



MOBILE CROSS PROMO



1. WHY DO YOU NEED TO USE THIS PLUGIN

- Easily cross promote and increase popularity for all of your published games.
- Dynamically change the promoted games, using a configuration file stored on a server of your choice.
- Automatically adjusts resolution for both Landscape and Portrait mode.
- All setup is done in a Settings Window.
- Supports multiple promo image for the same game.
- Option to stop showing after image is clicked.
- Option to stop showing after a number of display times.
- Option to show popup only once per session.
- Images are cached offline so if the settings file is not accessible next time, the cross promo will be shown even if without network connection.
- Full code and demo scenes included.
- Works with Unity 5.6.6 and above with Free, Plus or Pro license.



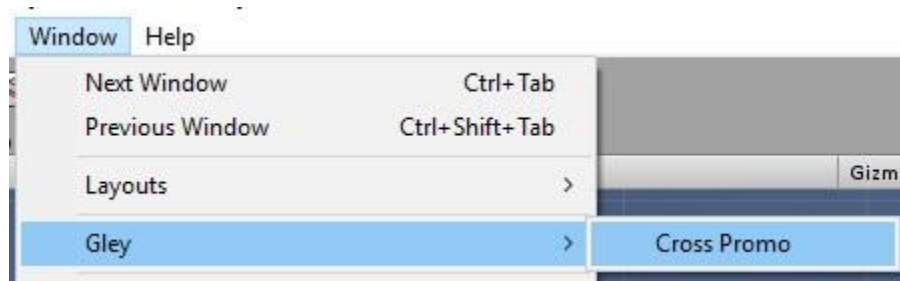
2. CURRENTLY SUPPORTED PLATFORMS

- **Android**
- **iOS**



3. SETUP GUIDE

- Import **Gley Mobile Cross Promo Plugin** into Unity.
- Go to **Window->Gley->Cross Promo** to open the Settings Window.



- Settings Window will open

Cross Promo Settings Window - v.1.0.1

Cross Promo Settings
Select the platforms to enable Cross Promo:

Google Play(Android)

Game to promote

Store link

Promo image link 1

Promo image link 2

External file URL

App Store(iOS)

Display Settings

Nr. of times to show

After showing the Cross Promo popup from the specified number of times, it will not show again until Game to Promote is changed. Set number to 0 for showing every time (Try not to annoy your users by showing this every time)

Stop showing after click

After user has clicked your promo image do not show it anymore. He already seen your game and he already have it or it is not interested in it.

Multiple displays/session

If unchecked Cross Promo Popup will be displayed only once per session.



Setup Cross Promo Popup

Google Play(Android)	<input checked="" type="checkbox"/>
Game to promote	Pepperoni Pepe
Store link	<input type="text" value="https://play.google.com/store/apps/details?id=com.gley.pepperonipepe"/> <input type="button" value="Test"/>
Promo image link 1	<input type="text" value="http://gley.mobi/CrossPromo/PepePromoImage1.jpg"/> <input type="button" value="Remove"/> <input type="button" value="Test"/>
Promo image link 2	<input type="text" value="http://gley.mobi/CrossPromo/PepePromoImage2.jpg"/> <input type="button" value="Remove"/> <input type="button" value="Test"/>
<input type="button" value="Add new image URL"/>	
<input type="button" value="Generate file"/>	
External file URL	<input type="text" value="http://gley.mobi/CrossPromo/GooglePlayPromoFile.html"/> <input type="button" value="Test"/>

- **Check required platform(Android/iOS)**
- **Game to promote** -> Name of your game to promote, if this game changes, Cross Promo Popup is displayed again.
- **Store link** -> link to your promoted game (Hit test button to check if this is correct)
ex: <https://play.google.com/store/apps/details?id=com.gley.pepperonipepe>
- **Promo image link** -> link to your image (should be to a .jpg or .png file not a .html file)
ex: <http://gley.mobi/CrossPromo/PepePromoImage1.jpg>
- Use **Add new image URL** and **Remove** to add and remove images



