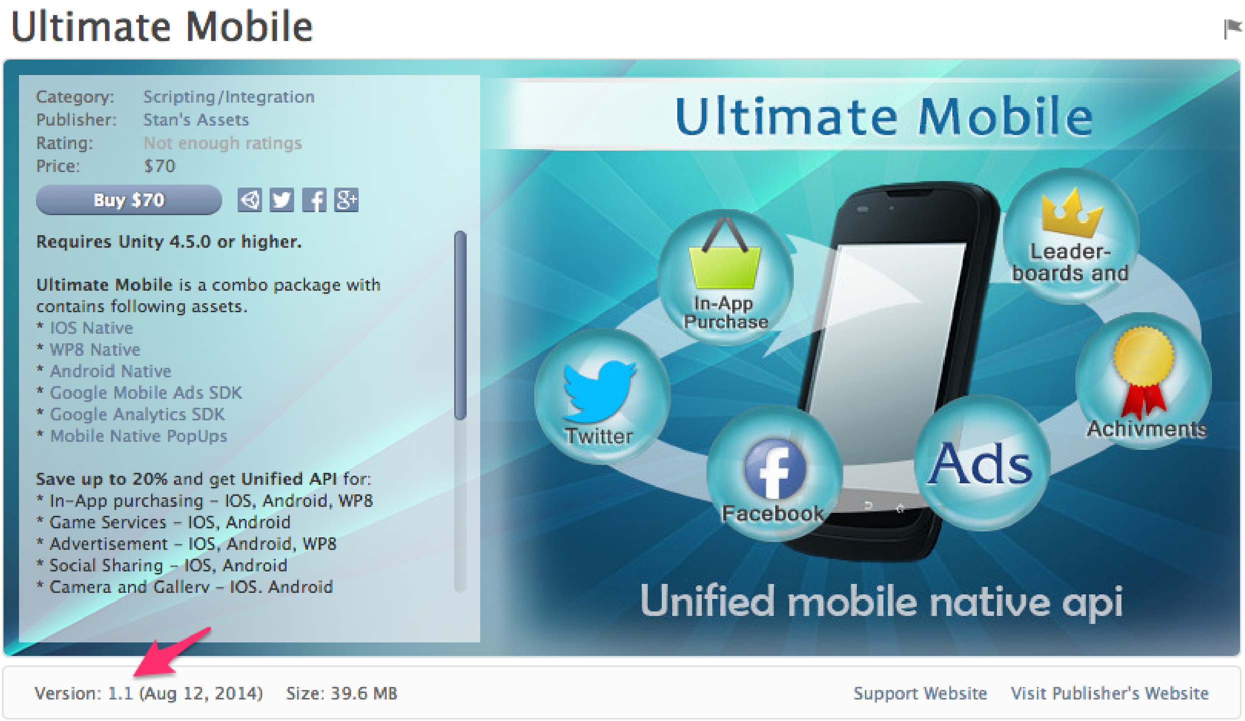
If the plugin has conflict with the IOS / WP8 / Android (which does not overrides main activity) Please contact support team.

How to update

1. Version Notes

With every new update I try to make the plugin better. Add new features, improve stability, usability and code base structure.

When a new version is available, you can find out what’s new in the version and version history by pressing version number on [Asset Store Plugin Page]():



Ultimate Mobile

Category: Scripting/Integration
Publisher: Stan's Assets
Rating: Not enough ratings
Price: $70

Requires Unity 4.5.0 or higher.

Ultimate Mobile is a combo package with contains following assets.
* IOS Native
* WP8 Native
* Android Native
* Google Mobile Ads SDK
* Google Analytics SDK
* Mobile Native PopUps

Save up to 20% and get **Unified API** for:
* In-App purchasing - IOS, Android, WP8
* Game Services - IOS, Android
* Advertisement - IOS, Android, WP8
* Social Sharing - IOS, Android
* Camera and Gallerv - IOS. Android

