Zplay Account&Pay SDK Integration Guide

For Unity3D Developers

Global\_v1.0.5

Contents

[1.Overview 3](#_Toc492045619)

[1.1 For Readers 3](#_Toc492045620)

[1.2 Development Environment 3](#_Toc492045621)

[2.Unity Project Configuration 4](#_Toc492045622)

[2.1 Import Files 4](#_Toc492045623)

[2.2 Script Import Scene 5](#_Toc492045624)

[3.Code Integration 5](#_Toc492045625)

[3.1 Call Interface 5](#_Toc492045626)

[3.1.1 Initialization 5](#_Toc492045627)

[3.1.2 Visitor Login 5](#_Toc492045628)

[3.1.3 Facebook Function 6](#_Toc492045629)

[3.1.4 WeChat Function 6](#_Toc492045630)

[3.1.5 QQ Function 6](#_Toc492045631)

[3.1.6 Apple IAP Payment 6](#_Toc492045632)

[3.1.7 Quit Game 7](#_Toc492045633)

[3.1.8 Skip to Facebook Main Page 7](#_Toc492045634)

[3.1.9 Invite Facebook Friend 7](#_Toc492045635)

[3.1.10 Check Whether WeChat is Installed 7](#_Toc492045636)

[3.1.11 Pop-up Anti-addiction Interface (only for Domestic version) 7](#_Toc492045637)

[3.1.12 Obtain Game Earning Status of Current Underage User (only for Domestic version) 8](#_Toc492045638)

[3.2 Related Callback 8](#_Toc492045639)

[3.3 errcode Information 10](#_Toc492045640)

[4.Xcode Project configuration 11](#_Toc492045641)

[4.1 Add ZplayGameSDK 11](#_Toc492045642)

[4.2 Add System Library 13](#_Toc492045643)

[4.3 Project Configuration 14](#_Toc492045644)

[4.4 info.plist Configuration 15](#_Toc492045645)

[4.5 OpenURL Callback 18](#_Toc492045646)

[5. Contact ZPlay 18](#_Toc492045647)

# 1.Overview

## 1.1 For Readers

Thank you for using our ZPLAY Account&Pay SDK\_Unity Plug-in.

This product is mainly targeted at developers who need to access ZPLAY AccountLogin and Payment function to IOS Unity3D products.

