EASY IAP (IN APP PURCHASE)

1. WHY DO YOU NEED TO USE THIS PLUGIN

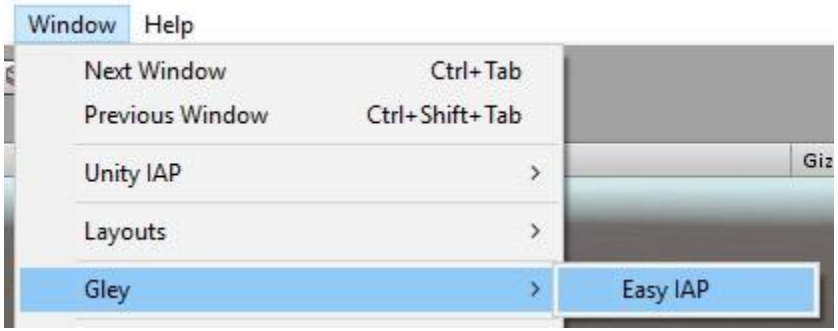
- Make in app purchases with minimal setup and very little programming knowledge.
- Same code for all supported platforms.
- Just import Easy IAP and add your product ID`s and all is done.
- Can be tested using Unity Editor.
- Support for Consumable. Non-Consumable and Subscriptions.
- Works with Unity 5.3 and above and with Free, Plus or Pro versions of Unity.

2. CURRENTLY SUPPORTED PLATFORMS

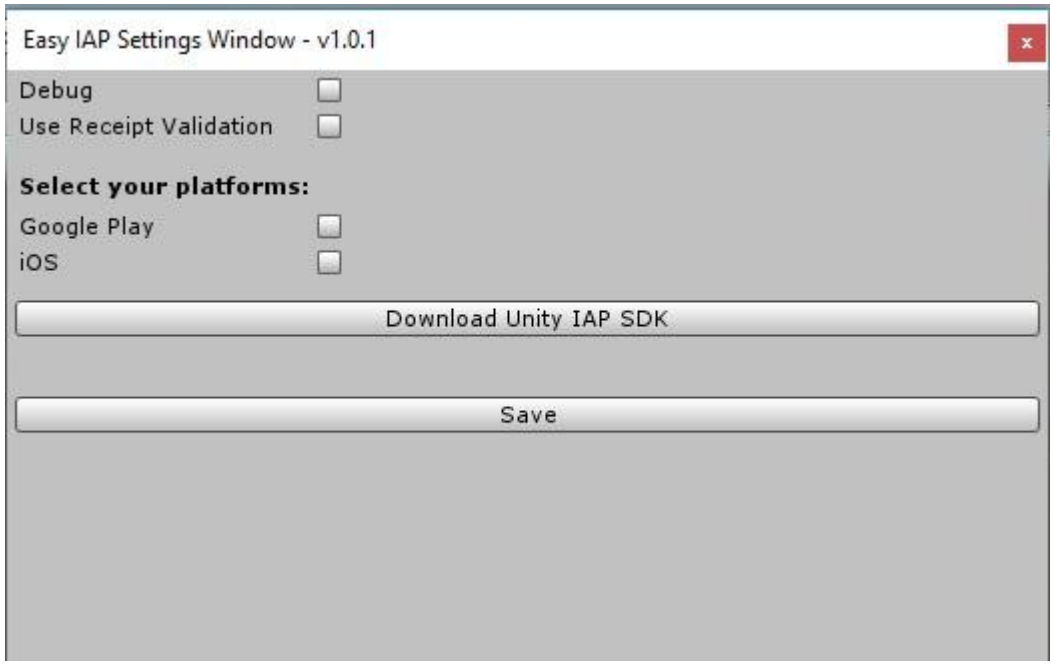
- **Google Play**
- **App Store (iOS)**
- **Amazon**
- **More to come very soon**

3. SETUP GUIDE

- Import **Gley Easy IAP Plugin** into Unity.
- Go to **Window->Gley->Easy IAP** to open the plugin settings window.