Version: 1.1 (Aug 12, 2014) Size: 39.6 MB

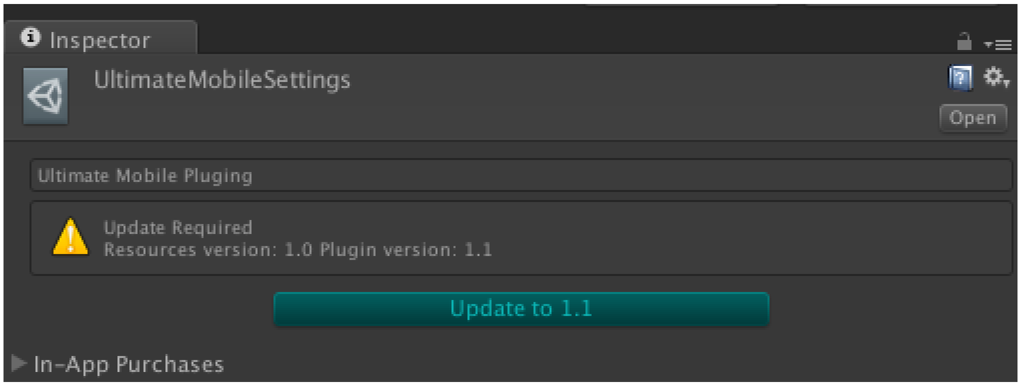
2. Updating

I recommend to check [Version Notes]() before updating.

Sometimes in order to implement new feature or improve code structure I have to change some of plugin files / folder or method names.

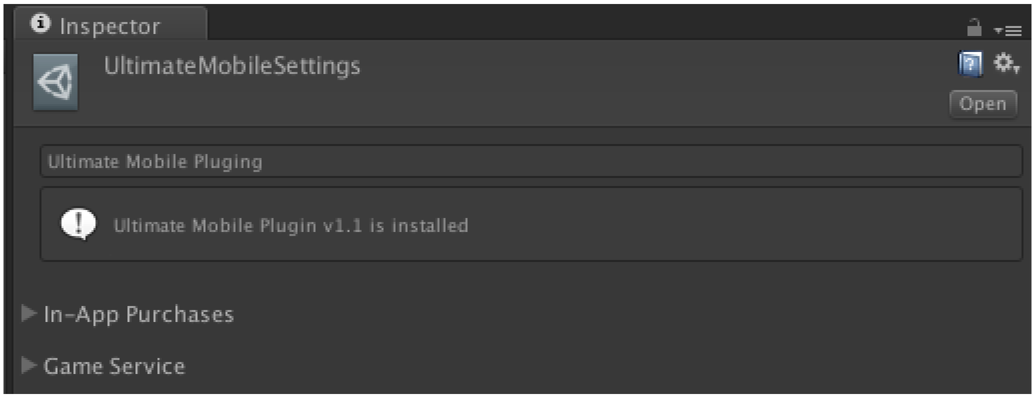
It will be of course described in version notes. But if you simple click update in the Asset Store, you may get duplicated or conflicted files.

After new plugin version is downloaded and unpacked to your project the settings window will be opened automatically in the Inspector view. It for some reason it wasn't opened after you imported the plugin, go to:
Window → Ultimate Mobile → Edit Settings



Update Required
Resources version: 1.0 Plugin version: 1.1

And just press **Update** button. If installation was completed successfully you should see message as on picture below.



Ultimate Mobile Plugin v1.1 is installed

In-App Purchases

Setup

Before you can integrate in-app purchases for your game you should complete your app setup for platforms you going to use.