## 1.2 Development Environment

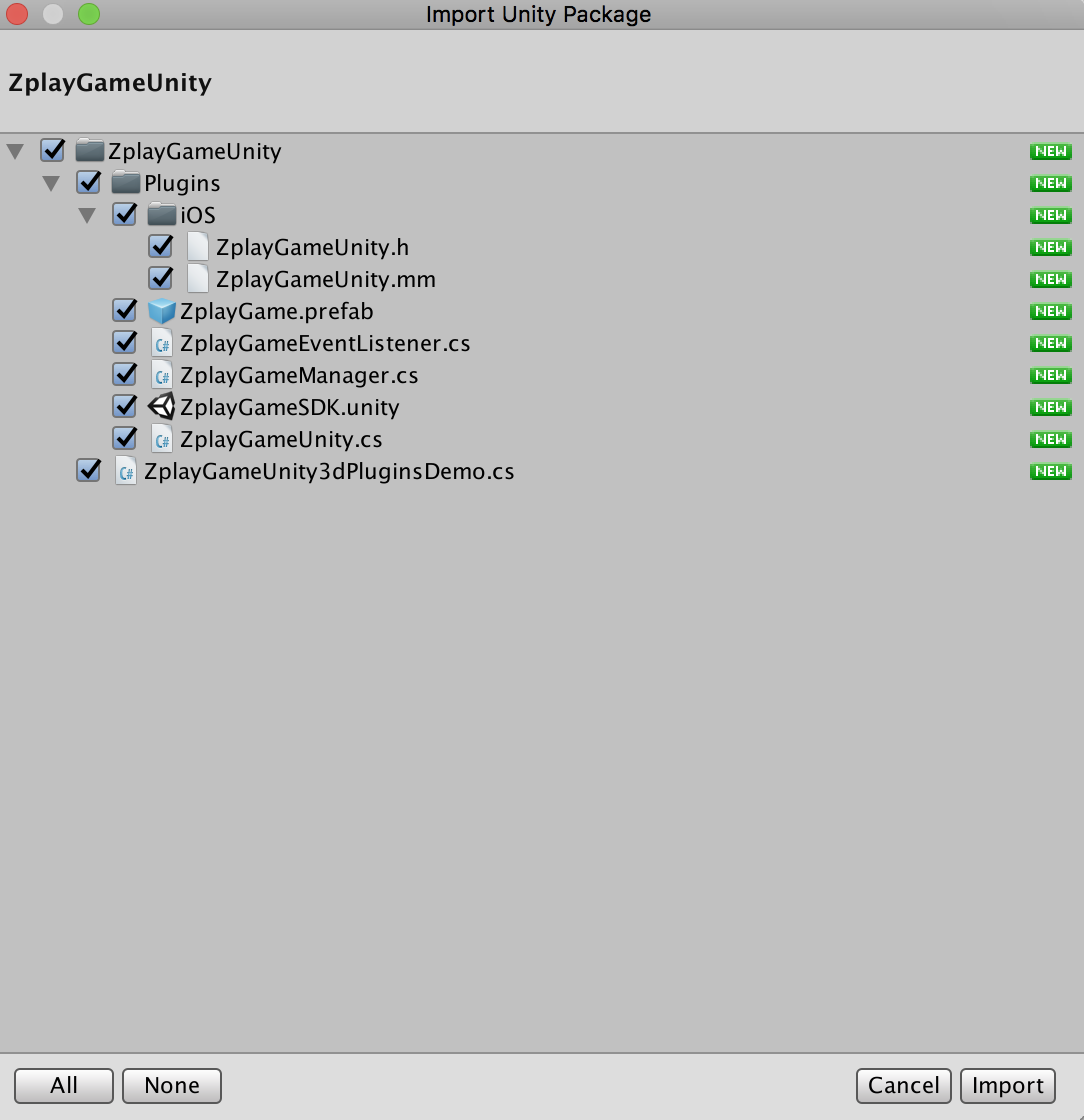
Xcode7.0 or higher version

iOS7.0 and above

# 2.Unity Project Configuration

## 2.1 Import Files

Double click ZplayGameUnity.unitypackage to import all files to unity project



## 2.2 Script Import Scene

Link ZplayGame.prefab to scene needs to use

ZplayGameSDK.unity is test scene

**Related script introduction:**

ZplayGameUnity.cs：C# Call OC script

ZplayGameManager.cs ：C# Declaration callback method

ZplayGameEventListener.cs：Callback method of OC Callback C#

ZplayGameUnity3dPluginsDemo.cs：Test Demo

# 3.Code Integration

## 3.1 Call Interface

### 3.1.1 Initialization

|  |
| --- |
| ZplayGameUnity.initWithChannelId("channelID", "zplayKey", false);  Note: channelID zplayKey is provided by ZPLAY  Flag: true Oversea version, false Domestic version |

### 3.1.2 Visitor Login

|  |
| --- |
| ZplayGameUnity.zplayVisitorLogin(); |

### 3.1.3 Facebook Function

|  |
| --- |
| **3.1.3.1 Facebook Login**  ZplayGameUnity.useLoginWithPlatform(1);  **3.1.3.1 Facebook Bind**  ZplayGameUnity.useConversionqqWithPlatform(1);  Note: 1 is Facebook platform |

### 3.1.4 WeChat Function

|  |
| --- |
| **3.1.4.1 WeChat Login**  ZplayGameUnity.useLoginWithPlatform(2);  **3.1.4.1 WeChat Bind**  ZplayGameUnity.useConversionqqWithPlatform(2);  Note: 2 is WeChat platform |

### 3.1.5 QQ Function

|  |
| --- |
| **3.1.5.1 QQ Login**  ZplayGameUnity.useLoginWithPlatform(3);  **3.1.5.1 QQ Bind**  ZplayGameUnity.useConversionqqWithPlatform(3);  Note: 3 is QQ platform |

### 3.1.6 Apple IAP Payment

|  |
| --- |
| ZplayGameUnity.zplayUseIAPWithProductId("productID","price","gameOrderId","userInfo","cpInfo");  Note：  productID Billing Point  price Corresponding price  gameOrderId Trade Order Number  userInfo User data, game client inputs, used for server certification, not required  cpInfo Cp input data, transparent transfer parameter |
|  |

