

Carrom Online

Reskin

documentation

Import project

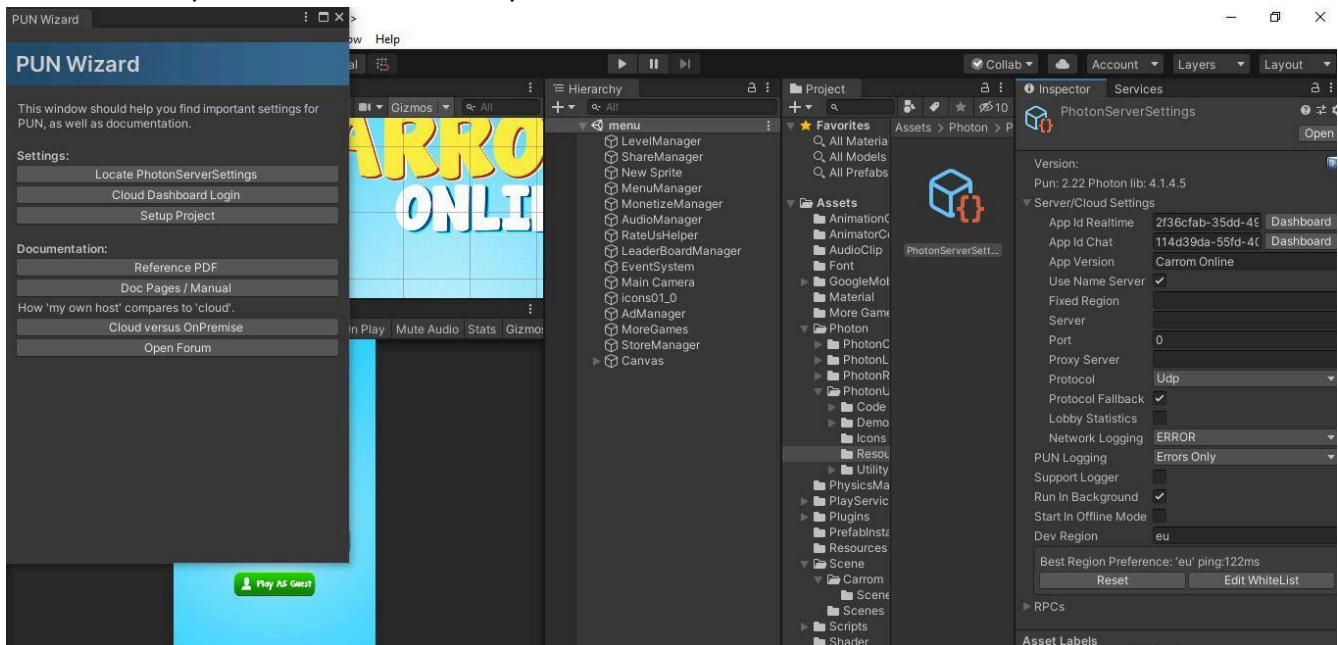
- Unzip downloaded project
- Open it in Unity3D (required version 2019.4.8f1 or higher)

Edit Name, Icon and package name

- In Unity3D navigate to Edit → Project Settings → Player
- There you have to configure your game name, icon and Bundle Identifier