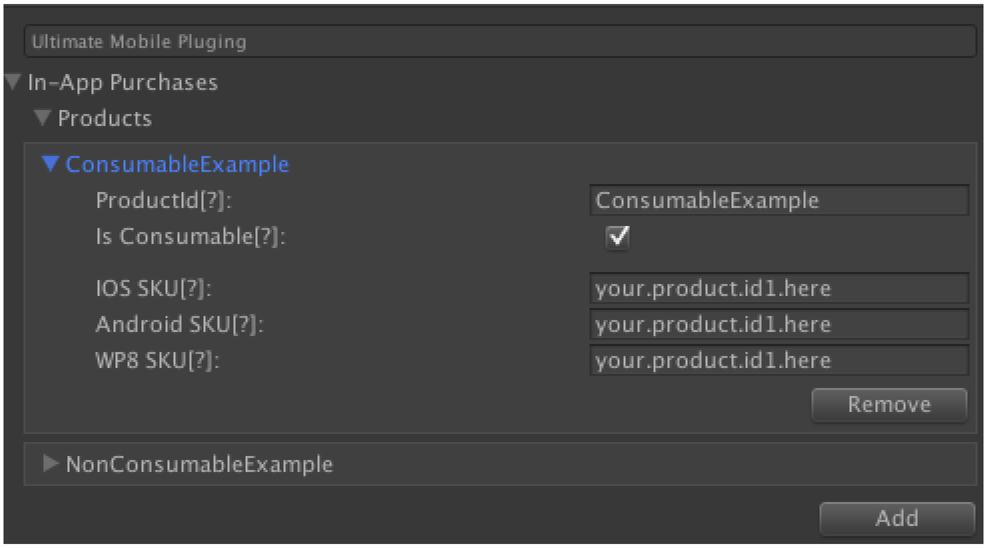
IOS In-App purchases Setup Guide

WP8 In-App purchases Setup Guide

Android In-App purchases Setup Guide

After you done with platforms set up, fill product info int the plugin settings.

Windows → Ultimate Mobile → Edit Settings



Ultimate Mobile Pluging

In-App Purchases

Products

ConsumableExample

ProductId[?]: ConsumableExample

Is Consumable[?]: ☑

IOS SKU[?]: your.product.id1.here

Android SKU[?]: your.product.id1.here

WP8 SKU[?]: your.product.id1.here

NonConsumableExample

Coding Guidelines

First of all you need to init in-app manager. Best practise is to do this on your app start.

```
UM_InAppPurchaseManager.instance.Init();
```

As soon a UM_InAppPurchaseManager will be initialized you will ge ON_BILLING_CONNECT_FINISHED event.

To purchase product use:

```
UM_InAppPurchaseManager.instance.Purchase(YOUR_PRODUCT_ID);
```

As soon a product will be purchased you will ge ON_PURCHASE_FLOW_FINISHED event.

To check if product was already purchased use:

```
UM_InAppPurchaseManager.instance.IsProductPurchased(YOUR_PRODUCT_ID);
```

```
For restoring transactions of IOS you may use:
IOSInAppPurchaseManager.instance.restorePurchases();
```

More example can be found in the **UM_BillingExample.cs** script.

API References

UM_InAppPurchaseManager : SA_Singleton<UM_AdManager>

init in-app manager

public void Init()

purchase products by id (with you specified in plugin in-apps editor settings)

public void Purchase(string productId)

check if product was already purchased by id

```
public bool IsProductPurchased(string id)
```

```
check if product was already purchased
public bool IsProductPurchased(UM_InAppProduct product)
```

GET / SET

```
true if in-app was inited
public bool IsInited
```

UM_InAppProduct

GET / SET

```
tue if product is comsumable
public bool IsConsumable;
```

```
product id
public string id = "new_product";
```

```
IOS product id
public string IOSId;
```

```
Android product id
public string AndroidId;
```

```
WP8 product id
public string WP8Id;
```

```
WP8 product template
public WP8ProductTemplate WP8Template


IOS product template
public ProductTemplate IOSTemplate

Android product template
public GoogleProductTemplate AndroidTemplate
```

Game Services

Plugin is using Play Service API on Android platform and Game Center API on IOS platform.