Setup Cross Promo Popup

- **Generate File** -> the above settings will be saved in a .json file.
 - The .json file can be found in **Assets\GleyPlugins\CrossPromo\PromoFiles**
 - **AppStorePromoFile.txt** for iOS
 - **GooglePlayPromoFile.txt** for Android

Please do not manually edit this files. Every time you want to make a change please use the Settings Window

- **External file URL** -> upload the above .txt files on a web server that can be accessed using mobile devices and paste the URL in this box.
ex: <http://gley.mobi/CrossPromo/GooglePlayPromoFile.txt>
 - Make sure your file has read access and respects the above template/format.



Display Options Setup

Display Settings

Nr. of times to show

After showing the Cross Promo popup from the specified number of times, it will not show again until Game to Promote is changed. Set number to 0 for showing every time (Try not to annoy your users by showing this every time)

Stop showing after click

After user has clicked your promo image do not show it anymore. He already seen your game and he already have it or it is not interested in it.

Multiple displays/session

If unchecked Cross Promo Popup will be displayed only once per session.

- **Nr. of times to show** -> Stop showing Cross Promo popup after *Nr. of times to show* is reached. If is set to 0, popup will be shown forever
- **Stop showing after click** -> If a click on your promo image is recorded popup will not be displayed again because user already checked your new game.
- **Multiple displays/session** -> If unchecked, popup will be displayed **only once** per session. If checked popup will be shown every time it is called.
- **Save** -> Press it every time you change the settings.



4. USER GUIDE 1 - AutoShow

- **CrossPromo.Instance.AutoShowPopupWhenReady();**
Immediately show Cross Promo popup after external file and promo images are downloaded.
- **CrossPromo.Instance.AutoShowPopupWhenReady(PopupClosed);**
Same method as above but with PopupClosed callback

```
//Callback method called when Cross Promo Popup was closed
//imageClicked -> if true, the cross promo image was clicked,
                -> if false, close button was clicked
//imageName -> name of the clicked image
private void PopupClosed(bool imageClicked, string imageName)
{
    Debug.Log("Popup closed");
    if (imageClicked)
    {
        Debug.Log("Image name " + imageName + " was clicked");
    }
}
```



4. USER GUIDE 2 - Show at request

- **CrossPromo.Instance.Initialize(InitializationComplete);**

//Load Cross Promo images and call InitializationComplete when loading is done.

//this is not required if you are using **AutoShowPopupWhenReady()**

```
private void InitializationComplete(bool success, string error)
{
    //if no error occurred
    if (success)
    {
        Debug.Log("Load Success");
    }
    else
    {
        //error message
        Debug.Log(error);
    }
}
```

- **CrossPromo.Instance.ShowCrossPromoPopup();**

//Show Cross Promo Popup that respects settings from Settings Window. Initialize Method must be called before this.

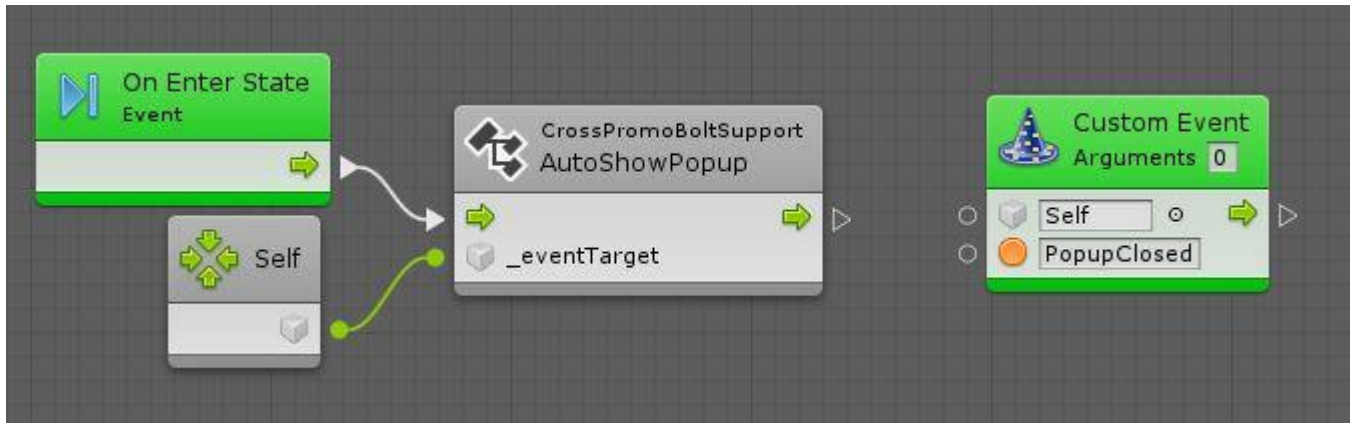
- **CrossPromo.Instance.ForceShowPopup();**

