IAP Documentation

Enabling IAP

Step 1

Enable In-App Purchasing in your project by opening the **Project Settings** window (Edit > Project Settings). Then select **Services** then **In-App Purchasing** on the left and turn it on.
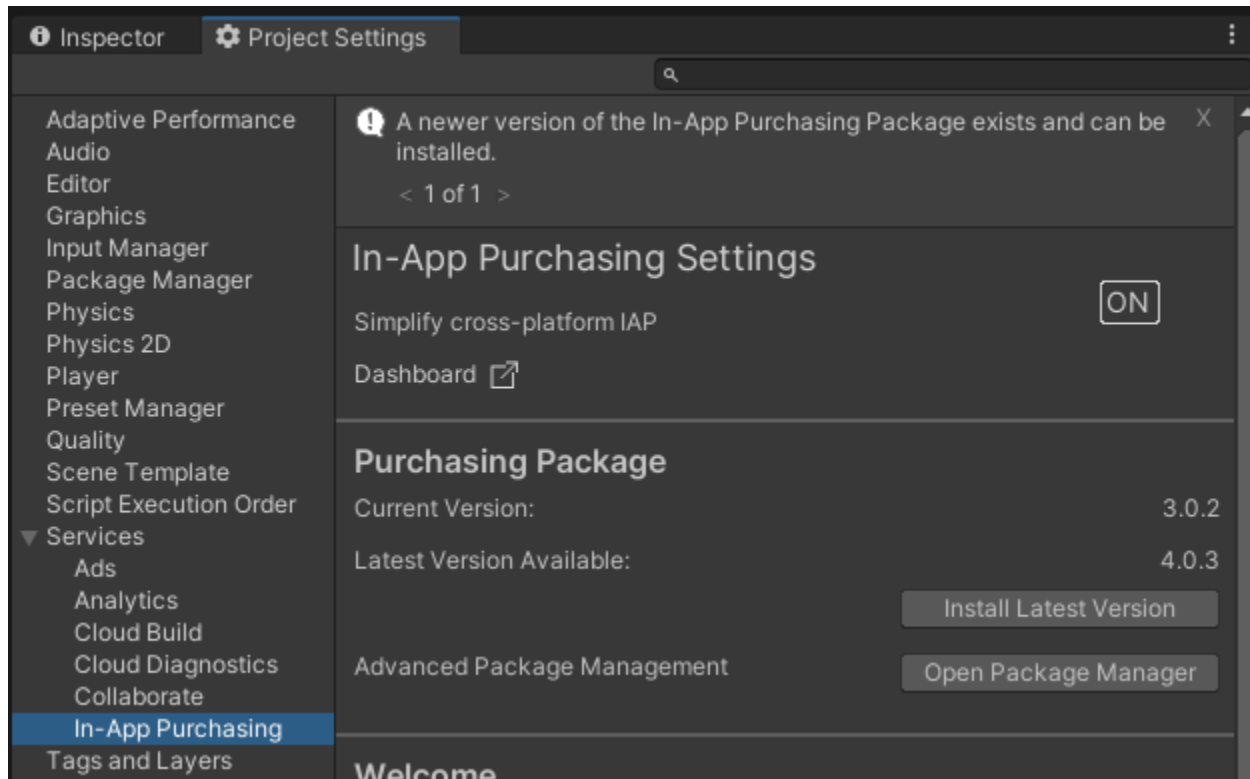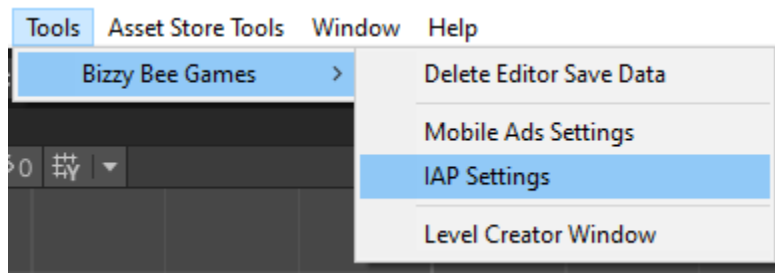
Step 2