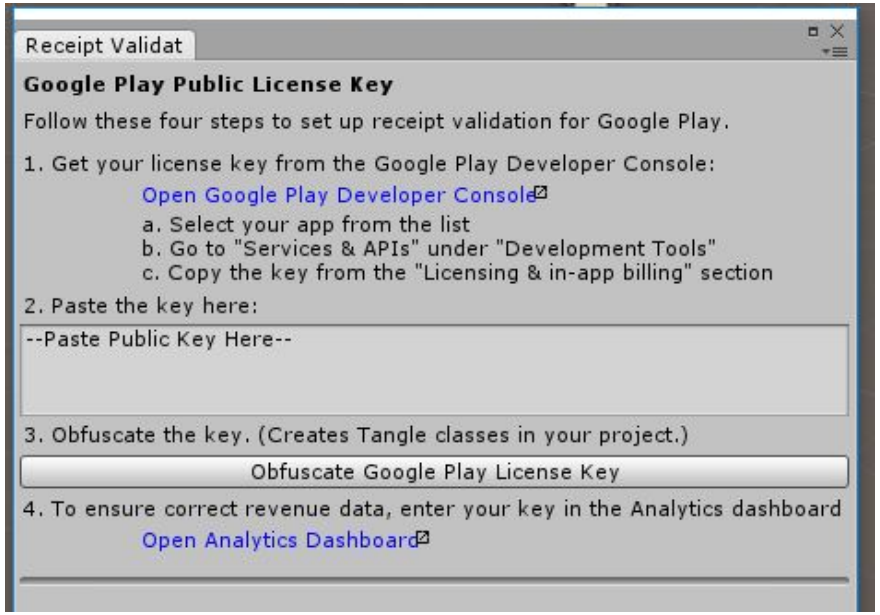
- Settings Window will open



- Enable **Debug** to see debug messages on your device.

Receipt Validation

1. Receipt validation helps you prevent users from accessing content they have not purchased. To enable it check the **Use Receipt Validation** checkbox.
2. To setup validation key:
   a. Go to **Window > Unity IAP > IAP Receipt Validation Obfuscator**
   b. Paste your GooglePlay public key (from the application's Google Play Developer Console's Services & APIs page).
   c. Click **Obfuscate Google Play Licence Key**.



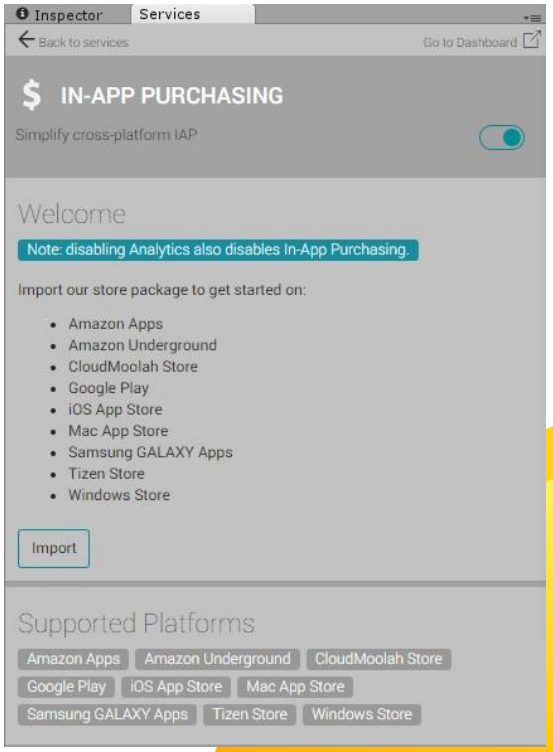
Download Unity IAP sdk

- The Unity IAP sdk can be downloaded using one of the options listed below :