//Show Cross Promo Popup that bypass all the settings. If it is loaded it will be shown no matter what settings were made. Initialize Method must be called before this.

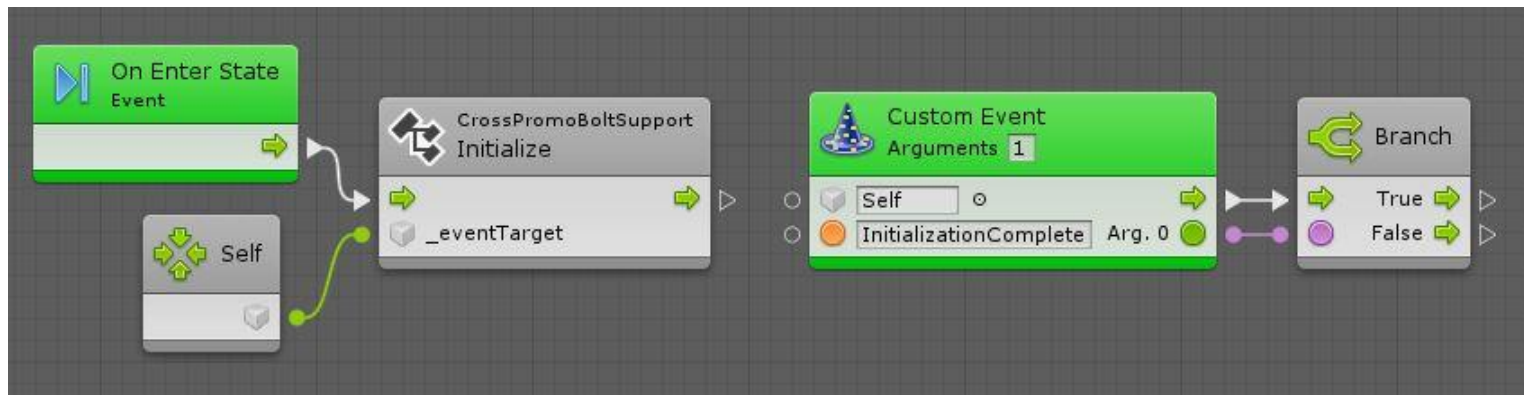


5. BOLT SUPPORT

- **Supported Bolt Actions:**
 - **Auto Show Popup**