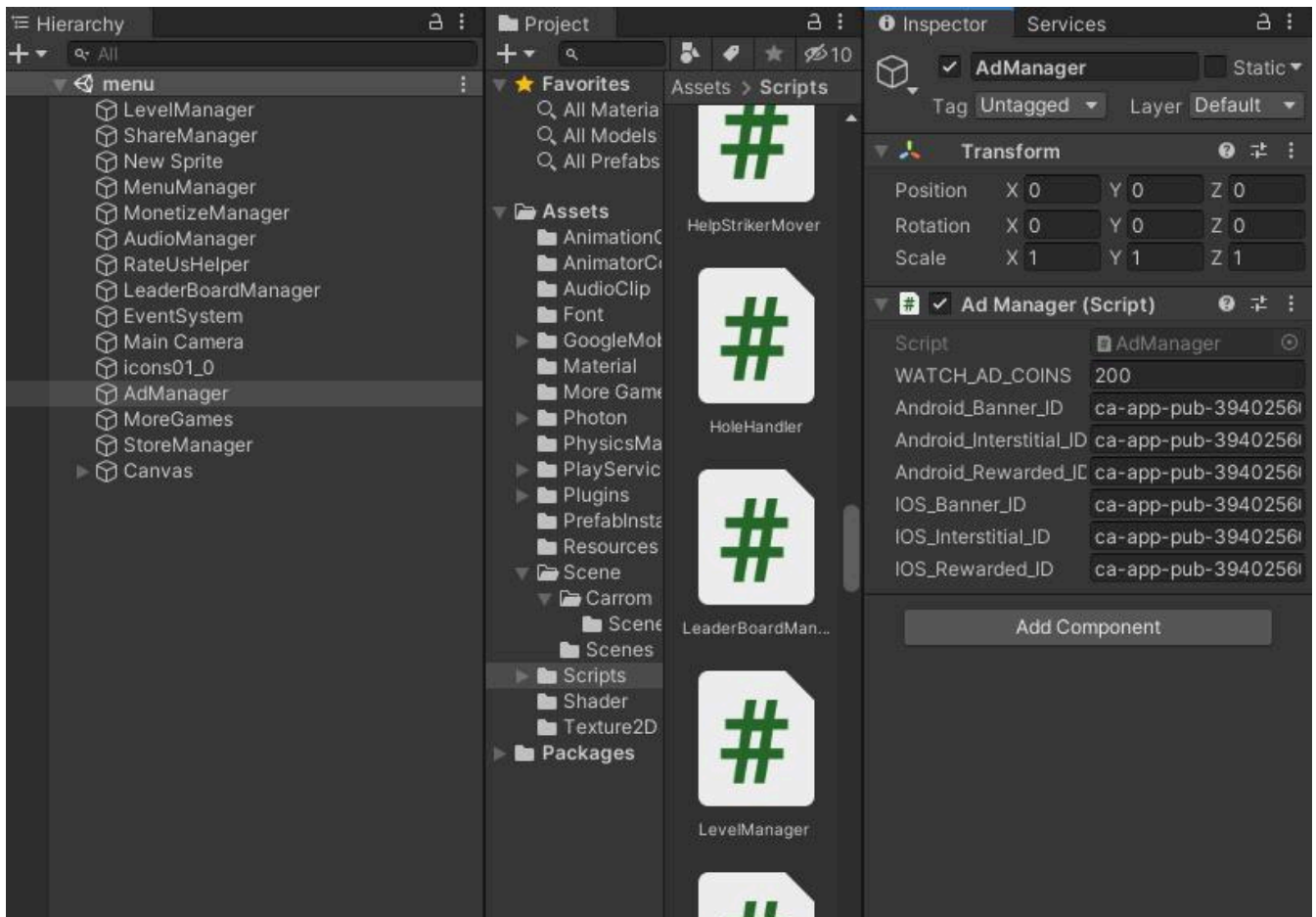
Configure photon Account

- Go to <https://www.photonengine.com/Register> Account
- Create new game
- Open PUN WIZARD edit photon Ids:



Configure Advertising network

- Create admob Go to menu scene and select AdManger object.
- Insert your advertising IDs

