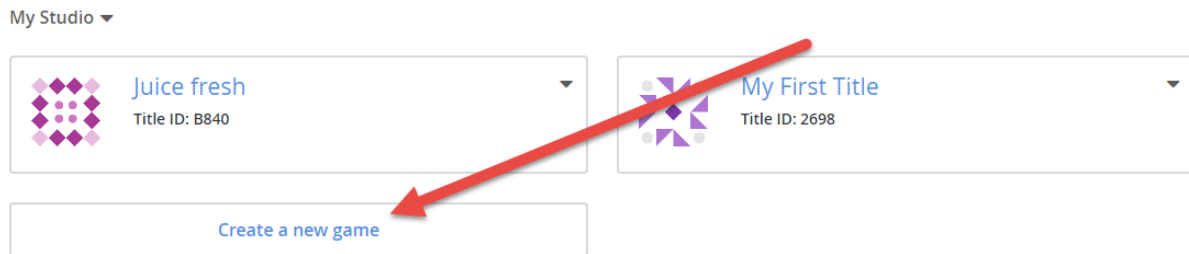
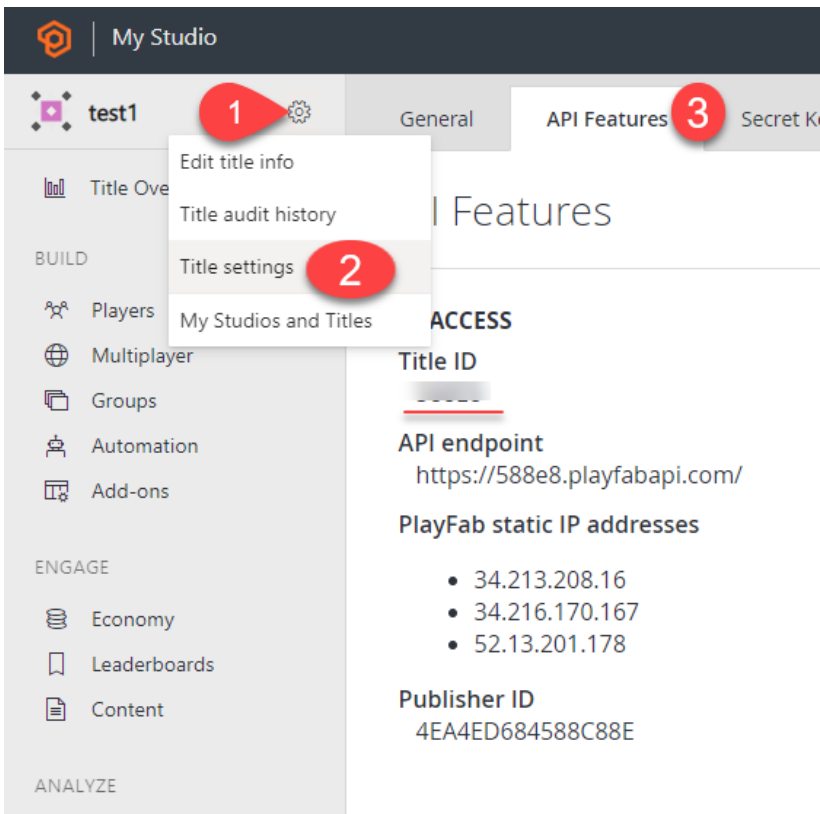


## **How to setup PlayFab**

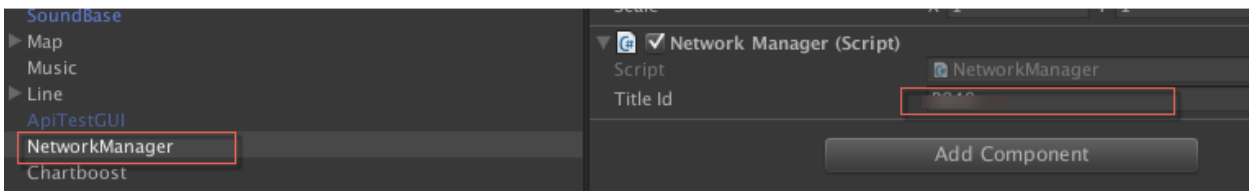
1. Download PlayFab package from here! <https://github.com/PlayFab/UnitySDK/releases>
2. Import unpack the downloaded archive and import Packages/UnitySDK.package
3. Go to <https://playfab.com/>
4. Register or Login there
5. Create a new game