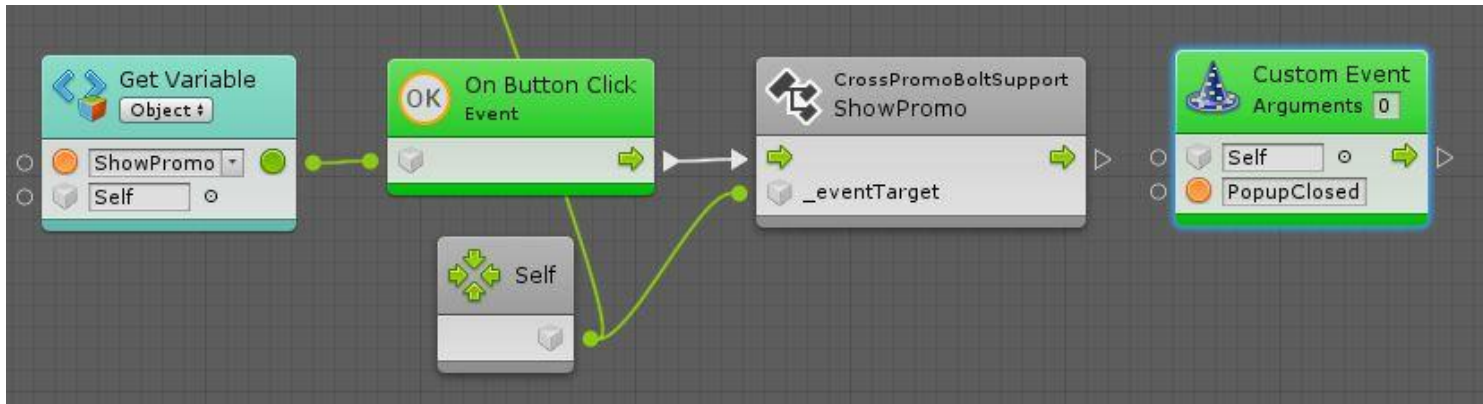
- **Initialize**



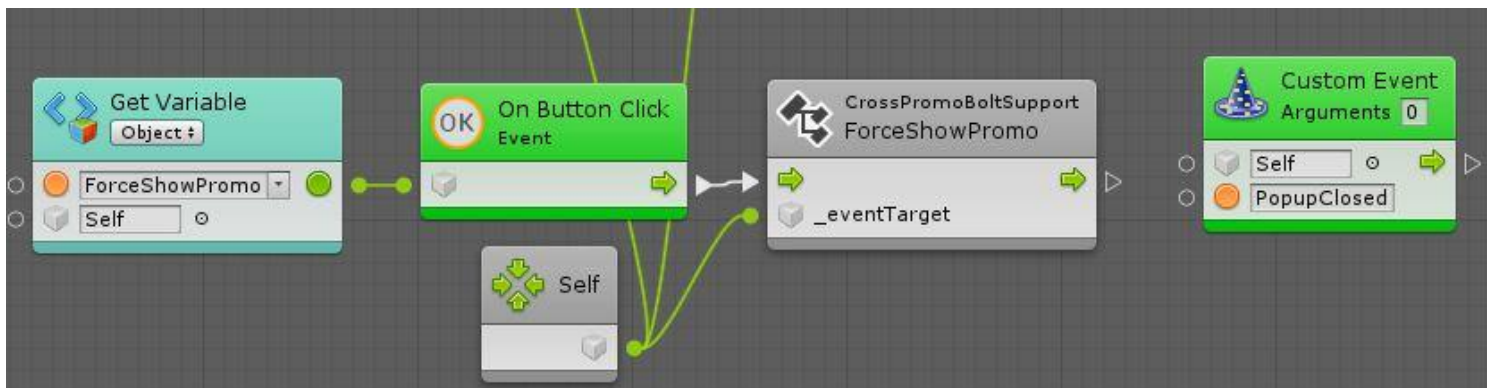


5. BOLT SUPPORT

○ Show Promo



○ Force Show Promo

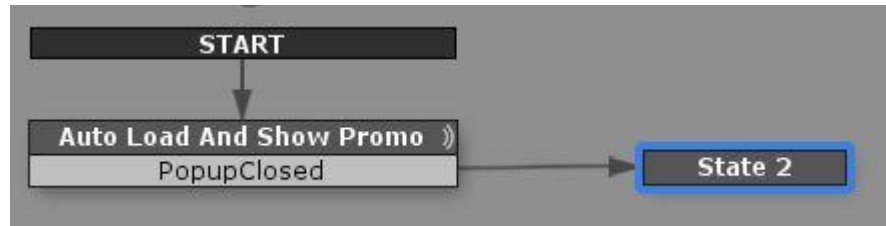


The above Bolt actions behavior is equivalent with corresponding methods from Section 4 - User Guide.