Setup

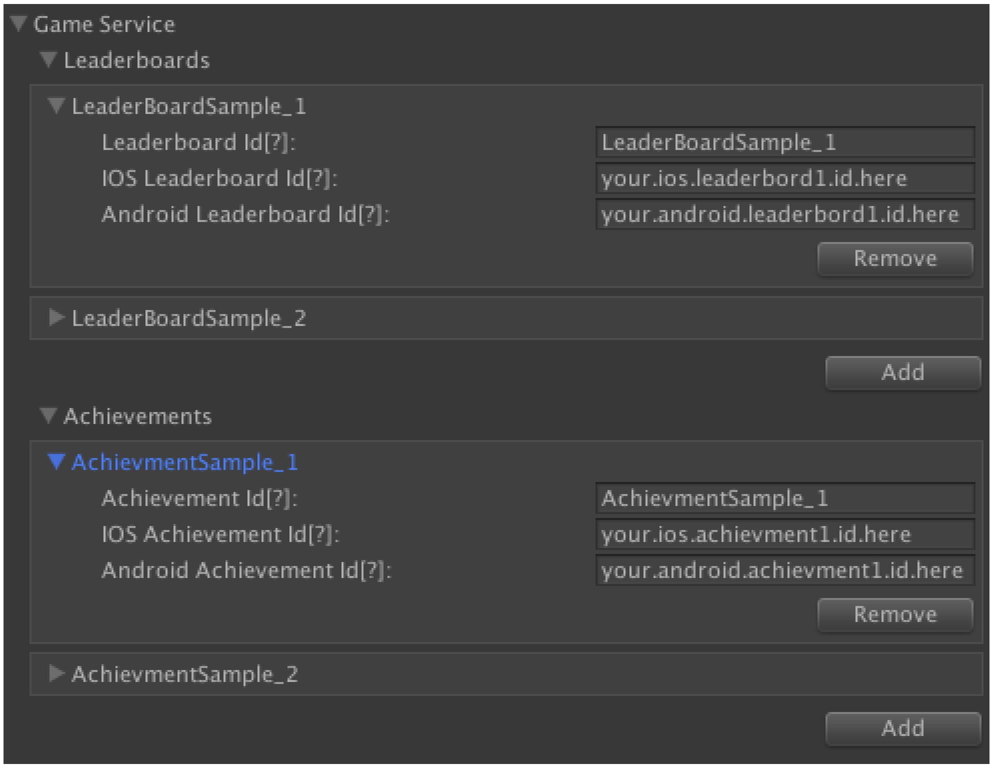
Before you can use unified API, complete setup steps for service you going to use

Play Service Setup - Android

Game Center Setup - IOS

After you done with platforms set up, fill in leaderboards and achievements info in the plugin settings.

Windows → Ultimate Mobile → Edit Settings



Game Service

Leaderboards

LeaderBoardSample_1

Leaderboard Id[?]: LeaderBoardSample_1

IOS Leaderboard Id[?]: your.ios.leaderbord1.id.here

Android Leaderboard Id[?]: your.android.leaderbord1.id.here

LeaderBoardSample_2

Achievements

AchievmentSample_1

Achievement Id[?]: AchievmentSample_1

IOS Achievement Id[?]: your.ios.achievment1.id.here

Android Achievement Id[?]: your.android.achievment1.id.here

AchievmentSample_2

Coding Guidelines

Coming soon.

API References

UM_GameServiceManager : SA_Singleton<..>

```
init in-app manager
public  void Connect()
public void Disconnect()
public void ShowAchivmentsUI()
public void RevealAchievement(string id)
public void RevealAchievement(UM_Achievement achievement)
public void ReportAchievement(string id)
public void ReportAchievement(UM_Achievement achievement)
public void IncrementAchievement(string id,  float percentages)
public void IncrementAchievement(UM_Achievement achievement, float percentages)
public void ResetAchievements()
public float GetAchievementProgress(string id)
public float GetAchievementProgress(UM_Achievement achievement)


public void ShowLeaderBoardsUI()
public void ShowLeaderBoardUI(string id)
public void ShowLeaderBoardUI(UM_Leaderboard leaderboard)
public void SubmitScore(string LeaderboardId, int score)
public void SubmitScore(UM_Leaderboard leaderboard, int score)
public int GetCurrentPlayerScore(string leaderBoardId)
public int GetCurrentPlayerScore(UM_Leaderboard leaderboard)
public int GetCurrentPlayerRank(string leaderBoardId)
public int GetCurrentPlayerRank(UM_Leaderboard leaderboard)
```

