# How to customise and what you need to change

- Startapp Advertisement ID ( for iOS and for Android )
- Google Play Games App ClientID ( for iOS and for Android )
- Google Play Games Leaderboard ID
- Package Identifier for your Android App
- Apple Application ID for your iOS App
- Application name

## Startapp Advertisement ID

First of all you should create a new App at Startapp service.
you should go to the http://developers.startapp.com/Dashboard/Applications.aspx and click 'Add Another App'
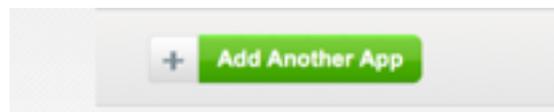


You should create one app for iOS and one app for Android and after you enter app name you should set Unity as app framework

In the next step you will receive your App ID.

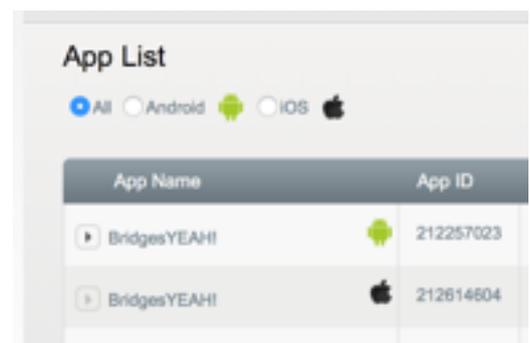You will have different AppID for Android and for iOS

After you get booth App IDs you should open Assets/Resources/StartAppData file and replace old applicationId with a android app Id.

Also you will need to change developerId. You can find your developer id at any startapp web page. It's indicated on the top of the screen.
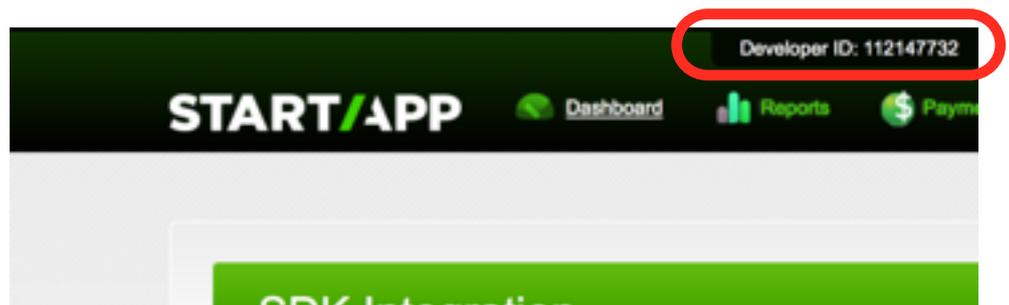


You should open Assets/Resources/StartAppDataiOS to replace applicationId with your iOS App ID.

You can find all your apps id from startapp dashboard.

Now you should be able to see your advertisement in the app. Ads shows every fifth time as user fails in the game.

## Google Play Games App ClientID ( for iOS and for Android )

Leaderboard is fuelled by GooglePlayGames. In order to make it works you'll need to create an App at google Play services.
Open https://play.google.com/apps/publish  and click a gamepad icon. next you need to click "Add a new game"
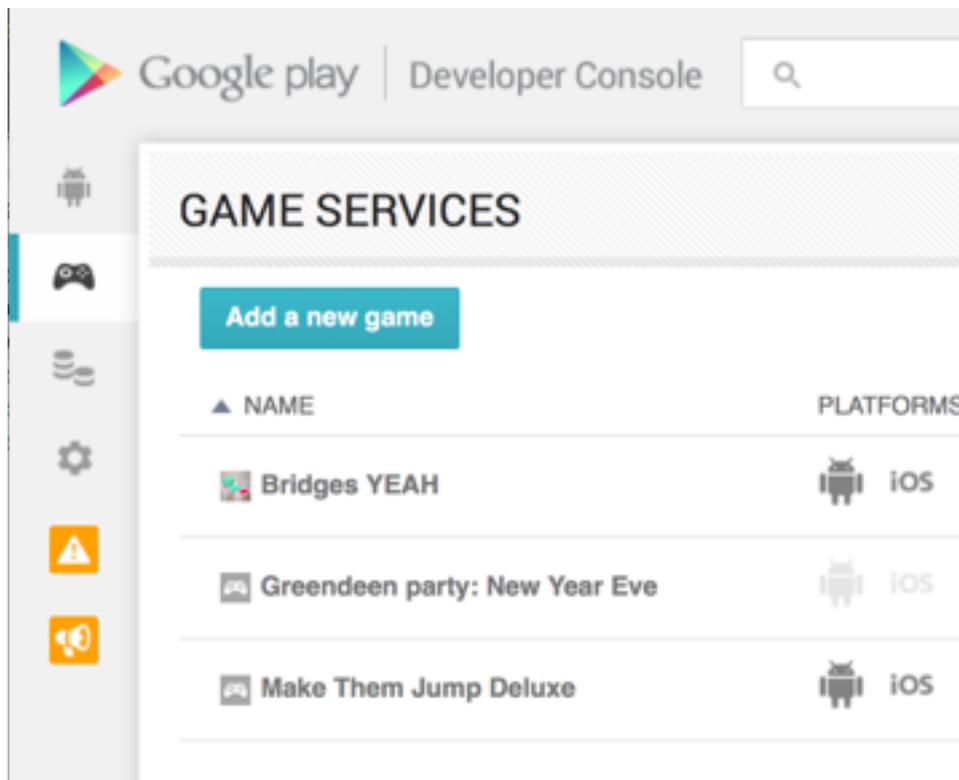