Insure you have the latest version of the Unity IAP SDK by clicking the **Install Latest Version** button on the screen above, or by opening the **Package Manager** window (Window > Package Manager) and installing **In App Purchasing**
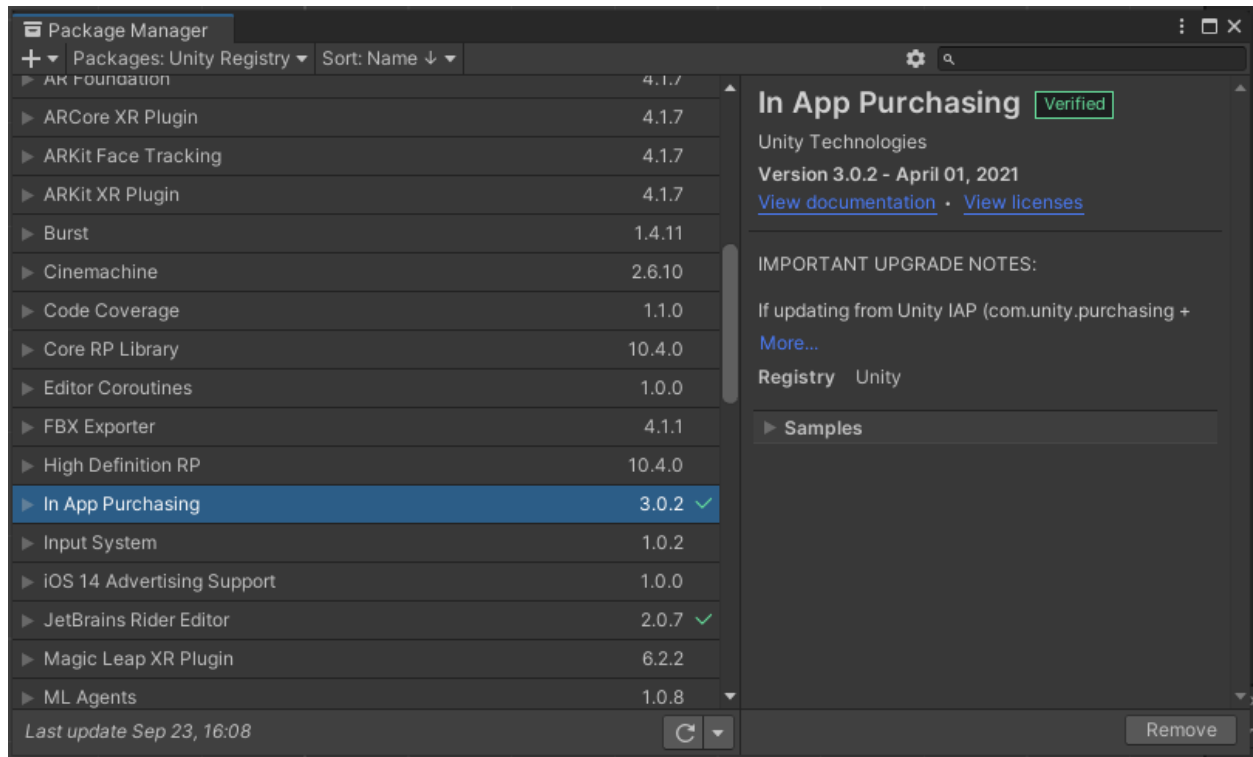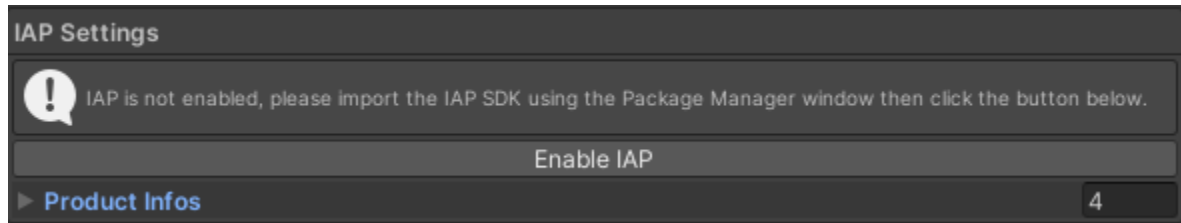

Step 3

Open the **IAP Settings** window by selecting the menu item **Tools > Bizzy Bee Games > IAP Settings**

Step 4

Click the **Enable IAP** button on the IAP Settings window.

If it enabled successfully the button should turn to "Disable IAP".
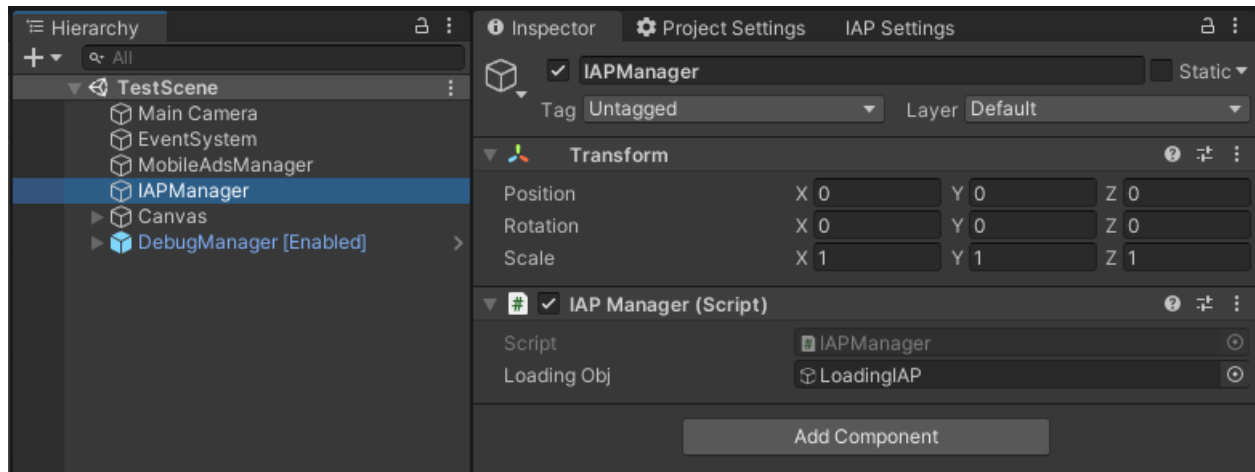
Adding Product Ids