6. After creating open **Settings**



7. Copy and put your **Title ID** there on the **game** scene



## 8. Enables next flags and save

The screenshot shows the PlayFab My Studio interface for a title named 'test1'. The 'API Features' tab is selected, displaying various configuration options. The left sidebar contains navigation links for 'Title Overview', 'BUILD' (Players, Multiplayer, Groups, Automation, Add-ons), 'ENGAGE' (Economy, Leaderboards, Content), and 'ANALYZE' (Dashboards, Data, Experiments). The main content area is titled 'API Features' and includes sections for 'API ACCESS', 'ENABLE API FEATURES', 'OPTIONS', and 'DISABLE'. The 'API ACCESS' section shows the Title ID (588E8), API endpoint (https://588e8.playfabapi.com/), PlayFab static IP addresses (34.213.208.16, 34.216.170.167, 52.13.201.178), and Publisher ID (4EA4ED684588C88E). The 'ENABLE API FEATURES' section has four checked checkboxes: 'Allow client to add virtual currency', 'Allow client to subtract virtual currency', 'Allow client to post player statistics', and 'Allow client to view ban reason and duration'. The 'OPTIONS' section has two unchecked checkboxes: 'Allow client to start games' and 'Allow server to delete player accounts', and one unchecked checkbox: 'Require valid JSON for custom data values'. The 'DISABLE' section has one unchecked checkbox: 'Disable client API access'. An orange 'SAVE' button is located at the bottom right of the configuration area.

My Studio

test1

General API Features Secret Keys Email Preferences

Title Overview

BUILD

- Players
- Multiplayer
- Groups
- Automation
- Add-ons

ENGAGE

- Economy
- Leaderboards
- Content

ANALYZE

- Dashboards
- Data
- Experiments

### API Features

#### API ACCESS

**Title ID**  
588E8

**API endpoint**  
https://588e8.playfabapi.com/

**PlayFab static IP addresses**

- 34.213.208.16
- 34.216.170.167
- 52.13.201.178

**Publisher ID**  
4EA4ED684588C88E

#### ENABLE API FEATURES

- ☒ Allow client to add virtual currency ⓘ
- ☒ Allow client to subtract virtual currency ⓘ
- ☒ Allow client to post player statistics ⓘ
- ☒ Allow client to view ban reason and duration

#### OPTIONS

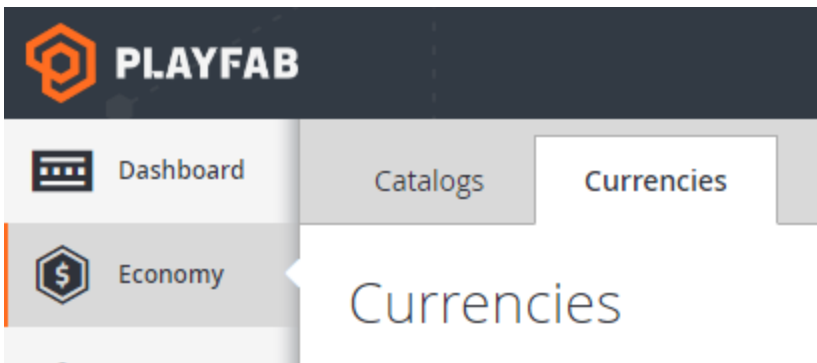
- ☒ Allow client to start games
- ☐ Allow server to delete player accounts
- ☐ Require valid JSON for custom data values

#### DISABLE

- ☐ Disable client API access ⓘ

SAVE

9. Economy->Currencies->New currency



10. Create currency with code CG and name Coins

A screenshot of the 'Edit Currency' form in the PlayFab console. The form has a header 'Edit Currency' and a breadcrumb 'Currencies > Edit Currency'. Below the header is a section titled 'CURRENCY CODE AND DISPLAY NAME'. It contains two required fields: '\* Currency code (2 characters)' with a text input containing 'GC', and '\* Display name' with a text input containing 'Coins'.