  a. Press **Download Unity IAP SDK** button from Settings Window

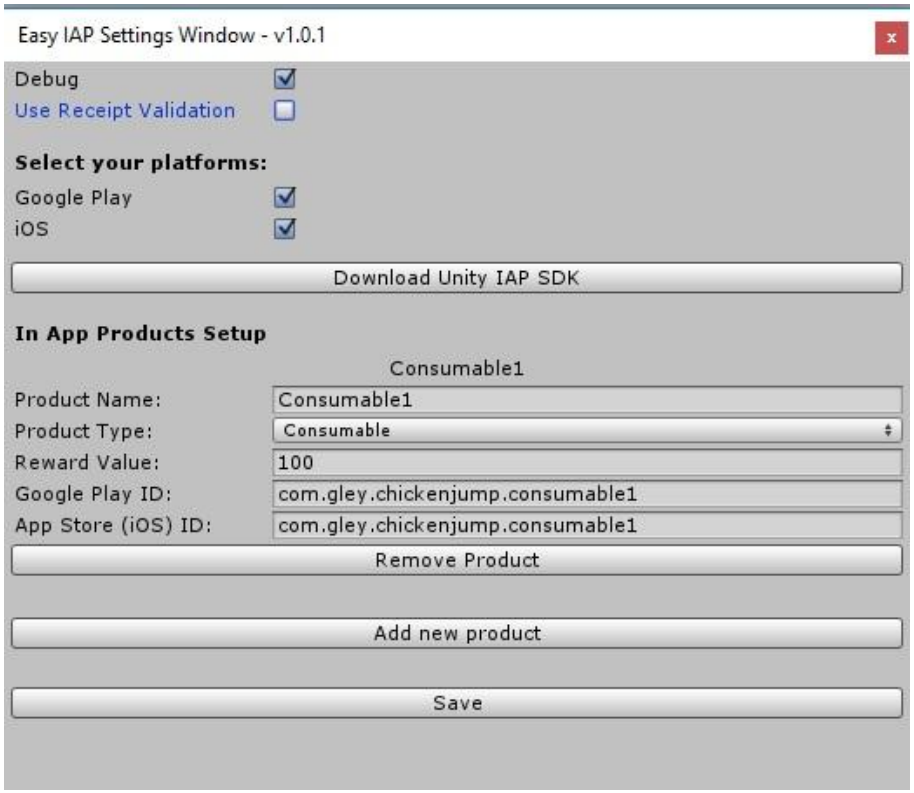
  b. From Asset Store following this link:
  https://assetstore.unity.com/packages/add-ons/services/billing/unity-iap-68207

  c. Enable Unity IAP from Unity Services (Recommended)
  https://docs.unity3d.com/Manual/UnityIAPSettingUp.html



Add in app products

- Select platforms to use
- Press **Add New Product** button to add a product
- Press **Remove Product** to remove a product



Product details

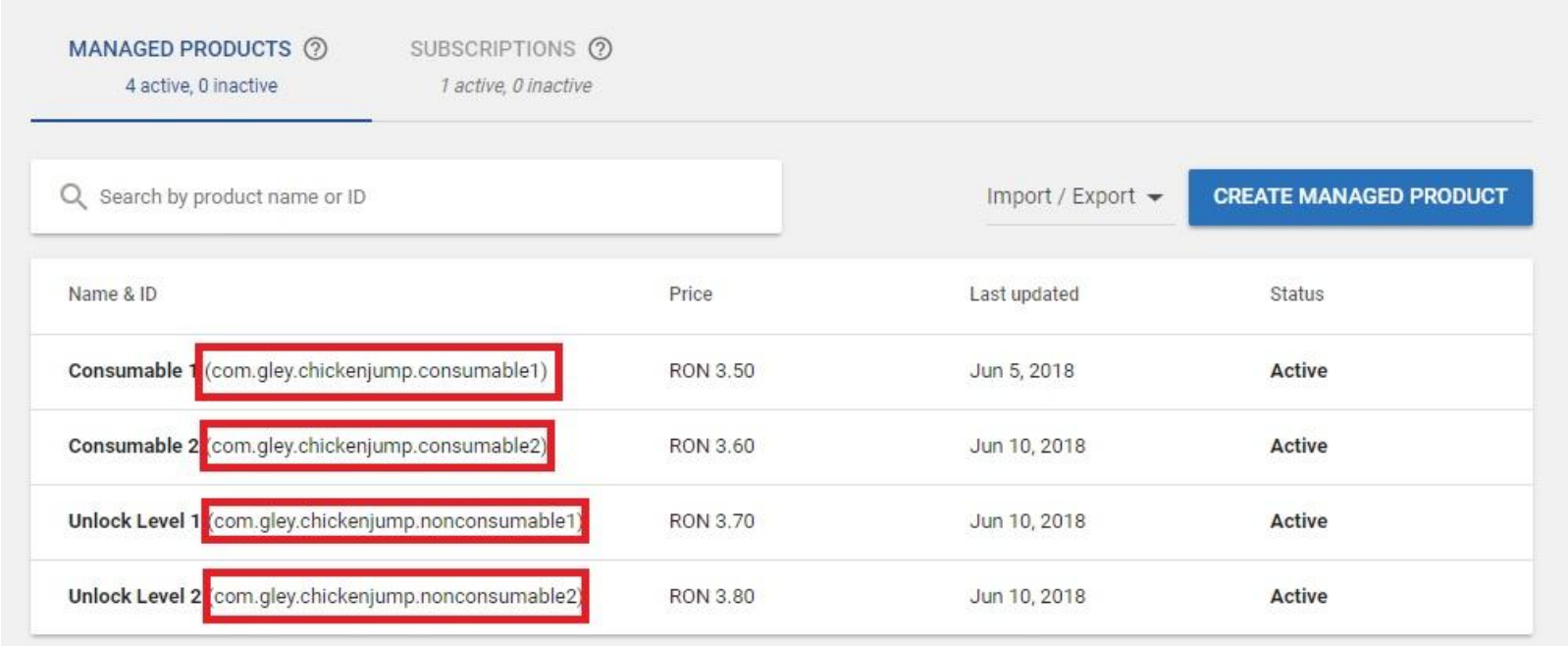
- **Product Name**
  - Name of your product, it will be used in your code to make a purchase.
  - Name cannot contain white spaces, or special characters and cannot start with number.