### 3.1.7 Quit Game

|  |
| --- |
| ZplayGameUnity.useLogout(); |

### 3.1.8 Skip to Facebook Main Page

|  |
| --- |
| ZplayGameUnity.facebookLinkGameHomepageWithID("facebookHomepageID");  Note: facebookHomepageID ID is community home page ID, not the facebook AppID. |
|  |

### 3.1.9 Invite Facebook Friend

|  |
| --- |
| ZplayGameUnity.inviteFacebookFriends("facebookLinkURL");  Note: facebookLinkURL generates in FB background, which is provided by ZPLAY. |

### 3.1.10 Check Whether WeChat is Installed

|  |
| --- |
| ZplayGameUnity.wxIsInstalled(); |

### 3.1.11 Pop-up Anti-addiction Interface (only for Domestic version)

|  |
| --- |
| ZplayGameUnity.showAntiAddictionView(); |

### 3.1.12 Obtain Game Earning Status of Current Underage User (only for Domestic version)

|  |
| --- |
| ZplayGameUnity.queryCurrentGameJuvenilesPlayerStatus(); |

## 3.2 Related Callback

|  |
| --- |
| //Check all current Billing Point units and corresponding prices  public void zplayReferCurrentProductIDWithPriceEvent(string productPrice)     {         Debug.Log( "zplay game Refer Current ProductID With Price"+productPrice);      }      // Login succeeds     public void platformLoginSuccessWithUserInfoEvent(string userInfo)     {         Debug.Log("zplay game user login successfully"+userInfo);     }   //Bind succeeds     public void platformBindingSuccessWithUserInfoEvent(string userInfo)     {         Debug.Log( "zplay game user binding successfully"+userInfo);     }  Example of Login or Bind Callback userInfo:  **Visitor**：  **{**  // verifystatus“0” is not certified; “1” is adult user; “2” is underage user  **"verifystatus" : "2",**  **"platformType" : "4",**  **"userid" : "10380738",**  **"user\_sgkey" : "dba4f0d75367ce621a3284f19387deb62e"**  **}**  **Official user**：  **{**  **"username" : "六六",**  //verifystatus“0” is not certified; “1” is adult user; “2” is underage user  **"verifystatus" : "2",**  **"userid" : "10338761",**  **"headimageurl" : "http:\/\/q.qlogo.cn\/qqapp\/1105882370\/FDB03351C0EF15FDF8A0DC8BBF7D7281\/100",**  **"platformType" : "3",**  **"user\_sgkey" : "32742c4ce283bbc0a51ae62ee7fc281796"**  **}**   //Payment finished     public void zplayIAPSuccessWithPayOrderIDEvent(string orderid)     {         Debug.Log("zplay game appStore Pay create order successfully"+orderid);     }    //Obtain facebook friend information, only when user has successfully logged in or bound facebook     public void getFacebookUserFriendsMessageEvent(string message)     {         Debug.Log( "zplay game get facebook userFriends message when using FB to log in successfully"+message);     }  //Check whether WeChat is installed, 1 is installed  public void getWxIsInstalledEvent(string installed)     {         Debug.Log( "is wechat app installed"+installed);     }  // Invite Facebook friend successfully, message is invitation result (not required to process)  public void inviteFacebookUserFriendsMessageEvent(string message)     {         Debug.Log( "facebook invite friends success"+message);     }   //Failure callback     public void platformFailedEvent(string errorcode)     {         Debug.Log( "zplay game failed errorcode"+errorcode);     } |
| //Obtain game earnings of current underage user  public void zplayJuvenilesUserCurrentStatusEvent(string message)     {         Debug.Log( "Juveniles User Current Status"+message);    } |

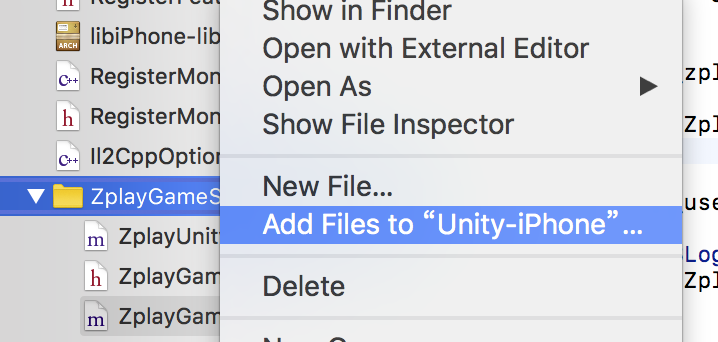
## 3.3 errcode Information

|  |  |
| --- | --- |
| 1001 | Login fails |
| 1002 | Bind fails |
| 1003 | Visitor not real-name certified |
| 1004 | Payment fails |
| 1005 | FB friend invitation fails |
| 1006 | Parameter error |
| 1007 | Real-name certification of official user fails |