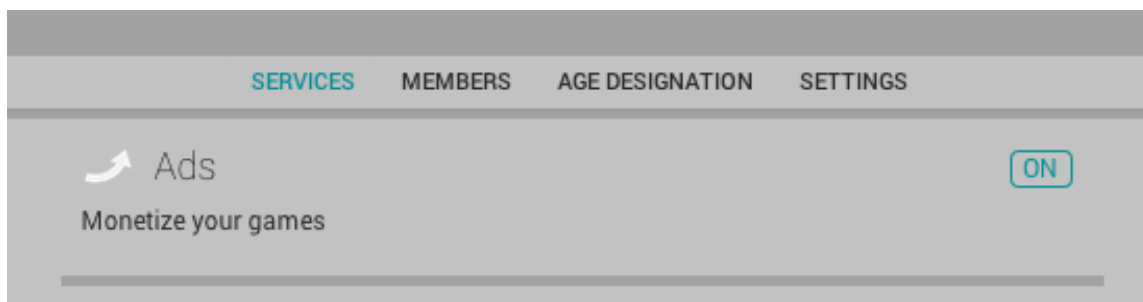


Setting up your project for Unity Services

- Follow steps on unity website:
<https://docs.unity3d.com/Manual/SettingUpProjectServices.html>

Configure UnityAds

- Navigate to Window → Services
- Enable Ads



Configure In-App Purchases

- Navigate to Window → Services
- Enable In-App Purchasing
- Follow steps if required: <https://docs.unity3d.com/Manual/UnityIAPSettingUp.html>

FOR ANDROID:

- Follow steps from „Register the application” on website:
<https://docs.unity3d.com/Manual/UnityIAPGoogleConfiguration.html>

FOR iOS

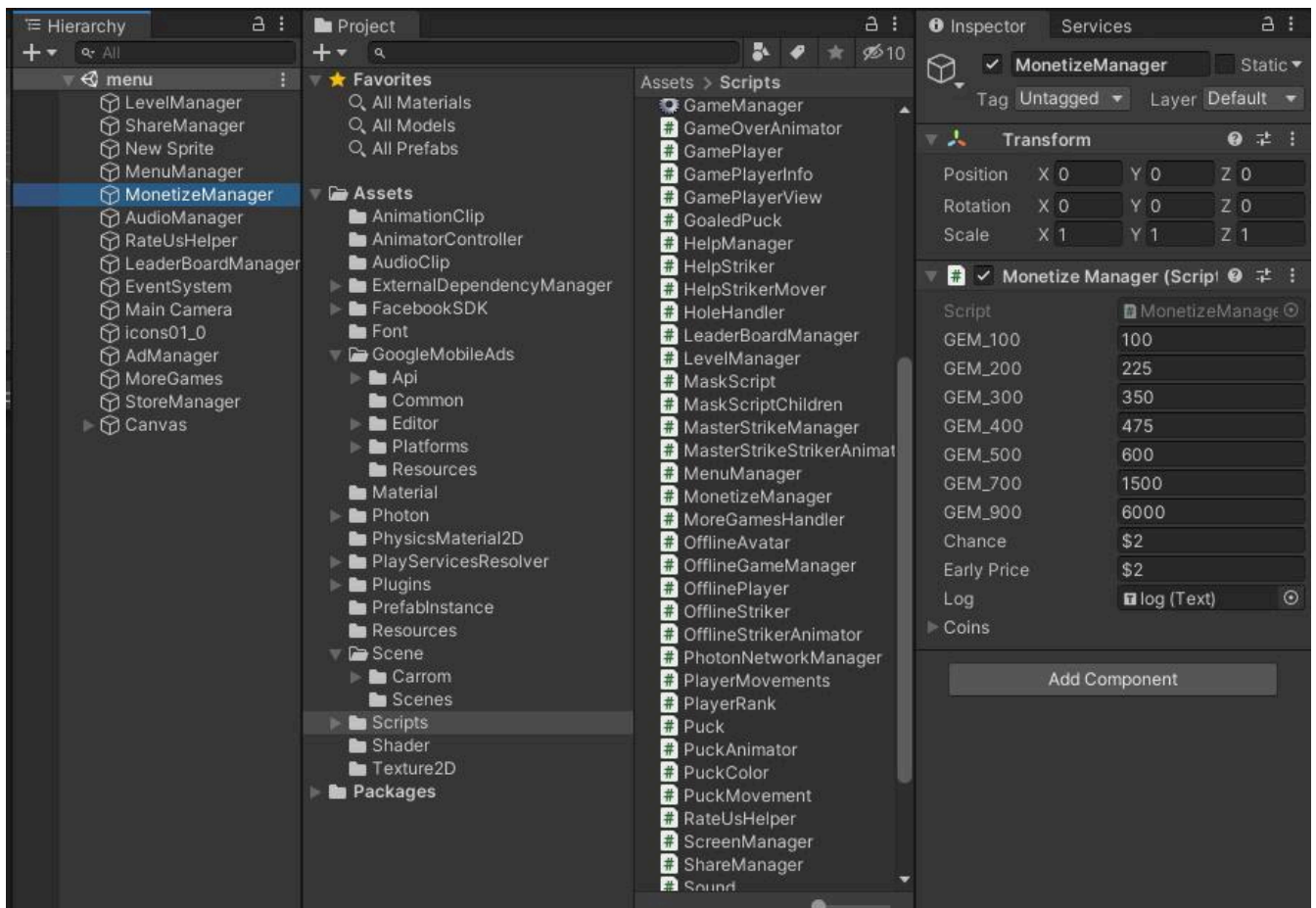
- Follow steps from „Register the application” on website:
<https://docs.unity3d.com/Manual/UnityIAPAppleConfiguration.html>

