# Cross-Buy asset for Unity

Current version: 0.6.4.3

Game Commerce asset is a set of classes and methods that you can integrate into your Unity app to work with Xsolla products.
After integration of the asset, you can use:
- [Login](#) to authenticate users and manage the friend system and user account
- [In-Game Store](#) to manage player's inventory

The asset is suitable if your application is published on a platform that cannot use Xsolla solutions for payments and in-game store for some reason.

[Try our demo to learn more](#).
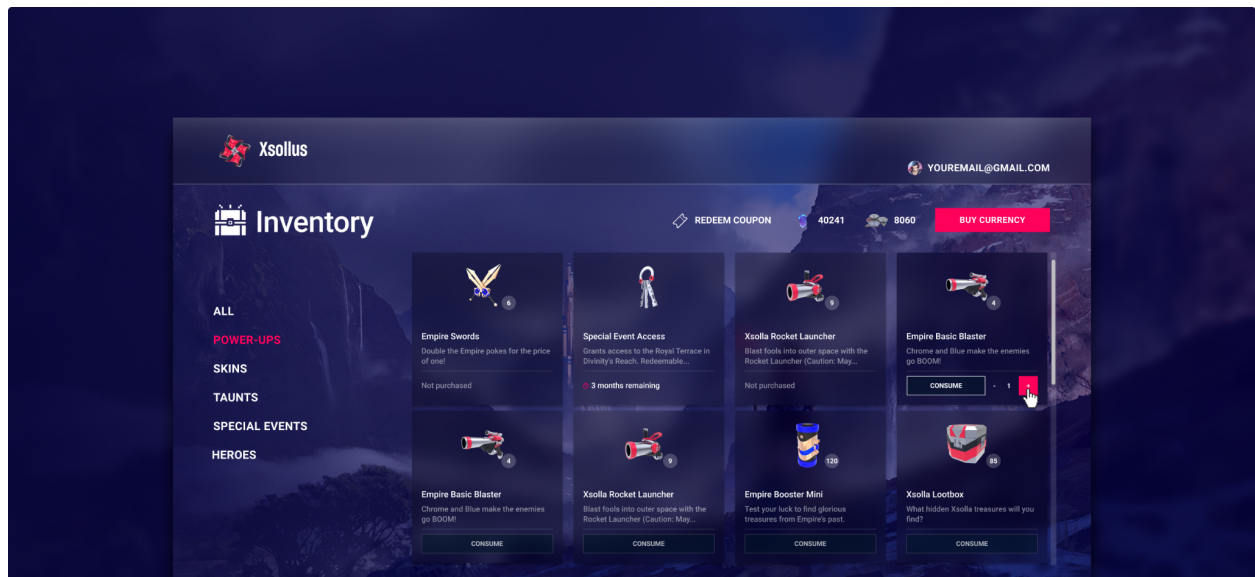
> **Note:**
> Cross-Buy asset is already included as part of the [Game Commerce](#) asset. You can download the Game Commerce if you need a broader set of features.
> Cross-Buy asset includes [Login & Account System](#) asset.
> Do **NOT** install these assets separately.

For a better understanding of which Xsolla asset to choose, use the table:

	Game Commerce asset	**Login & Account System asset**	**Cross-Buy asset**
In-game store			
Virtual currency	+		

Virtual items	+		
Player inventory	+		+
Bundles	+		
Promotional campaigns	+		
Login			
Authentication	+	+	+
User management	+	+	+
Payment UI	+		
Additional features			
UI builder	+	+	+
Battle pass	+		

Requirements

System requirements

- 64-bit OS
- Windows 7 SP1 and later
- macOS 10.12 and later
- The version of Unity not earlier than 2019.4.19f1

Target OS

- Android
- macOS
- Windows 64-bit

Additionally, the asset supports creating WebGL build to run your application in a browser.

Note:

We recommend you use the Mono compiler for desktop platforms as it's compatible with the provided in-game browser. If you use other browser solutions, you can use the IL2CPP compiler instead. To create game builds for Android, you can use either Mono or IL2CPP compilers.

Integration

Before you integrate the asset, you need to sign up to Publisher Account and set up a new project.
More instructions are on the Xsolla Developers portal.

Usage

Xsolla provides APIs to work with it's products. The Game Commerce asset provides classes and methods for API calls, so you won't need to write boilerplate code. Use the tutorials to learn how you can use the asset methods.

Known issues

Conflict of multiple precompiled assemblies with Newtonsoft.json.dll

Issue description

The issue appears when importing the asset on Unity version 2020.3.10f1 and later. The following error message is displayed:
`Multiple precompiled assemblies with the same name Newtonsoft.json.dll included on the current platform. Only one assembly with the same name is allowed per platform.`
The conflict arises because the `Newtonsoft.json.dll` library is included in both the Unity Editor and the asset. The library is included in the versions 2020.3.10f1 and later of the editor. And the asset includes the library to support the earlier versions of Unity Editor.
Issue status: Investigating.

Workaround

1. Remove the `Newtonsoft.json.dll` library from the asset:
    a. Create a new Unity project.
    b. Install asset from Unity Asset Store.
    c. Go to `Assets\Xsolla\Core\Browser\XsollaBrowser\Plugins` directory.
    d. Remove `Newtonsoft.Json.dll` and `Newtonsoft.Json.dll.mdb` files.

2. Restart Unity Editor.

Unable to resolve reference UnityEditor.iOS.Extensions.Xcode

Issue description

The issue appears when using External Dependency Manager on Unity version 2020.1.0f1 and later.
When building the application, an error message is displayed:
```
Assembly
'Packages/com.google.external-dependency-manager/ExternalDependencyMa
nager/Editor/Google.IOSResolver_v1.2.161.dll' will not be loaded due
to errors:
Unable to resolve reference 'UnityEditor.iOS.Extensions.Xcode'. Is
the assembly missing or incompatible with the current platform?
Reference validation can be disabled in the Plugin Inspector.
```
Issue status: Investigating.

Workaround

Install iOS Build Support module from Unity Hub.

Legal info

[Explore legal information](#) that helps you work with Xsolla.

Xsolla offers the necessary tools to help you build and grow your gaming business, including personalized support at every stage. The terms of payment are determined by the contract that you can sign in Xsolla Publisher Account.

License

See the [LICENSE](#) file.

Community

[Join our Discord server](#) and connect with the Xsolla team and developers who use Xsolla products.

Additional resources

- [Xsolla official website](#)
- [Developers documentation](#)
- [Code reference](#)
- API reference:
    - [Login API](#)
    - [Commerce API](#)