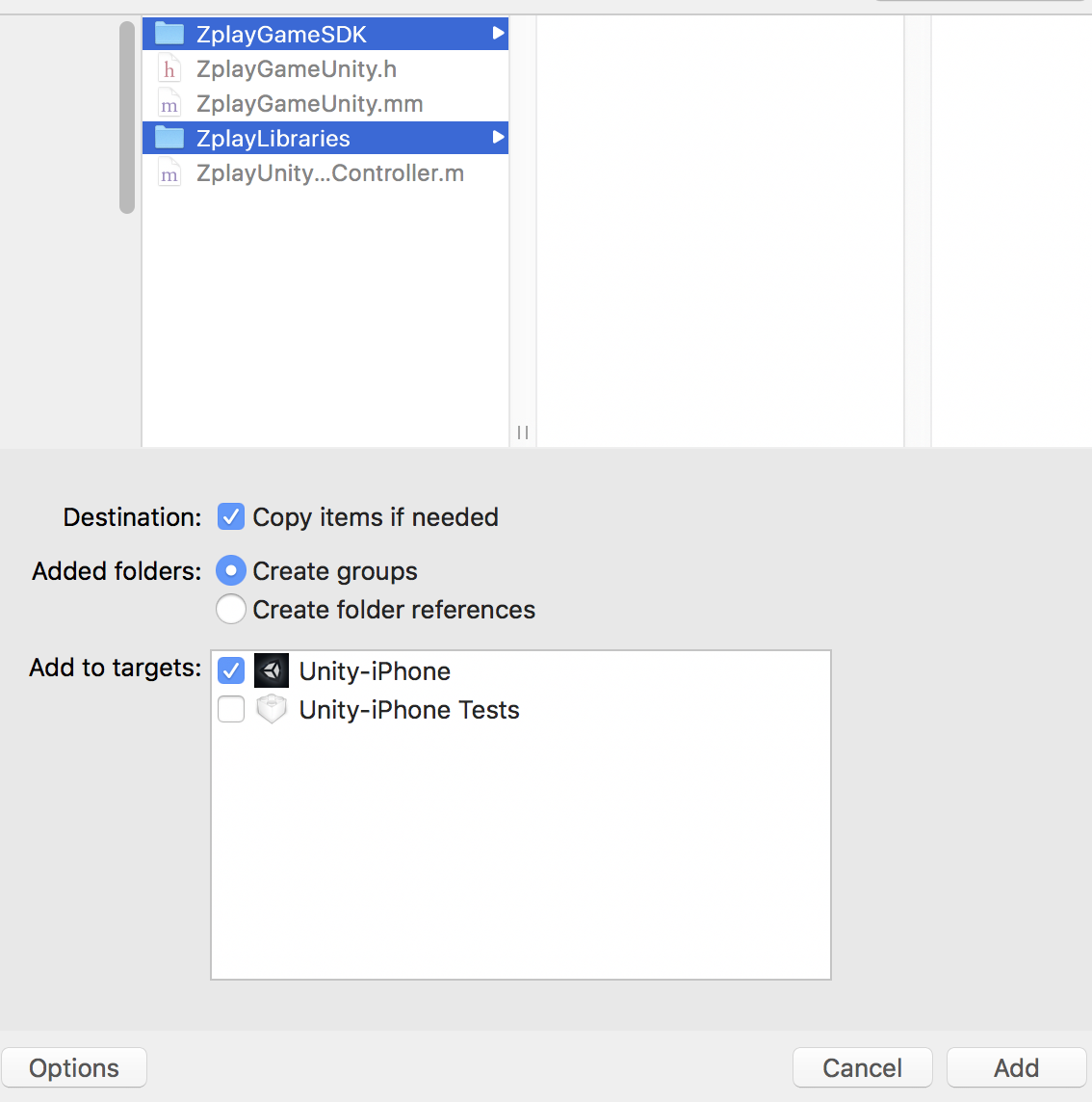
# 4.Xcode Project configuration

## 4.1 Add ZplayGameSDK