GET / SET

public UM_ConnectionState ConnectionSate

public GameServicePlayerTemplate player

UM_Leaderboard

GET / SET

public string id

public string IOSId

public string AndroidId

UM_Achievement

GET / SET

public string id

public bool IsIncremental

public string IOSId

public string AndroidId

GameServicePlayerTemplate

GET / SET

public string PlayerId

public string Name

public Texture2D Avatar

public GameCenterPlayerTemplate GameCenterPlayer

public GooglePlayerTemplate GooglePlayPlayer

Advertisement

Setup

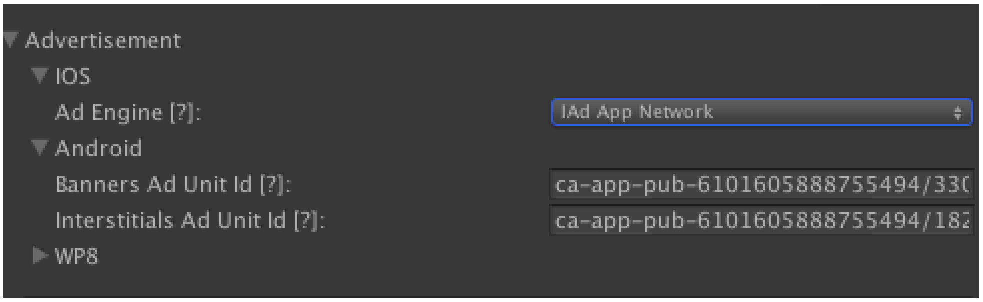
Before you can use unified API, complete setup steps for service you going to use

iAd App network - not set up action required

Google Mobile Ad - IOS, Android, WP8

After you done with platforms set up, fill in ad settings info in the plugin settings.

Windows → Ultimate Mobile → Edit Settings



▼ Advertisement
▼ IOS
Ad Engine [?]: IAd App Network
▼ Android
Banners Ad Unit Id [?]: ca-app-pub-6101605888755494/330
Interstitials Ad Unit Id [?]: ca-app-pub-6101605888755494/182
▶ WP8

Coding Guidelines

First of all you need to init ad manager. Best practise is to do this on your app start.

```
UM_AdManager.instance.Init();
```

Star interstitial ad is simple, all you have to do is to call:

```
UM_AdManager.instance.StartInterstitialAd();
```

it will initialize interstitial request and interstitial will show up as soon as it’s loaded

To create banner use:

```
int bannerId1 = UM_AdManager.instance.CreateAdBanner(TextAnchor.UpperLeft);
```

Make sure you sotre created banner id. You need this is to control the banner by usign following functions:

```
UM_AdManager.instance.HideBanner(bannerId1);

UM_AdManager.instance.ShowBanner(bannerId1);

UM_AdManager.instance.RefreshBanner(bannerId1);

UM_AdManager.instance.DestroyBanner(bannerId1);
```

or checking banner states:

```
UM_AdManager.instance.IsBannerLoaded(bannerId1)

UM_AdManager.instance.IsBannerOnScreen(bannerId1)
```

Use example can be founded at **UM_AdExample.cs** script.

API References

UM_AdManager : SA_Singleton<UM_AdManager>

init ad manager

public void Init()

create banner with anchor

public int CreateAdBanner(TextAnchor anchor)

show banner by banner id

public void ShowBanner(int id)

hide banner by banner id

public void HideBanner(int id)

```
refresh banner by banner id
public void RefreshBanner(int id)
```

```
check if banner was loaded by banner id
public bool IsBannerLoaded(int id)
```

```
check if banner is on screen by banner id
public bool IsBannerOnScreen(int id)
```

```
destroy banner by banner id
public void DestroyBanner(int id)
```

GET / SET

```
true if UM_AdManager was inited
public bool IsInited
```

Social Sharing

Plugin contains Cross platform native platform sharing API implementation.

Advantages:

- You do not need to create any social app on Facebook or Twitter website
- You do not need to prompt user to authenticate with your app with requested permissions before you can use API
- User will not leave your app for Twitter authentication.
- Posting looks natively to platform

Disadvantages

- You can only prompt user to post messages / images to twitter.
- You will not know or be able to respond if the user cancels their post from the native app.