In-App Products names (you must put same names for android and ios on dashboard)

no_ad

coin_1
coin_2
coin_3
coin_4
coin_5
coin_6
gem_1
gem_2
gem_3
gem_4
gem_5
gem_6
gem_7
master_striker
master_striker_early

You can edit them in menu scene. Select MonetizeManager or go and open MonetizeManager.cs



```
MonetizeManager.cs 1 x
Assets > Scripts > MonetizeManager.cs > MonetizeManager
32 private static IExtensionProvider m_StoreExtensionProvider;
33
34     3 references
35     public static string No_AD = "no_ad";
36
37     3 references
38     public static string Coin_10K = "coin_1";
39
40     3 references
41     public static string Coin_25K = "coin_2";
42
43     3 references
44     public static string Coin_50K = "coin_3";
45
46     3 references
47     public static string Coin_100K = "coin_4";
48
49     3 references
50     public static string Coin_250K = "coin_5";
51
52     3 references
53     public static string Coin_750K = "coin_6";
54
55     3 references
56     public static string Gem_100 = "gem_1";
57
58     3 references
59     public static string Gem_200 = "gem_2";
60
61     3 references
62     public static string Gem_300 = "gem_3";
```

Configure Facebook

- Go to <https://developers.facebook.com/>
- Create new application
- On facebook page navigate to your app and copy Application Identifier.
- Go to Unity3D. Navigate to Facebook → Edit Settings. Paste your Application Identifier
- Expand Android Build Facebook Settings and click Regenerate Android Manifest
- On facebook page navigate to your app → Settings
- Add Platform → Android. Fill data as on screenshot:

The screenshot shows the 'Android' configuration window in Unity. It contains the following fields and options:

- Google Play Package Name:** com.bestpool.poolgame
- Nazwa klasy:** com.facebook.unity.FBUnityDeepLinkingActivity
- klawisze skrótu:** 6HIAUrO88EbDSQ4/4o5zl8Wb4= and yImbk5Q1HEMOC8usTEcd9xG8PIw=
- Adres URL Amazon Appstore (Optymalne):** Ex. http://www.amazon.com/dp/B004GJDQT8
- Logowanie jednokrotne:** ☐
- głębokie powiązanie:** ☐

Google Play package name: same as Bundle Identifier in Unity3D Player settings

Class name: Don't edit

Hash keys: Follow „Running sample apps” on page. Add keys for debug and release keystores: <https://developers.facebook.com/docs/android/getting-started>

- Add Platform → iOS. Fill data as on screenshot:

The screenshot shows the 'iOS' configuration window in the Unity3D Player settings. The window has a title bar with 'iOS' and a 'Szybki Start' button. The main area contains several input fields and checkboxes:

