

Add Developer Payload for Xiaomi IAP

Version: Unity IAP 1.16.0

2018-02-04

Developer payload is now available when using Xiaomi IAP, e.g. to share a reference to a just purchased Game Server entity.

Retrieve payload via:

```
// ProcessPurchase
public PurchaseProcessingResult ProcessPurchase(PurchaseEventArgs e)
{
    if (m_IsUnityChannelSelected)
    {
        var unifiedReceipt = JsonUtility.FromJson<UnifiedReceipt>(e.purchasedProduct.receipt);
        if (unifiedReceipt != null && !string.IsNullOrEmpty(unifiedReceipt.Payload))
        {
            var payload = (Dictionary<string, object>)MiniJson.JsonDecode(unifiedReceipt.Payload);
            Debug.Log("developerPayload: " + (string)payload["developerPayload"]);
        }
    }
}
```

Correct developer payload can only be retrieved when setting “UnityChannelConfiguration.fetchReceiptPayloadOnPurchase = true”. Otherwise, UnityChannel will return the local value saved in Java code.

Send payload:

The Xiaomi SDK’s MiBuyInfo (MiBuyInfo.setCpUserInfo) API allows developers to set a custom info. This is the “developerPayload”, settable via
m_Controller.InitiatePurchase(m_Controller.products.WithID(productId),
"aDemoDeveloperPayload");

Developers can query it at server side via the “order-attempts” URL. See “IAP Doc” on <https://unitytech.github.io/channel/> for more.

PurchaseService.ValidateReceipt can also fetch the developer payload from the Unity Channel server. The value is contained in ReceiptInfo.signData.extension.cpUserInfo.