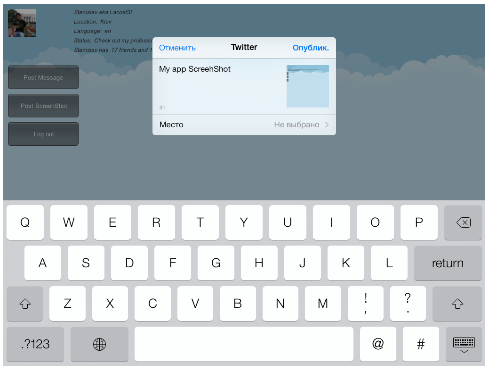
If you need more API of social platform, please have a look at [Mobile Social Plugin]

Coding Guidelines

Posting to Twitter

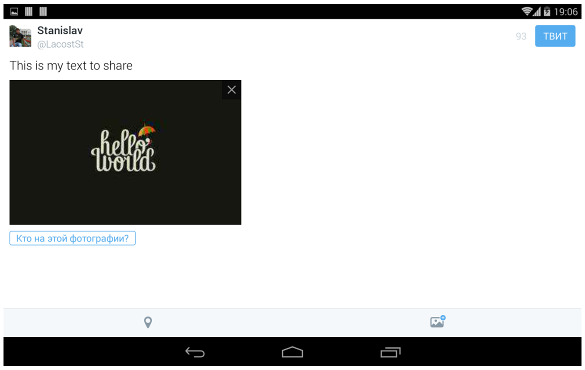
```
UM_ShareUtility.TwitterShare("This is my text to share");
UM_ShareUtility.TwitterShare("This is my text to share", ImageToShare);
```

Result of this API calls would be similar to screenshot below:



Stanislav aka LacostSt
Location: Kiev
Language: en
Status: Check out my professi
Stanislav has 17 friends and 1

My app ScreehShot



Stanislav
@LacostSt

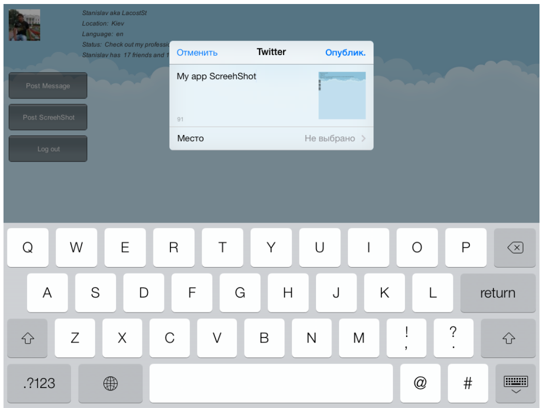
This is my text to share

Posting to Facebook

```
UM_ShareUtility.FacebookShare("This is my text to share");
```

```
UM_ShareUtility.FacebookShare("This is my text to share", ImageToShare);
```

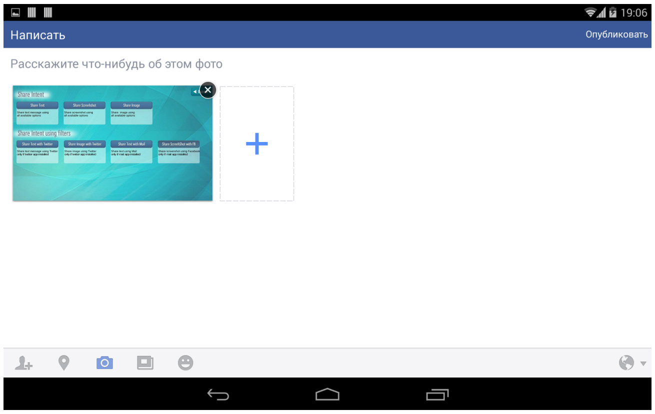
Result of this API calls would be similar to screenshot below:



Stanislav aka LacostSt
Location: Kiev
Language: en
Status: Check out my professi
Stanislav has 17 friends and 1