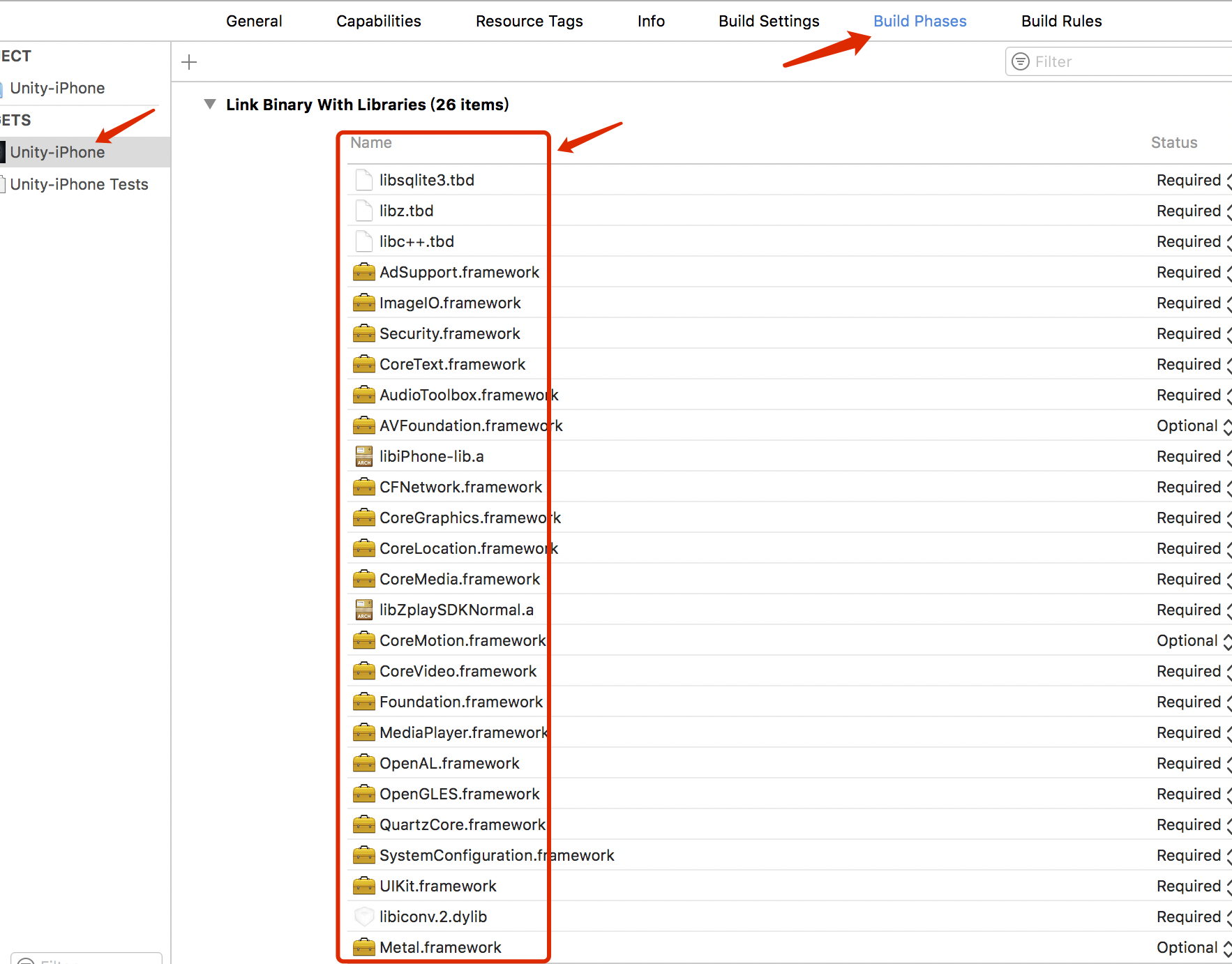
Right click to add Add Files to