You should type app name and pick a category. After you create your project you will need to link iOs project to your android project. To do this you need open "Linked Apps" and choose android app. Package name you type for android should be the same you type in Unity3D player settings for android.

As soon as you finish create android app you will requested certificate fingerprint (SHA1). It's very important to get a right fingerprint. It's hard to debug if it is wrong. so, once again.

**ITS VERY IMPORTANT TO GET RIGHT FINGERPRINT**

First you need to generate your keystone to sign your android App.

You can do it using PlayerSettings->Android tab->PublishSettings.

you should choose create a new keystore and click "Browse keystore" to create it.
next run from terminal  [MacOS]

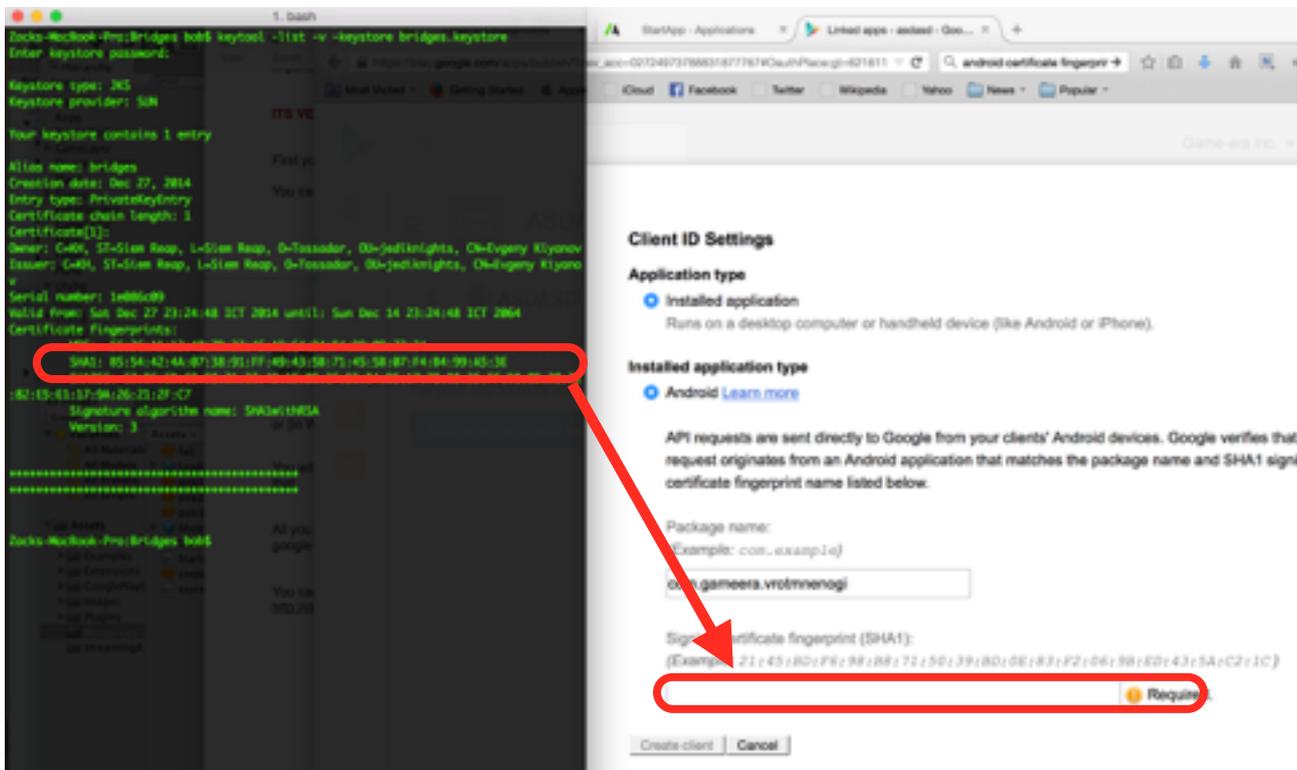> *keytool -list -v -keystore "PATH_TO_YOUR_KEYSTORE _FILE"*