Open the IAP Settings window (Tools > Bizzy Bee Games > IAP Settings) and expand **Product Infos**. Here you can modify/add/delete product ids. These are the product ids that you set up on your Google Play Console or App Store Connect accounts.
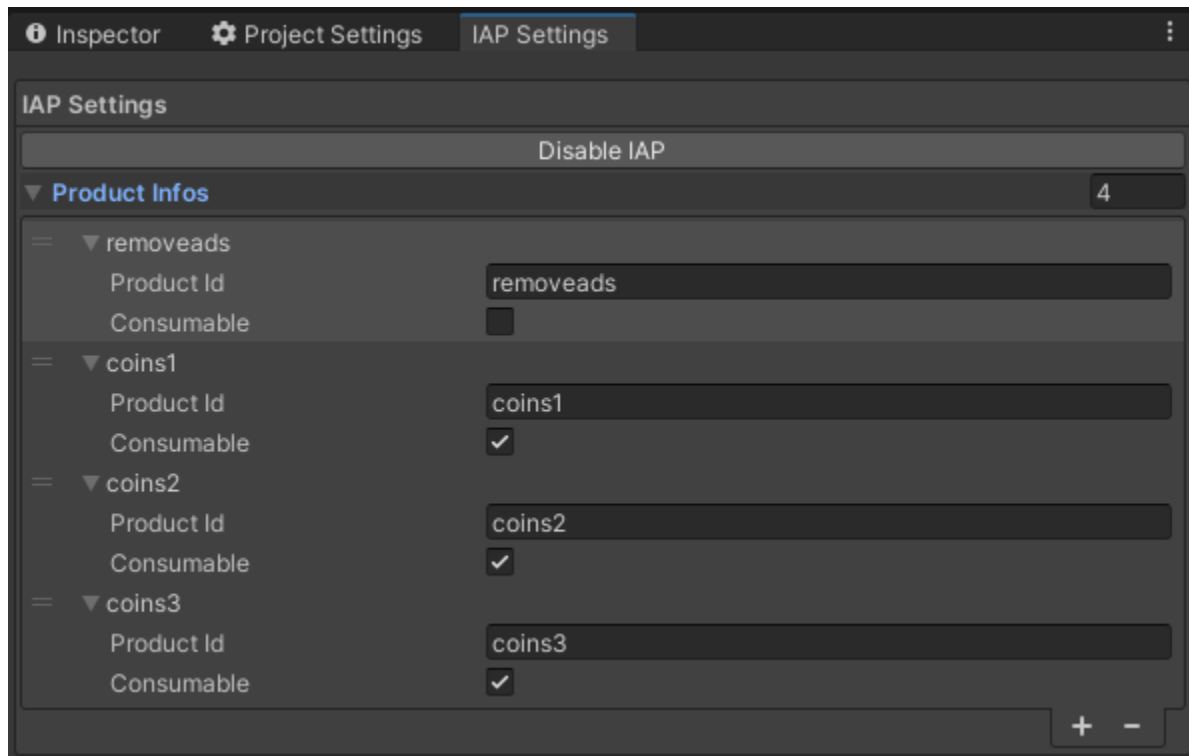
Setup In Game

IAPManager

The IAPManager component handles getting product information and making in-app purchases. Add the IAPManager component to a GameObject in your scenes hierarchy.

Getting Product Information

To get a products information (such as price, name, and description) call the following method:

BBG.MobileTools.IAPManager.Instance.GetProductInformation(<product-id>);

Replacing <product-id> with your product id string. This will return a UnityEngine.Purchasing.Product for the product or null if the product does not exist.

Purchasing A Product

To purchase a product, call the following method:

BBG.MobileTools.IAPManager.Instance.BuyProduct(<product-id>);

Replacing <product-id> with your product id string. This will initiate the purchase. To get notified when the product is successfully purchase or if it fails, add a listener to the following events:

BBG.MobileTools.IAPManager.Instance.OnProductPurchased += (string productId) => {
        Debug.Log("Product successfully purchased!");
};

```
BBG.MobileTools.IAPManager.Instance.OnProductPurchasedFailed += (string productId) => {
    Debug.Log("Failed purchasing product!");
};
```

Additional Notes

1. Your IAP products need to be set up by you on your Google Play Console and/or Apple Developer Account. This is where product names and prices are set
2. IAP can be tested in the Unity Editor however it will not pull your products names/prices, those will only appear on device.
3. For Android, you need to publish your app (Closed