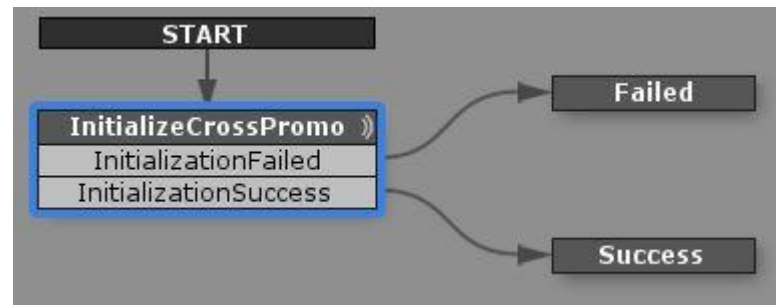


6. PLAYMAKER SUPPORT

- **Supported Playmaker Actions:**
 - **Auto Load And Show**



- **Initialize Cross Promo**



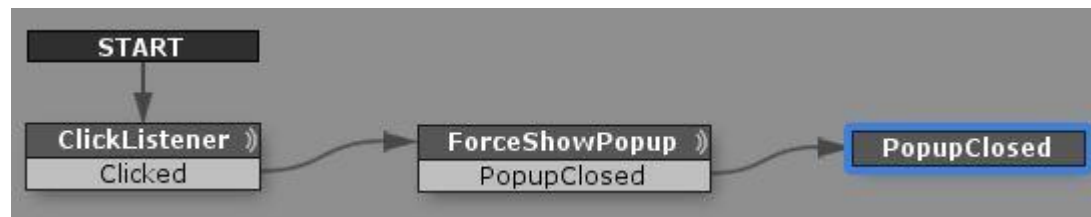


6. PLAYMAKER SUPPORT

- **Show Promo**



- **Force Show Promo**



The above Playmaker actions behavior is equivalent with corresponding methods from Section 4 - User Guide.



7. GAMEFLOW SUPPORT

- **Supported Game Flow Actions:**
 - **Auto Load And Show**





7. GAME FLOW SUPPORT

Initialize Cross Promo

The screenshot shows the GameFlow (Script) component inspector. The 'On Start' event is selected. Under 'Actions', there is a checked 'Initialize Cross Promo' action with an output of '<Success>'. Below it is a checked 'If' condition with a 'Variable Value' condition where the variable is '<Success>' and it is set to 'Is Equal To' 'True'. Under 'Then Actions', there is a checked 'Log Message' action with 'Message Type' set to 'Info' and 'Message' set to 'Success'. At the bottom, there is a 'Success' section with 'Type' set to 'Boolean', 'Value' set to 'True', and 'Persistent' unchecked.

Show Promo

The screenshot shows the GameFlow (Script) component inspector. The 'On Click' event is selected. The 'In GameObject' is set to 'ShowPromoButtc'. Under 'Actions', there is a checked 'Show Promo' action and a checked 'Log Message' action with 'Message Type' set to 'Info' and 'Message' set to 'Closed'. An 'Add Component' button is visible at the bottom.

Force Show Promo

The screenshot shows the GameFlow (Script) component inspector. The 'On Click' event is selected. The 'In GameObject' is set to 'ForceShowPromo'. Under 'Actions', there is a checked 'Force Show Promo' action and a checked 'Log Message' action with 'Message Type' set to 'Info' and 'Message' set to 'Closed'.

The above GameFlow actions behavior is equivalent with corresponding methods from Section 4 - User Guide.



8. EXAMPLE

You can find the example test scenes here:

Assets/GleyPlugins/CrossPromo/Example/AutoloadTest.unity

Play the scene and the Cross Promo Popup will be displayed after download.

Assets/GleyPlugins/CrossPromo/Example/LoadAndShowTest.unity

Promo image is loaded in start and you can use Show and Force Show buttons to display the Cross Promo Popup.



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