General    API Features    Secret Keys    Email Preferences    Pu

## General

✓ Saved successfully.

### PLAYER ACCOUNT FEATURES

☒ Allow non-unique player display names ⓘ

☐ Append randomly generated digits to the player's display name ⓘ

### OTHER FEATURES

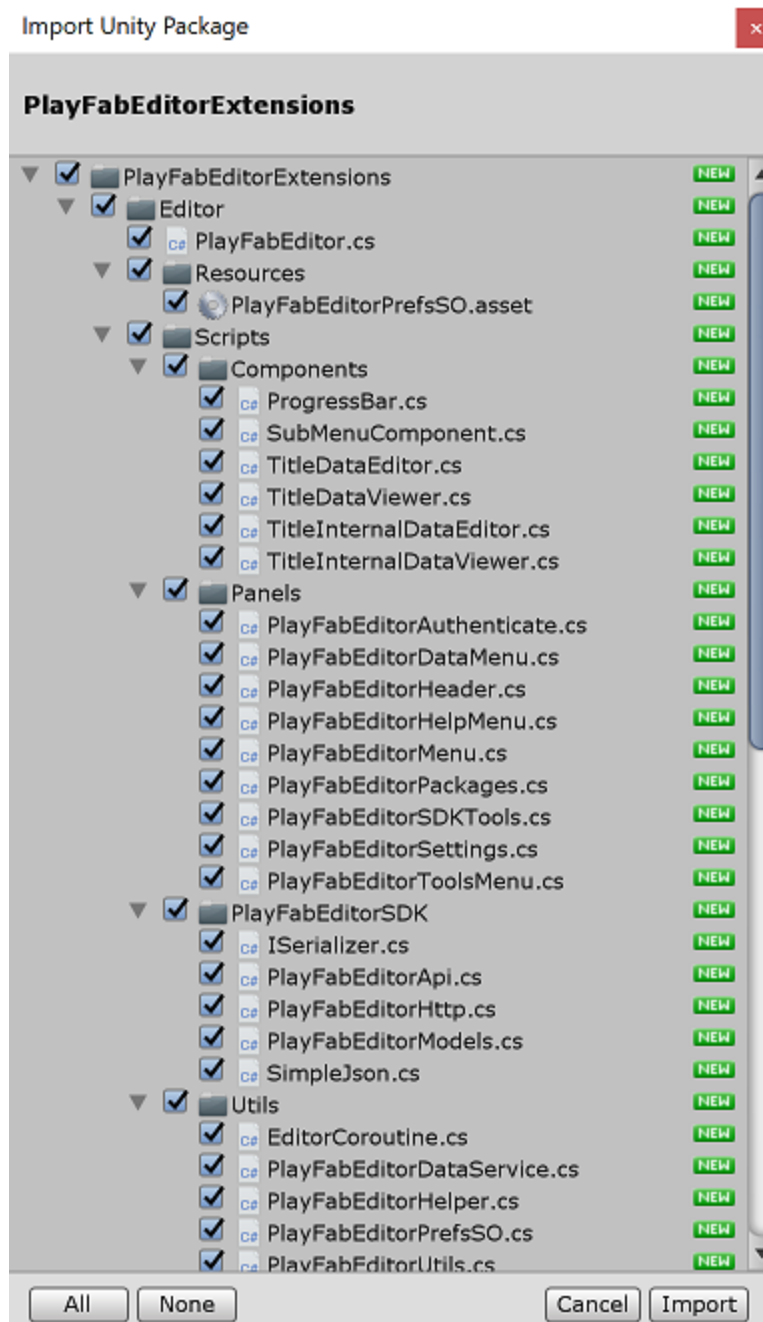
☐ Enable sandbox mode for purchasing in Steam