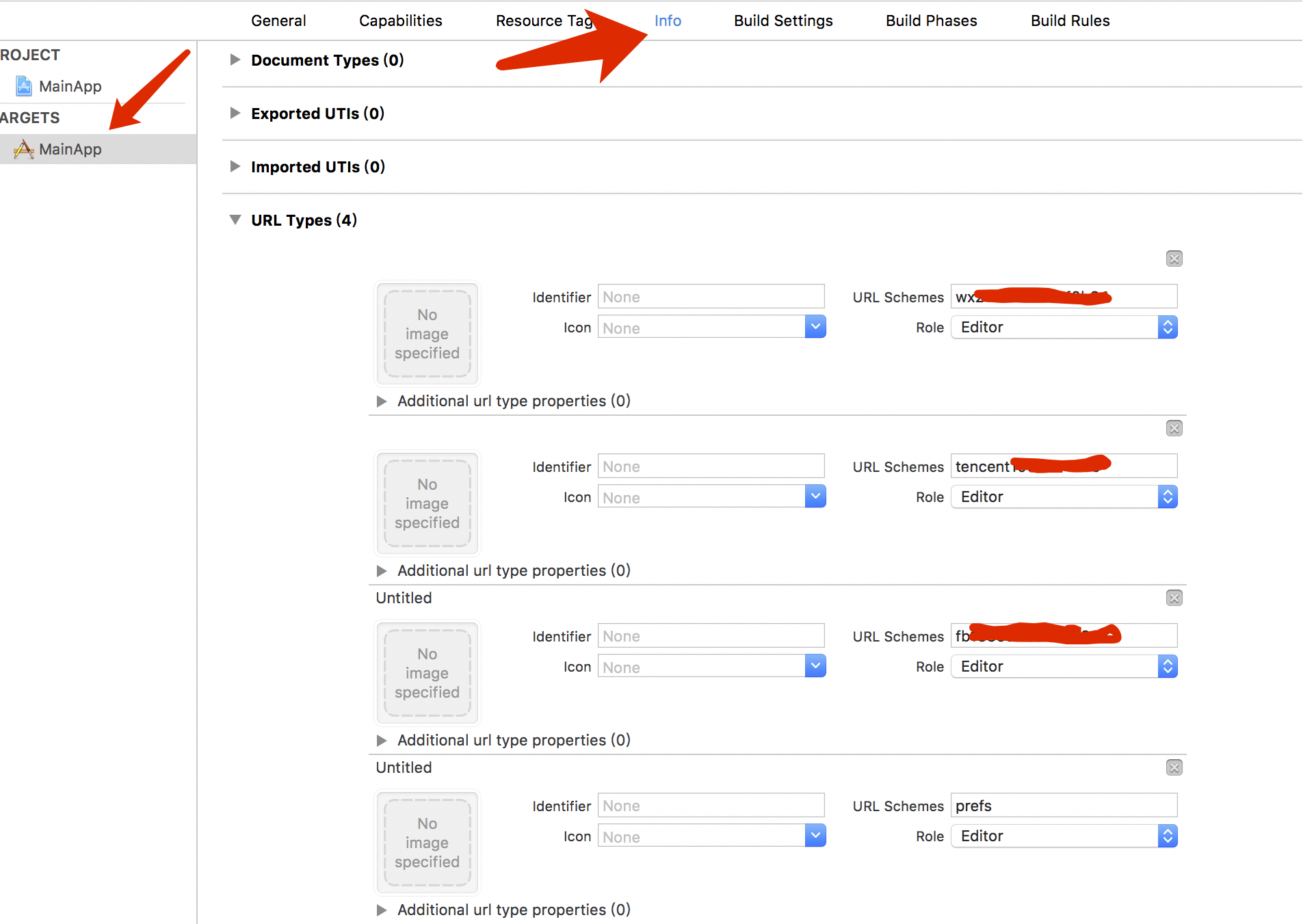
Click on Options button and select “Copy items if needed” check box