My app ScreehShot

Место Не выбрано

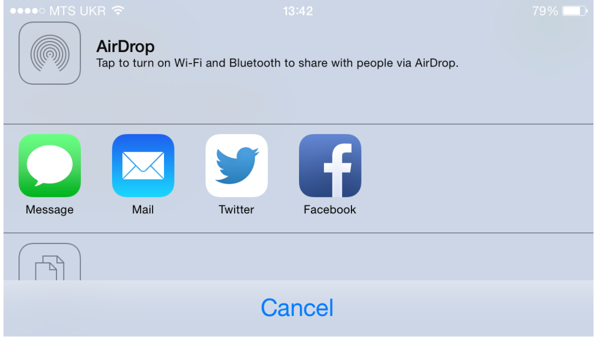


Sharing Media

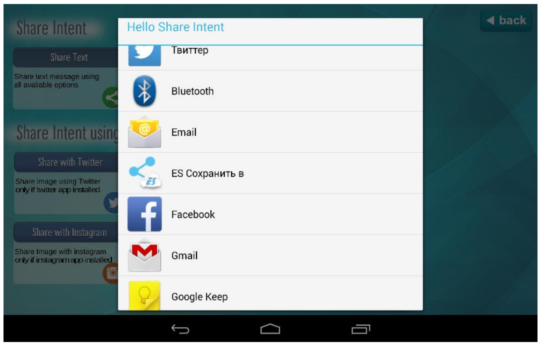
```
UM_ShareUtility.ShareMedia("This is my text to share");
```

```
UM_ShareUtility.ShareMedia("This is my text to share", ImageToShare);
```

Result of this API calls would be similar to screenshot below:



AirDrop
Tap to turn on Wi-Fi and Bluetooth to share with people via AirDrop.



Share text message using all available options

Share image using Twitter only if twitter app installed

Share Image with Instagram only if instagram app installed

Camera and Gallery

The camera and gallery API allow you to read images from camera and gallery, and save image from your app to the device gallery.

Coding Guidelines

Saving Texture2D to the gallery.

Note: Texture Should be marked as readable.

```
UM_Camera.instance.SaveImageToGalalry(hello_texture);
```

or you can save the app screenshot using

```
UM_Camera.instance.SaveScreenshotToGallery();
```

The example how to listener for image save event:

```
UM_Camera.instance.OnImageSaved += OnImageSaved;

UM_Camera.instance.SaveScreenshotToGallery();


void OnImageSaved (UM_ImageSaveResult result) {
        if(result.IsSucceeded) {
            //no image path for IOS
            new MobileNativeMessage("Image Saved", result.imagePath);
        } else {
            new MobileNativeMessage("Failed", "Image Save Failed");
        }
}
```

Getting Texture2D from Camera or Gallery.

Subscribe to the image load event:

```
UM_Camera.instance.OnImagePicked += OnImage;
```

Then retrieve the image with

```
UM_Camera.instance.GetImageFromGallery();
```

or

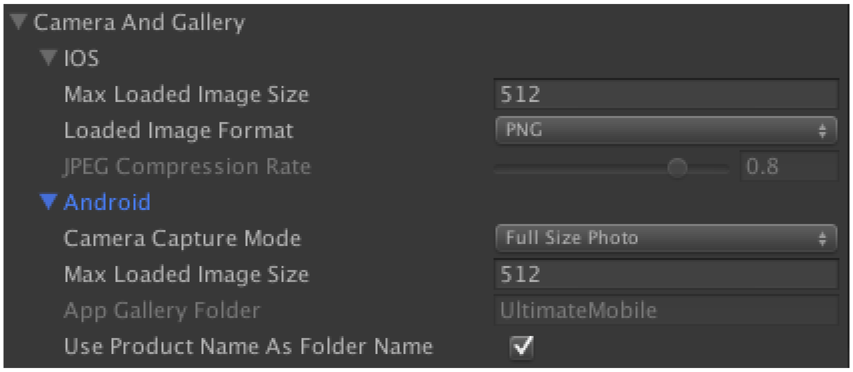
```
UM_Camera.instance.GetImageFromCamera();
```

Example if data retrieving when `OnImage` action fired

```
private void OnImage (UM_ImagePickResult result) {
        if(result.IsSucceeded) {
            darawTexgture = result.image;
        }
        UM_Camera.instance.OnImagePicked -= OnImage;
}
```

Note: Managing multiple full-sized images can be tricky with limited memory. If you find your application running out of memory after displaying just a few images, you can dramatically reduce the amount of dynamic heap used by expanding the JPEG into a memory, by setting low max image size. This settings with the other Gallery settings can be found under the “Camera And Gallery” menu in the Ultimate Mobile Plugins Settings.