or [in Windows:]

> *c:\Program Files\Java\jdk1.6.25\bin>keytool -list -v -keystore "PATH_TO_YOUR_KEYSTORE _FILE"*

You will need to type password you setup when create a keystore and you'll see something like that

> SHA1: B5:54:42:4A:07:38:91:FF:48:43:5B:71:45:5B:07:F4:B4:99:A5:3E

All you need is to copy **B5:54:42:4A:07:38:91:FF:48:43:5B:71:45:5B:07:F4:B4:99:A5:3E** to your google play service dialog



You can read more at
http://developer.android.com/tools/publishing/app-signing.html#signing-manually

As soon as you add Android App you'll need to link iOS App. Click "Link another app" and choose iOS. Enter your app name and bundle identifier. Bundle identifier should be the same as you type in unity3d. Click "Save and Continue". After it done you'll get a Client ID.
it will have looks like  621611334582-ce3hoh5a0101yuevdl0pgcp110vv4b0f.apps.googleusercontent.com

Write down this client ID. you will need it later.

Next you need to create a leaderboard.

Create a Leaderboard tab and click "Add leaderboard". Type name and click "Save"
You will get ID for your leaderboard. it will looks like **CgkItvew14sSEAIQAg** .

Open "./Assets/MenuLogic.cs" from project and modify string

```
static string kLeaderboardId = "CgkIjKGOiPkCEAIQAQ";
```