- **Product Type**
  - Consumable - this product will consume after it is bought (ex: pack of in game currency).
  - Non Consumable - this product is available for lifetime (ex: remove ads, unlock a level, a skin for player, etc).
  - Subscription - usually is auto renewable and it will be recharged until user cancels it. Used for premium content (ex: access multiplayer section, get access to special level, etc).

- **Reward value**
  - For consumable - value of the reward given to the user(ex: number of in game coins).
  - For non-consumable and subscription - does not have any meaning, should be set to 0.

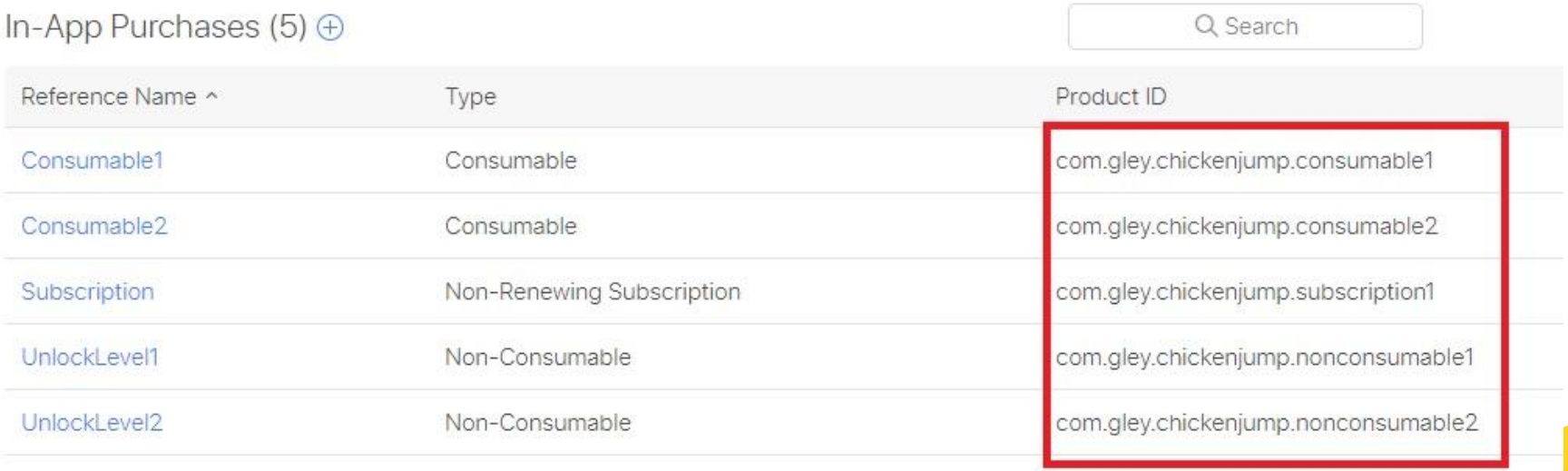
Product Details

- **Google Play ID**
  - The id of the product from Google Play developer console.



Product Details

- **App Store (iOS) ID**
  - The id of the product from iTunes Connect console.



Product Details

- **Amazon SKU**
  - The SKU of the product from Amazon developer portal.