- Bundle ID:** A text field containing 'com.bestpool.poolgame' with a small 'x' icon to its right.
- iPhone Store ID:** A text field containing '543186831'.
- URL Scheme Suffix (Optional):** An empty text field.
- Identyfikator iPad Store:** A text field containing '543186831'.
- Logowanie jednokrotne:** A checkbox labeled 'Tak' (checked) with the text 'Will launch from iOS Notifications' below it.
- głębokie powiązanie:** A checkbox labeled 'Tak' (checked) with the text 'News Feed links launch this app' below it.
- Tylko iOS: rejestruj automatycznie zdarzenia zakupu w aplikacji (zalecane):** A checkbox labeled 'Tak' (checked) with a detailed description below it: 'Turning this on logs all in-app purchase events automatically on iOS. This feature needs version 3.22 of the Facebook SDK or newer. **Uwaga:** When this setting is turned on, you should stop logging in-app purchases manually on iOS or else they'll be duplicated. [Dowiedz się więcej](#)'.

- Bundle ID – same as Bundle Identifier in Unity3D Player settings for iOS

- Add Platform → Facebook Canvas. Fill data as on screenshot:

Facebook Canvas

Szybki Start

×

Strona Strony Ramowej

☐ Nie

Legacy Unity Integration
Enable usage of legacy Facebook Unity SDK

☒ Tak

Unity Web Player Install Flow
Włącz Unity Web Player install flow

☒ Tak

WebGL
Implemented in WebGL

☐ Nie

Simple Application Hosting
Automatically generate app iframe using uploaded assets

Secure Canvas URL

Mobile Site URL

URL of your mobile site

☐ Nie

Auto Targeting for App Notifications
Enable App Notification Auto Targeting

☒ Tak

Czat dla graczy
Enable Gamer Chat

☐ Nie

Facebook Gameroom
Enable Facebook Gameroom under Canvas Hosting (for Gameroom client)

☐ Nie

Canvas Fixed Width
"Yes" sets canvas width to 760 px.

☐ Nie

Canvas Fixed Height
"Yes" allows setting fixed height.

