

Promotional Wall Version 1.0.0
By ThatOneByte

If you any question please send an Email to dev@thatonebyte.com

Thank you very much for purchasing this asset. If you are not happy with your purchase please send us an Email with your reason. If we cannot solve the problem we will offer you a full refund.

1) IMPORT

Import all the elements included in the asset.

2) JSON FILE

Download the JSON file or copy and paste the test and modify it to suit your needs. Below you have the details regarding every line.

The name, bundle id, download link and the icon links are mandatory for every application. If any of the above is missing the application will not appear in the list.

Please make sure the JSON file is valid before you test it. You can validate it here: <https://jsonlint.com>, you can host your JSON here: <https://www.jsonbase.com>

"name": "This is the name of the game."

"description": "This is the description of the game."

"android": "This is the ANDROID bundle id"

"iOS": "This is the IOS bundle id"

"mac": "This is the MAC bundle id"

"windows": "This is the WINDOWS bundle id"

"linux": "This is the LINUX bundle id"

"web": "This is the WEB bundle id"

"idIOS": "This is the IOS app id"

"iconAndroid": "This is the ANDROID icon"

"iconiOS": "This is the IOS icon"

"iconMac": "This is the mMACac icon"

"iconWindows": "This is the WINDOWS icon"

"iconLinux": "This is the LINUX icon"

"iconWeb": "This is the WEB icon"

"downloadiOS": "This is the IOS download link"

"downloadAndroid": "This is the ANDROID download link"

"downloadMac": "This is the MAC download link"

"downloadWindows": "This is the WINDOWS download link"

"downloadLinux": "This is the LINUX download link"

"downloadWeb": "This is the WEB download link"

You only need to fill in the data for the platforms that you use.

E.g If you only build for Android your file will look like this:

```
{  
  "name": "",  
  "description": "",  
  "android": "",  
  "iconAndroid": "",  
  "downloadAndroid": ""  
}
```

3) Implement

If you want to test before you implement, you can check the demo scene included in the asset.

Please choose one of the 2 prefabs and drag it onto your canvas.

PromotionalWallH prefab is the horizontal prefab and it will go from left to right, either on the top or on the bottom of the screen.

PromotionalWallV prefab is the vertical prefab and it will go from top to bottom, either on the left or on the right side of the screen.

Please only use one of the two, the demo scene includes both of them for demonstration purposes only.

Please expand the **PromotionalWallH/PromotionalWallV** inside the Hierarchy and click on the **Content** gameObject. There will be a component script attached called **PromotionalWall**. Edit the data as follows.

You need to change refresh time. 60 or more seconds is recommended since the JSON will not be changing that often. This refresh time is also used to refresh the page in case there is no connection.

The next field lets you decided if you want to hide the wall or not when there is nothing displayed in it.

4) TEST

Please build and test to make sure everything works as intended. If everything works you will be able to see the title and the icon of every single game from the json. Clicking on the image will open the store page.

5) PROBLEMS?

- If a game does not appear the information provided in the json is incomplete or incorrect
- If no games are loaded please make sure the json is valid
- If clicking on an icon yields nothing it means the link is incorrect
- If you have any other problems please don't hesitate to contact us