Window → Ultimate Mobile → Edit Settings



▼ Camera And Gallery

▼ IOS

Max Loaded Image Size: 512

Loaded Image Format: PNG

JPEG Compression Rate: 0.8

▼ Android

Camera Capture Mode: Full Size Photo

Max Loaded Image Size: 512

App Gallery Folder: UltimateMobile

Use Product Name As Folder Name ☑

Local And Push Notifications

In this chapter you will find the example how to manage local and push notifications for your game.

If you want to show simplu notification banner / pop up, you can simply use this function:

```
UM_NotificationController.instance.ShowNotificationPoup("Hello", "Notification popup
test");
```

Scheduling local notification is fairly simple, all you have to do is:

```
int NotificationId =
UM_NotificationController.instance.ScheduleLocalNotification("Hello Locacl", "Local
Notification Example", 5);
```

As you probably noticed this function is returning int notification id. You can use this id if you want to cancel particular local notification. Here is example:

```
UM_NotificationController.instance.CancelLocalNotification(NotificationId);
```

And if you want to cancel all scheduled notifications:

```
UM_NotificationController.instance.CancelAllLocalNotifications();
```

For push notification it’s a bit more complicated. Basically plugin is only give you possibility to register device for push notifications and get the device id. With you should send to your server for sending the push notifications in future.

So here is example how you can retrieve the push device id:

```
UM_NotificationController.instance.OnPushIdLoaded += OnPushIdLoaded;

UM_NotificationController.instance.RetriveDevicePushId();


private void OnPushIdLoaded (UM_PushRegistrationResult res) {

        if(res.IsSucceeded) {
            new MobileNativeMessage("Succeeded", "Device Id: " + res.deviceId);
        } else {
            new MobileNativeMessage("Failed", "No device id");
        }
    }
```

The full guides with server code example can be founded here:

IOS Push Notifications Guide

Android Google Cloud Messaging Guide

Analytics Tracking

Analytics tracking documentation can be found here.

Native Pop Ups and Preloaders

Full native pop ups and preloaders usage described in the Mobile Native Pop-ups document

Troubleshooting

IOS App was rejected know issues

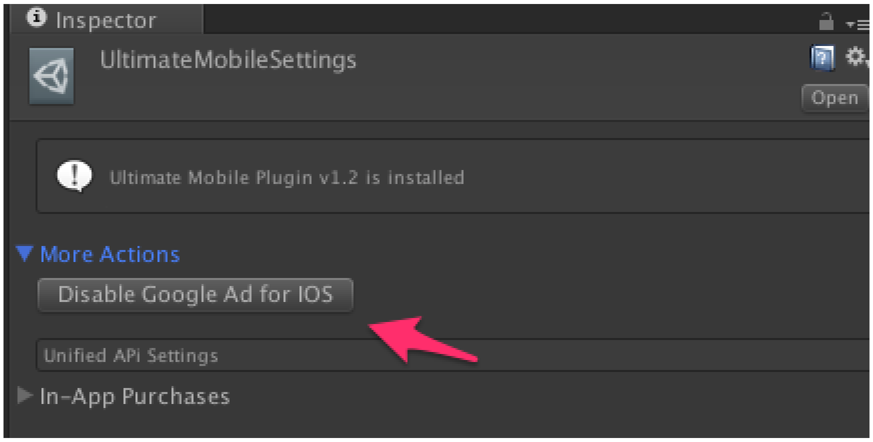
Improper Advertising Identifier [IDFA] Usage

The Google Ad plugin for IOS has **AdSupport.framework** reference, with is required for the google ad ios lib. If you not using Google Ad for IOS, you can disable this part:

Open Ultimate mobile Settings

Window → Ultimate Mobile → Edit Settings

Press “**Disable Google Ad for IOS**” button under “**More Actions tab**”



Ultimate Mobile Plugin v1.2 is installed

Missing Push Notification Entitlement

It is absolutely harmless.

I can confirm this from many recent submissions and updates.

if you "just mention" PushNotification somewhere in your code - i.e., if you include a push notification library - but do not actually use it ..... you will get that warning.

Answer is copyed from http://answers.unity3d.com/. Answered page