

ULTIMATE IAPS

BY DROIDGAMES STUDIO

THANKS FOR BUY ULTIMATE IAPS :D
THIS IS A LITTLE DOCUMENTATION OF HOW TO USE
ULTIMATE IAPS.

SETTING UP IAPS FOR YOU GAME ON DEVELOPER CONSOLE

PLEASE FOLLOW THE [GAMEMAKER STUDIO X](#) TUTORIAL FOR
SETTING UP THE IAPS ON YOUR DEVELOPER CONSOLE, I DO
THIS BECAUSE THE [YOYOGAMES](#) DOC IS CLEAR ENOUGH AND
BETTER.

[DOCUMENTATION](#)

A. CREATING THE CONTROL OBJECT

CREATE AN OBJECT CALLED **OBJ_IAPS** (NO SPRITE NEEDED).

A1. ADD THE "CREATE EVENT" AND ADD THE NEXT CODE:
ACTIVATE_IAPS();

A2. ADD THE "ASYNCHRONOUS IN-APP PURCHASE EVENT"
AND ADD THE NEXT CODE: **ASYNC_PRODUCT_IAP();**

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A3. MAKE IT PERSISTENT

A4. PLACE THE OBJECT TO THE FIRST ROOMS OF YOUR GAME.

B. ADDING THE PRODUCTS TO THE EXTENSION

ADD THE **PRODUCTS** OR **PURCHASE IDS** TO **ACTIVATE_IAPS()**
SCRIPT WHERE IS THE GLOBAL VAR CALLED
GLOBAL.PRODUCTS[x]

FOR EXAMPLE:

GLOBAL.PRODUCTS[0] = "ANDROID.TEST.PURCHASED"

IN THIS CASE YOU CAN USE **ANDROID.TEST.PURCHASED** ID
BECAUSE IS A **STATIC ID** TO TEST YOUR PURCHASES
SUCCESSFULLY.

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C. CREATING THE PURCHASE OBJECT

NOTE: YOU CAN ADD AN SPRITE WITH 2 SUBIMAGES ONE FOR THE STANDAR PRESENTATION AND OTHER WITH THE

C1. ADD THE "ASYNCRHONOUS-IN-APP PURCHASE EVENT" AND ADD THE NEXT CODE: `ASYNC_PURCHASE_IAP();`

C2. ADD THE "GESTURE-TAP EVENT" AND ADD THE NEXT CODE:

`PURCHASE_PRODUCT_IAP(GLOBAL.PRODUCTS[0],0,TRUE);`

PARAMETERS OF THE SCRIPT:

1.THE FIRST PARAMETERS INDICATES THE PURCHASE ID, YOU CAN USE A STRING ONE LIKE "BUNCH_GOLD" OR USE THE GLOBAL VARIABLE `GLOBAL.PRODUCTS[x]` THAT ALREADY CONTAINS THE PURCHASE IDS THAT YOU ENTERED.

2.THE SECOND PARAMETER INDICATES THE **ALARM INDEX** WHERE THE REWARD LOGIC IS.

3.THE LAST PARAMETER INDICATES IF THE PRODUCT IS CONSUMABLE OR NOT (EXAMPLE: **BUYING GOLD IS CONSUMABLE, DISABLING ADS IS NOT CONSUMABLE**).

THIS CODE REQUEST THE PURCHASE AND WHEN THE PURCHASE GETS A RESPONSE TRIGGERS THE `ASYNC_PURCHASE_IAP();`

WHICH IT HAS ALL THE PURCHASE LOGIC (IF IT WAS **PURCHASED SUCCESSFULLY**, IF IT WAS **CANCELLED**, ETC..)

C3. ADD THE "ALARM EVENT" AND THERE ADD ALL THE REWARDS THAT YOU WANT TO GIVE TO THE USER

WHEN THE USERS COMPLETES THE PURCHASE

AND THATS IT!