Title	SKU	Price	Type
Buy coins	com.gley.testapp.consumable1	USD1.00	Consumable
Unlock Level	com.gley.testapp.nonconsumable1	USD1.00	Entitlement
Remove Ads	com.gley.testapp.nonconsumable2	USD1.00	Entitlement
Consumable 2	com.gley.testapp.consumable2	USD1.00	Consumable
Subscription	com.gley.testapp.subscription1	USD1.00	Subscription

4. USER GUIDE

Initialize Plugin

//call this method only **once** at the beginning of the game to initialize product information.
IAPManager.Instance.InitializeIAPManager(InitializeResultCallback);

InitializeResultCallback -> callback method described below

Initialize Callback example method

```
//this method will be called after initialization process is done
private void InitializeResultCallback(IAPOperationStatus status, string message, List<StoreProduct>
shopProducts)
{
        if (status == IAPOperationStatus.Success)
        {
                //IAP was successfully initialized
                //loop through all products
                 for (int i = 0; i < shopProducts.Count; i++)
                {
                        if (shopProducts[i].productName == "YourProductName")
                        {
                                //if active variable is true, means that user had bought that product
                                //so enable access
                                if (shopProducts[i].active)
                                {
                                        yourBoolVariable = true;
                                }
                        }
                }
        }
        else
        {
                Debug.Log("Error occurred "+ message);
        }
}
```

Buy Product

```
//call this method to make a purchase
IAPManager.Instance.BuyProduct(ShopProductNames.YourProductName, ProductBoughtCallback);

// automatically called after one product is bought
// this is an example of product bought callback
private void ProductBoughtCallback(IAPOperationStatus status, string message, StoreProduct
product)
{
        if (status == IAPOperationStatus.Success)
        {
                //each consumable gives coins in this example
                if (product.productType == ProductType.Consumable)
                        coins += product.value;
                //non consumable Unlock Level 1 -> unlocks level 1 so we set the corresponding bool to true
                if (product.productName == "UnlockLevel1")
                        unlockLevel1 = true;
                //subscription has been bought so we set our subscription variable to true
                if (product.productName == "Subscription")
                        subscription = true;
        }else
        {
                //an error occurred in the buy process, log the message for more details
                Debug.Log("Buy product failed: " + message);
        }
}
```

Useful methods

//Check if plugin is initialized
public bool IsInitialized()

//Get the amount of in game currency received for a product (use this to display the reward)
public int GetValue(ShopProductNames product)

// Get the price and currency code of the product as a string (use this to display the price)
public string GetLocalizedPriceString(ShopProductNames product)

//Get product price denominated in the local currency
public int GetPrice(ShopProductNames product)

// Get product currency in ISO 4217 format; e.g. GBP or USD.
public string GetIsoCurrencyCode(ShopProductNames product)

// Get description from the store
public string GetLocalizedDescription(ShopProductNames product)

// Get title from the store
public string GetLocalizedTitle(ShopProductNames product)

// Gets the status of the product -> if returns true the product was bought by user
public bool IsActive(ShopProductNames product)

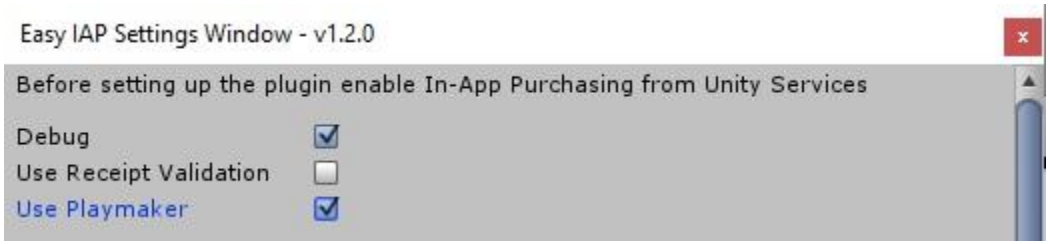
Restore Purchases

```
//only required for iOS App Store
//restores previously bought products
//this is also done automatically every time at initialize
IAPManager.Instance.RestorePurchases(ProductRestoredCallback);

// automatically called after one product is restore, is the same with Buy Product callback
// this is an example of product restored callback
private void ProductRestoredCallback(IAPOperationStatus status, string message, StoreProduct
product)
{
        if (status == IAPOperationStatus.Success)
        {
                //consumable products are not restored
                //non consumable Unlock Level 1 -> unlocks level 1 so we set the corresponding bool to true
                if (product.productName == "UnlockLevel1")
                        unlockLevel1 = true;
                //subscription has been bought so we set our subscription variable to true
                if (product.productName == "Subscription")
                        subscription = true;
        }else
        {
                //an error occurred in the buy process, log the message for more details
                Debug.Log("Buy product failed: " + message);
        }
}
```