## 4.2 Add System Library



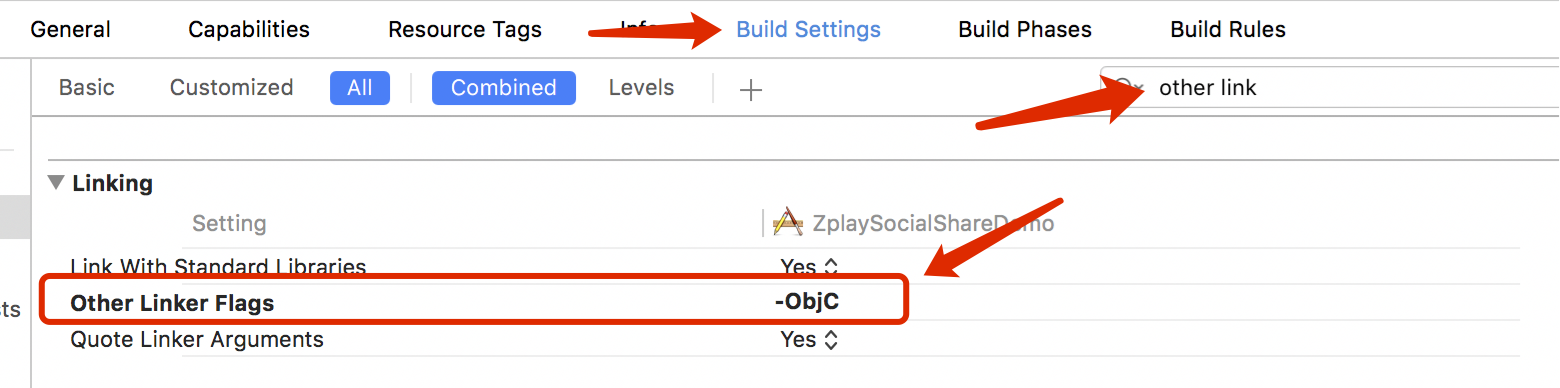
## 4.3 Project Configuration



Total 4 configurations of third-party paltform URL Schemes, shown as above

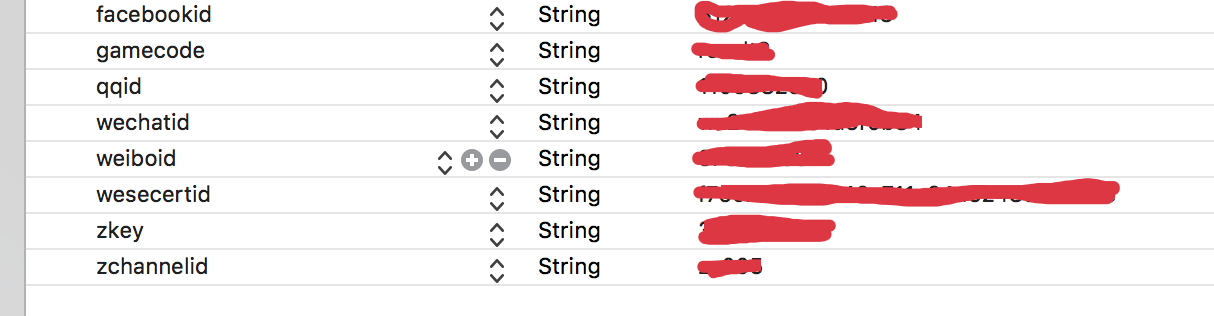
(WeChat: appid; QQ: tencent+appid; Facebook: fb+appid; prefs)

Import Static Library Configuration：

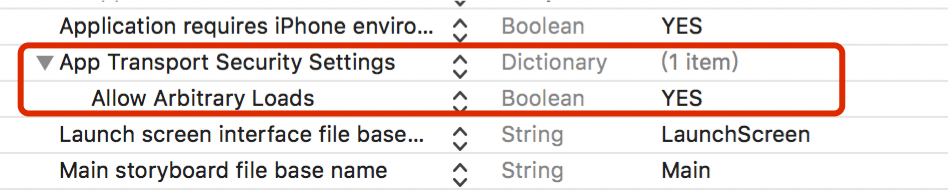


## 4.4 info.plist Configuration

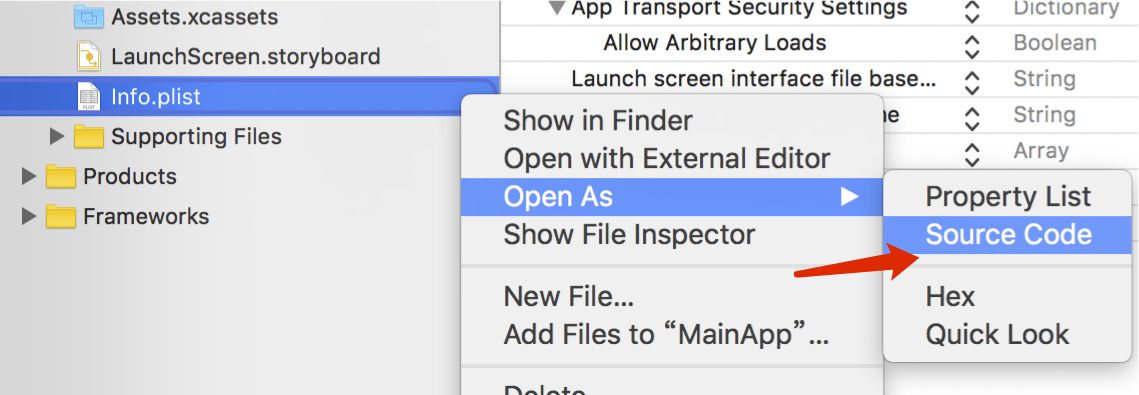
Platform id configuration (all letters are lowercase, provided by ZPlay)