11. Facebook activation: go to Addons and fill information in the Facebook addon
12. Click Save

**SAVE CURRENCY**

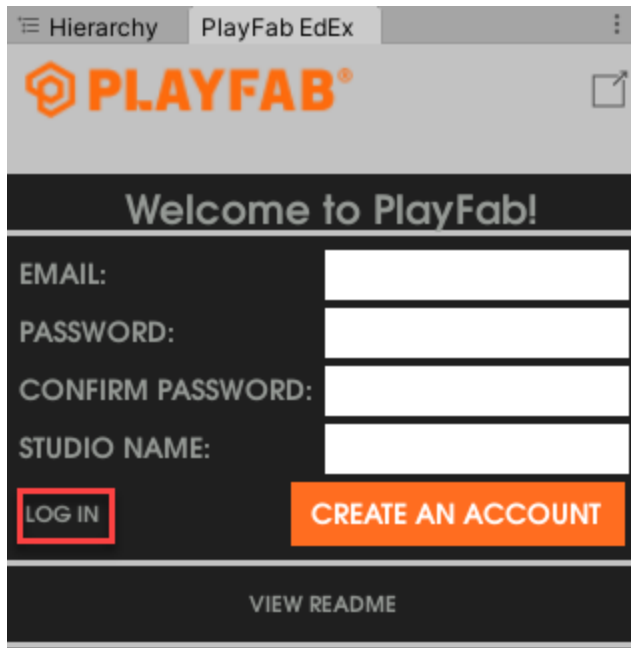
13. Download the [PlayFab Unity Editor Extensions Asset Package](#).
14. Open your Unity Project.
15. Navigate to where you downloaded the file and double-click on the `PlayFabEditorExtensions.UnityPackage` file to open the Import Unity Package

dialog in the Unity Editor.



16. To import the PlayFab Unity Editor Extensions into your project, select Import.

17. When the import has completed, the PlayFab Unity Editor Extensions panel should open automatically. If you've already created a PlayFab developer account, select the Log In link to log in with your PlayFab username and password.