Playmaker Support

- To be able to use Playmaker actions, **Use Playmaker** must be enabled from Settings Window:



- Playmaker supports the following actions:
    - **Initialize IAP**
    - **Buy Product**
    - **Check If Bought**
    - **Get Product Value**
    - **Get Store Price**
    - **Restore Purchases**

- A step by step integration tutorial is available on our Youtube channel: **https://youtu.be/sP8kIDg6Ogk**

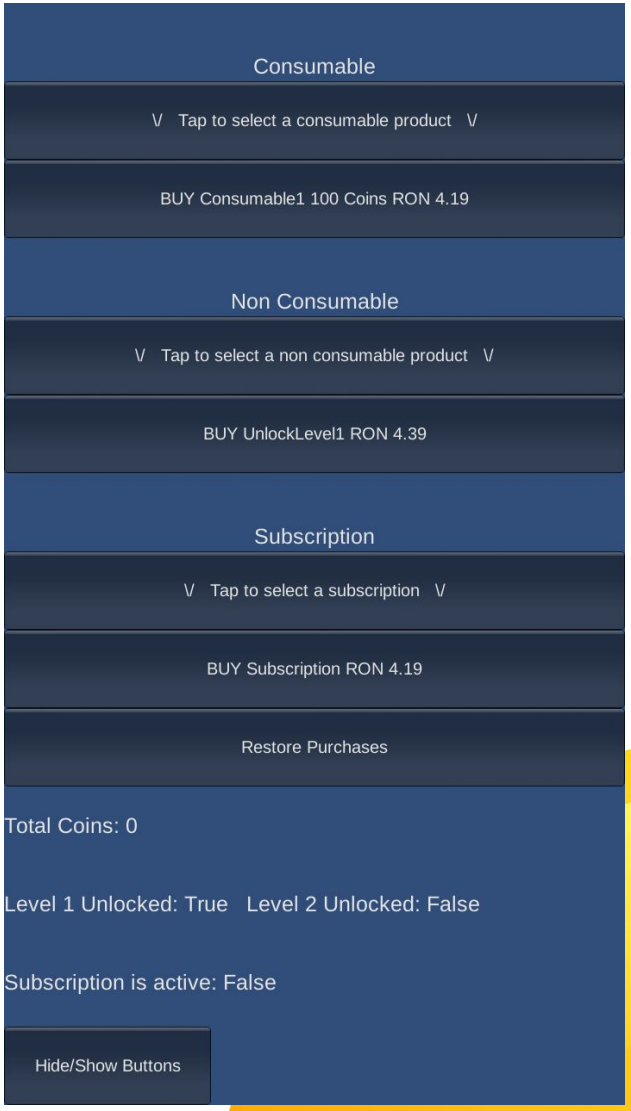
5. EXAMPLE

You can find the example test scene here:
Assets/GleyPlugins/EasyIAP/Example/TestIAP.unity

How to use the scene:

- At first only an **Initialize** button is displayed.
- After initialization is complete, the UI from the right image will appear.
- Your store products are divided into 3 categories: Consumable, Non Consumable and Subscription
- Tap to select a product from each category and then you can buy it using the **Buy Button**
- If debug mode is enabled you will see debug messages on your device after each action you perform.
- Press **Show/Hide Buttons** to hide all buttons and read more easely the debug messages.

To use the test scene first you have to add your products in the settings window as described in Setup Guide.



6. TROUBLESHOOTING

- **Easy IAP should work in Unity Editor without charging you.**
- **To make sure all works from the first time on your device please check that:**
  - internet connection is on.
  - device date is correct.
  - for iOS make sure you have setup your banking account in iTunes Connect or no products will be returned.
  - For iOS make sure your IAP capabilities are turned on in xCode.
  - your IDs from settings window does not contain any illegal characters at the beginning or the end.
  - you are using your test user for unpublished apps on IOS or Google Play.
  - your app is published in alpha or beta for Google Play.
  - your app has the same bundle id as your app created on Google Play or iTunes Connect console.
  - your app is signed with the release key used to upload it on Google Play console.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