In iOS9 devices and above, if network communication can’t run normally, please set according to the followings:



Open Info.plist by Source Code method



Add white list (can directly copy text message and paste)



Text message:

<key>LSApplicationQueriesSchemes</key>

<array>

<string>fbapi</string>

<string>fb-messenger-api</string>

<string>fbauth2</string>

<string>fbshareextension</string>

<string>fbauth</string>

<string>fb</string>

<string>weixin</string>

<string>wechat</string>

<string>mqq</string>

<string>mqqapi</string>

<string>mqqwpa</string>

<string>mqqbrowser</string>

<string>mttbrowser</string>

<string>mqqOpensdkSSoLogin</string>

<string>mqqopensdkapiV2</string>

<string>mqqopensdkapiV3</string>

<string>wtloginmqq2</string>

<string>mqzone</string>

<string>mqzoneopensdk</string>

<string>mqzoneopensdkapi</string>

<string>mqzoneopensdkapi19</string>

<string>mqzoneopensdkapiV2</string>

<string>mqqapiwallet</string>

<string>mqqopensdkfriend</string>

<string>mqqopensdkdataline</string>

<string>mqqgamebindinggroup</string>

<string>mqqopensdkgrouptribeshare</string>

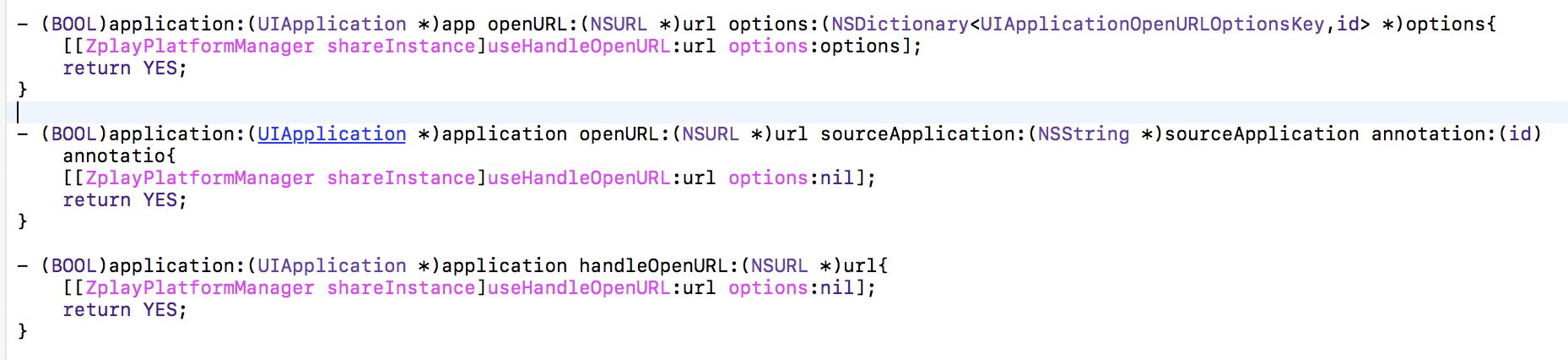
<string>tencentapi.qq.reqContent</string>

<string>tencentapi.qzone.reqContent</string>

</array>

## 4.5 OpenURL Callback





Shown as above, execute useHandleOpenURL function under the callback of system openURLopenURL, unity project needs to realize (#import "ZplayPlatformManager.h") in UnityAppController.mm file.

Note: all the three functions mentioned above should be realized, or it will lead to application not responding after login.

# 5. Contact ZPlay

Technical Support QQ：373380185

Technical Support Mail：pingtai@zplay.cn