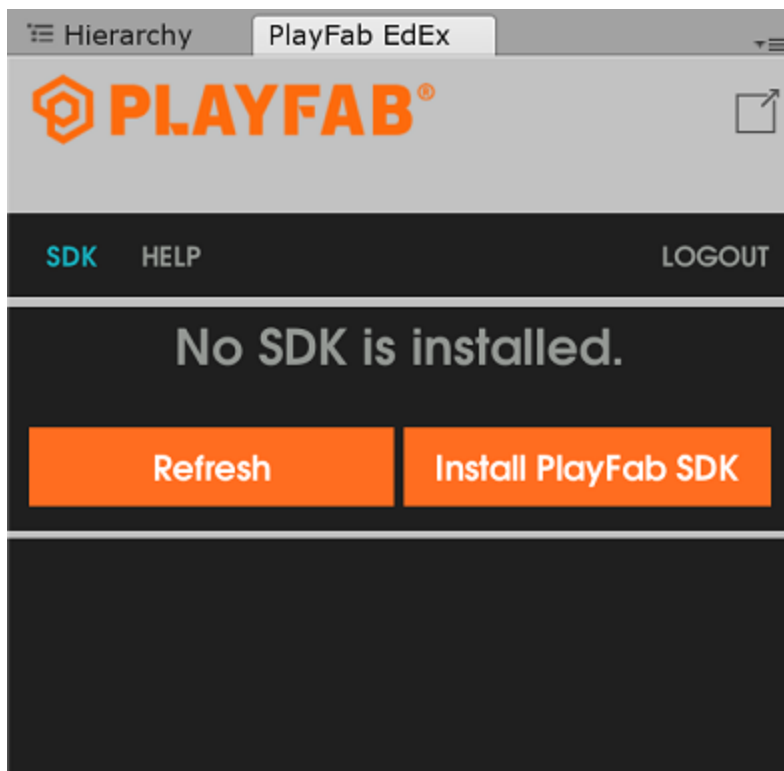


The screenshot shows the PlayFab EdEx interface. At the top, there's a header with the PlayFab logo and a 'Hierarchy' tab. Below the header, a 'Welcome to PlayFab!' message is displayed. The main area contains a login form with four input fields: 'EMAIL:', 'PASSWORD:', 'CONFIRM PASSWORD:', and 'STUDIO NAME:'. Below these fields are two buttons: 'LOG IN' (highlighted with a red box) and 'CREATE AN ACCOUNT'. At the bottom, there is a 'VIEW README' link.

Note

If the panel did not open, or if you close the panel and want to reopen it, you can do so by selecting Window > PlayFab > Editor Extensions

18. After logging in, the extension displays the SDK installation dialog.



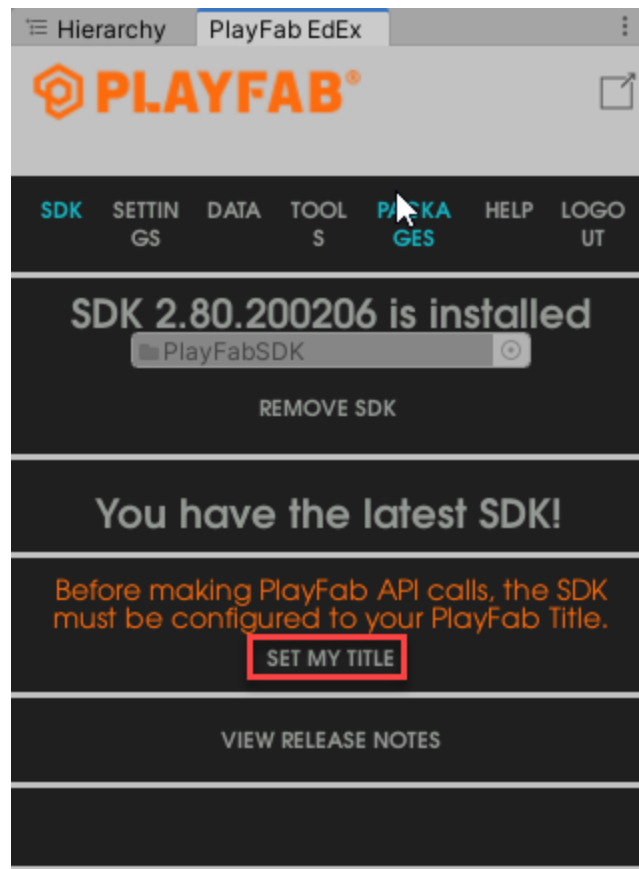
The screenshot shows the PlayFab EdEx interface after logging in. The header now includes 'SDK', 'HELP', and 'LOGOUT' links. The main area displays a message: 'No SDK is installed.' Below this message are two buttons: 'Refresh' and 'Install PlayFab SDK'.

19. Select Install PlayFab SDK to automatically import the SDK into your project or upgrade the version that is currently installed.

## Set your title settings

Before you can make an API call, you must specify the Title to receive the call in the PlayFab Title Settings. To set the Title:

1. Select SET MY TITLE in the Editor Extensions.



2. Select the Studio entry to open the studio drop-down menu. Select the studio that contains the Title to which you would like to connect.
3. Select the Title ID entry to open a drop-down menu of Titles associated with the selected studio.

The Developer Secret Key is automatically set to the default secret key for the Title. For more information about secret keys, see [Secret key management](#).