with your leaderboardId

Open "./Assts/HeroGame.cs" from project and modffy line 345

```
Social.ReportScore(_score, "CgkIjKGOiPkCEAIQAQ", (bool success) =>
{
```
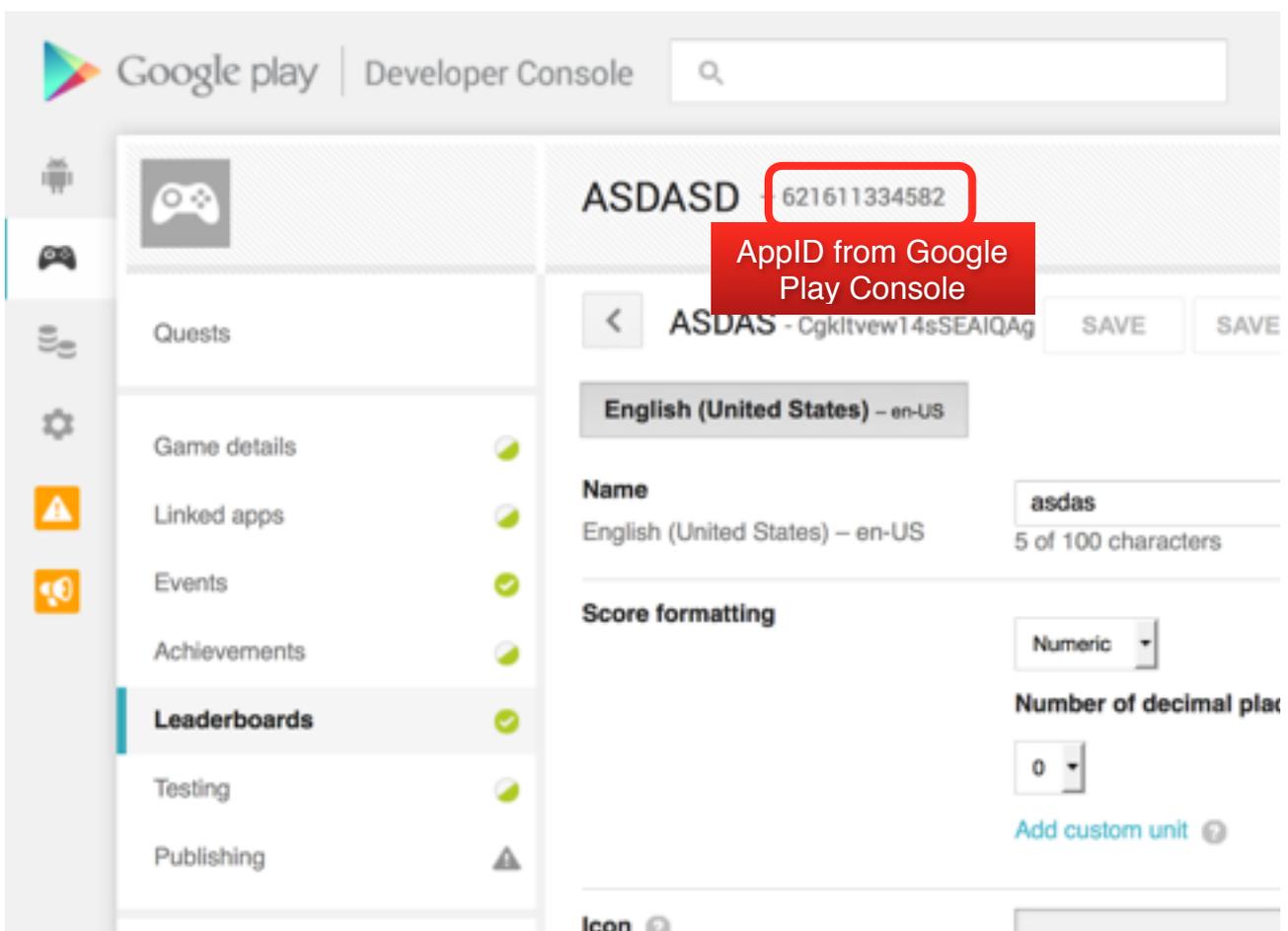
with your leaderboardId

## Setup iOS

Open Google Play Games from Unity3D menu and choose iOS setup.

Paste your Client ID and your bundle ID and click "Setup". Bundle Id should be the same as your bundle ID at player settings and as your bundle id in "Google Play Console"

### Setup Android

Open Google Play Games from Unity3D menu and choose Android setup

Pase your App ID from "Google Play Console"

## Apple Application ID for your iOS App

Open "./Assets/MenuLogic.cs" from Project folder to modify

```
static string bundleIdentifier = "com.gameera.bridgesyeah";
```

with your android app package name
modify:

```
static string kAppleAppID = "955300013";
```

with your apple App ID ( You can get it from iTunesConnect )

## Application name

Open "./Assets/MenuLogic.cs" from Project folder to modify *line 66* and *line 73* with your app name.

## iOS Specific:

First of all download all libraries to make google play games works

https://developers.google.com/games/services/downloads/gpg-cpp-sdk.v1.3.zip
https://developers.google.com/games/services/downloads/GooglePlayGames-iOS-SDK.v3.1.1.zip
https://developers.google.com/+/mobile/ios/sdk/google-plus-ios-sdk-1.7.1.zip

After you click build iOS Build you will need additionally modify Xcode project.
You'll need link follow frameworks:

- AssetsLibrary.framework
- CoreData.framework
- libc++.dylib
- AddressBookUI.framework
- AddressBook.framework

also you will need drag in project next files:
- GooglePlayGames.bundle ( from GooglePlayGames-iOS-SDK.v3.1.1)
- gpg.framework (gpg-cpp-sdk/ios/gpg.framework)
- GoogleOpenSource.framework (google-plus-ios-sdk-1.7.1/ GoogleOpenSource.framework)
- GooglePlus.bundle (google-plus-ios-sdk-1.7.1/GooglePlus.bundle)
- GooglePlus.framework (google-plus-ios-sdk-1.7.1/GooglePlus.framework)

And you will need to enable objective-c exceptions

for GPGSAppController.mm you should setup '-fobjc-arc' compile flag