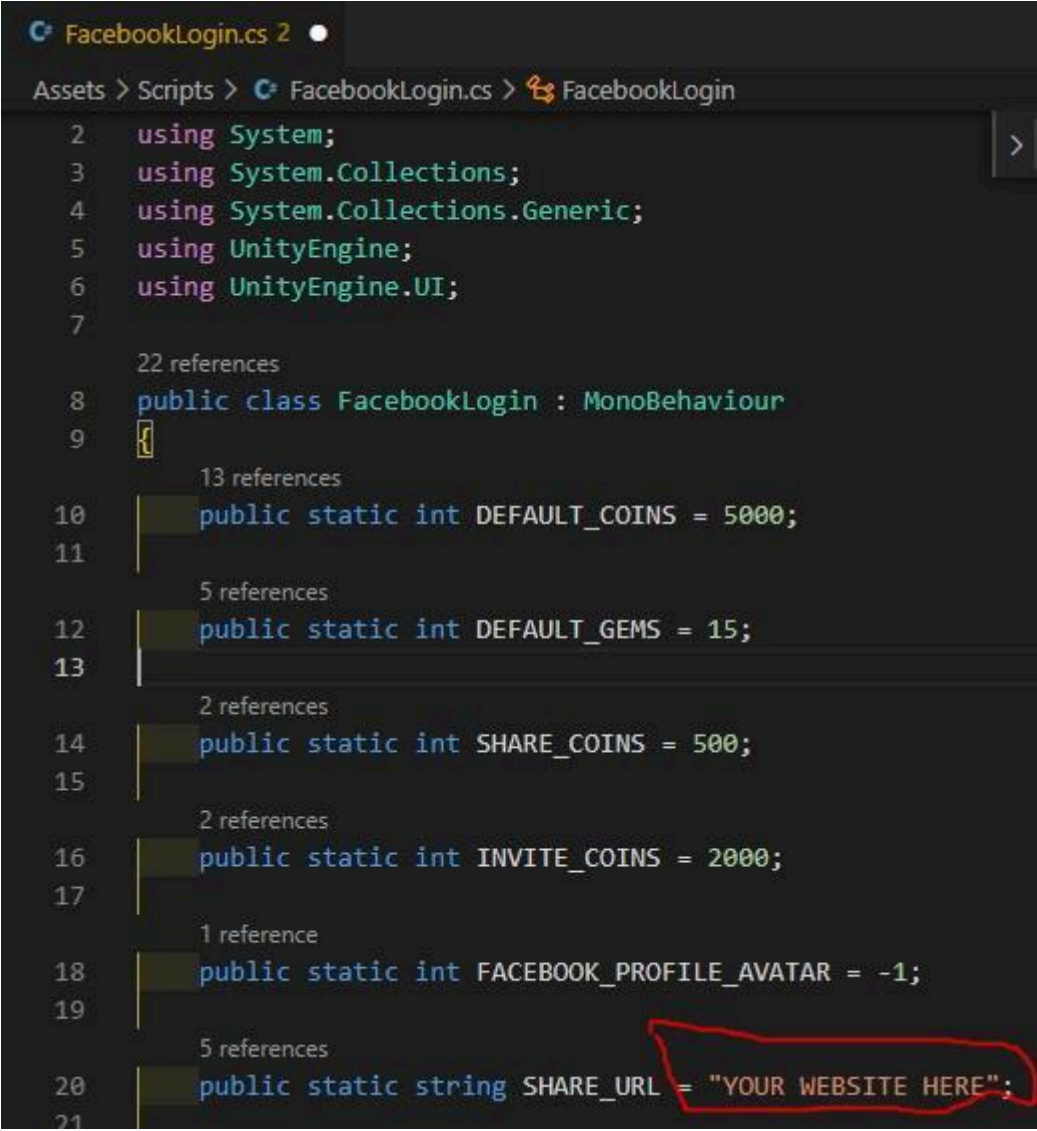
Edit Graphics

- Edit files with same dimension in Assets/ Texture2D

Edit Sounds

- Edit files from directory Assets/ AudioClip

Edit Links,app version,add new strikers..



```
FacebookLogin.cs 2
Assets > Scripts > FacebookLogin.cs > FacebookLogin
2  using System;
3  using System.Collections;
4  using System.Collections.Generic;
5  using UnityEngine;
6  using UnityEngine.UI;
7
8  22 references
9  public class FacebookLogin : MonoBehaviour
10 {
11     13 references
12     public static int DEFAULT_COINS = 5000;
13
14     5 references
15     public static int DEFAULT_GEMS = 15;
16
17     2 references
18     public static int SHARE_COINS = 500;
19
20     2 references
21     public static int INVITE_COINS = 2000;
22
23     1 reference
24     public static int FACEBOOK_PROFILE_AVATAR = -1;
25
26     5 references
27     public static string SHARE_URL = "YOUR WEBSITE HERE";
28 }
```

```
FacebookLogin.cs 3
Assets > Scripts > FacebookLogin.cs > FacebookLogin > Invite()
459     avatars[@int].GetComponent<Image>().color = avatar
460     uPic.sprite = avatars[@int].transform.GetChild(6).GetComponent<Image>().sprite;
461     SavePlayerAvatar(uPic.sprite);
462 }
463 }
464
0 references
465 public void Invite()
466 {
467
468 }
469
1 reference
470 public void Challenge()
471 {
472     FB.AppRequest("Download Carrom Online", null, null, null, 2, "invite", "Invite & Get Coins", RequestRespo
473 }
474
1 reference
475 public void ShareFacebook()
476 {
477     FB.ShareLink(new Uri(SHARE_URL), "Carrom Online", "Download Now!", new Uri("LINK TO PICTURE"), delegate(I
478 {
479     Text text = logView;
480     text.text = text.text + "Request success:" + result.RawResult + "\n";
481     if (result.Error == null && (bool)result.ResultDictionary["posted"])
```

