



AskToRate

v1.0 DOCUMENTATION

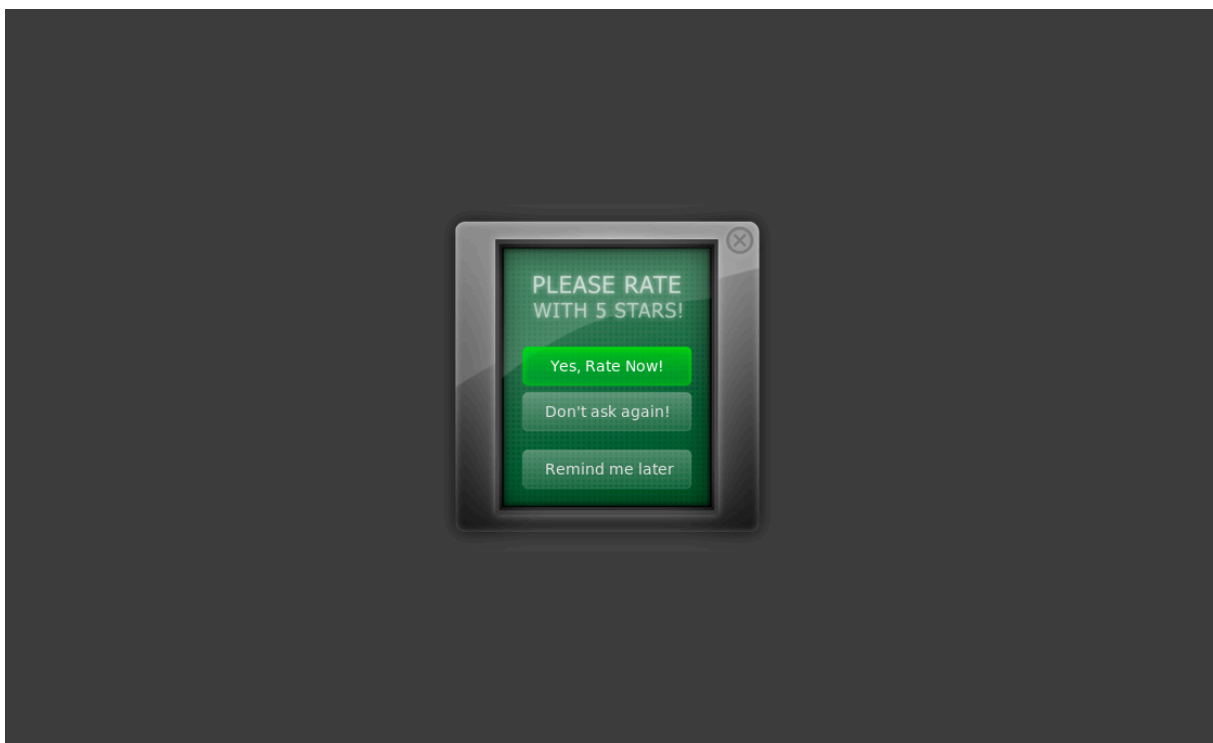
Table of Contents

ABOUT	3
IMPORT	4
SETUP	5
TESTING	7
CUSTOMIZE THE LOOK	8

ABOUT

What is it and what does it do?

AskToRate displays a dialog window and asks the user to rate the app on the AppStore!



Select **“Rate now”** to be sent right to the rating page on the AppStore
Select **“Remind me later”** to be reminded after launching the game another x times
Select **“Never ask again”** and the window will never appear again.

If a user has rated the game and updates to a new version, he will be asked to kindly **rate the new version.**

IMPORT

1. If you haven't done so, import [AskToRate.unitypackage](#) into your existing project.
2. Find the [AskToRate prefab](#) in the folder called "AskToRate" and drop it into your [main menu scene](#) (or wherever you want it to be displayed)

SETUP

Bold and Green means you need to edit this. You can ignore everything else if you're happy with the default look and behavior!

Here's a description of all the values in the **inspector**:

Version: The current version of your game. Keep this up to date, it will be used to remind your players to rate the new version after they update your app!

App ID: The Apple ID of your app. Look for it in the App information section of your App on iTunes Connect. (It's available as soon as you created the app on iTunes Connect, so you can get it before you submit the binary!)

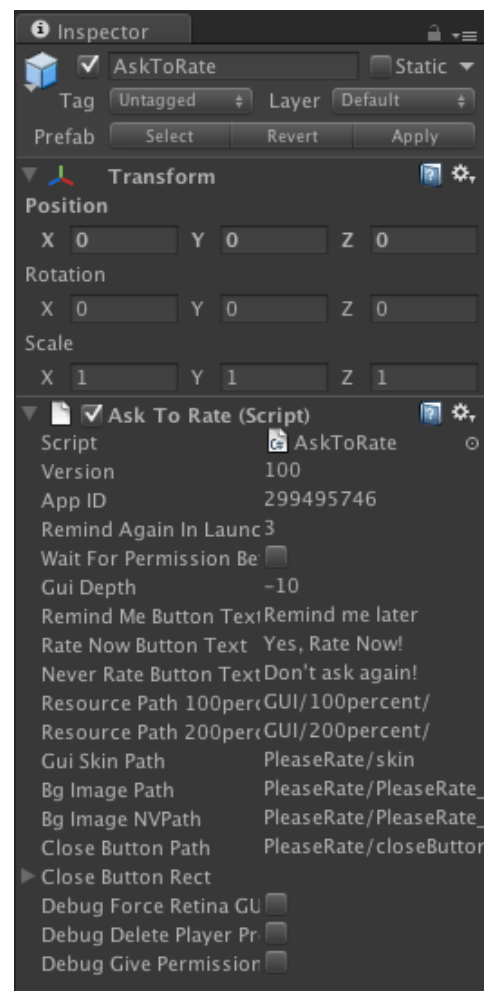
Remind Again in Launches: If the user selects "Remind me later" - how many launches until the window shall be shown again?

Wait for permission before first appearance: Never show the window until "AskToRate" is set in the **PlayerPrefs**.

(`PlayerPrefs.SetInt("AskToRate", 1);`) Use this option if you don't want to show the window until the player has reached a certain point in the game (for example). This may be a good idea because you want to reach people who obviously like the game. After "AskToRate" has been set, the window will be shown at the next opportunity and the **remindAgainInLaunches** cycle will start from there.

GUI Depth: used to make this appear on top of other GUI

Remind Me Button Text: Text to display on the *Remind Me Later* button.



Rate Now Button Text: Text to display on the *Rate Now* button.

Never Rate Button Text: Text to display on the *Never Ask Again* button.

resourcePath100percent and **resourcePath200percent:** AskToRate will load its graphics only just before the window is shown. To make it work with retina displays as well as normal displays all images are available in 2 sizes and only the correct ones will be loaded. These two values point to the base paths for the two different resolutions in the Resources folder.

guiSkinPath: path to the GUISkin that contains the look for the buttons (further down from the automatically determined resourcePath)

bgImagePath: path to the normal background window image (Also contains the text)

bgImageNVPath: path to the background window image that is shown when rating a new version

closeButtonPath: path to the close button image

closeButtonRect: Where to put the close button? Offset from the top-right of the background-image.

If you're displaying this window on top of other GUI, I've marked two spots in the source-code (search for `/** TODO`) where you can add a line of code to disable and enable all other GUI when the AskToRate window fades in and fades out respectively.

TESTING

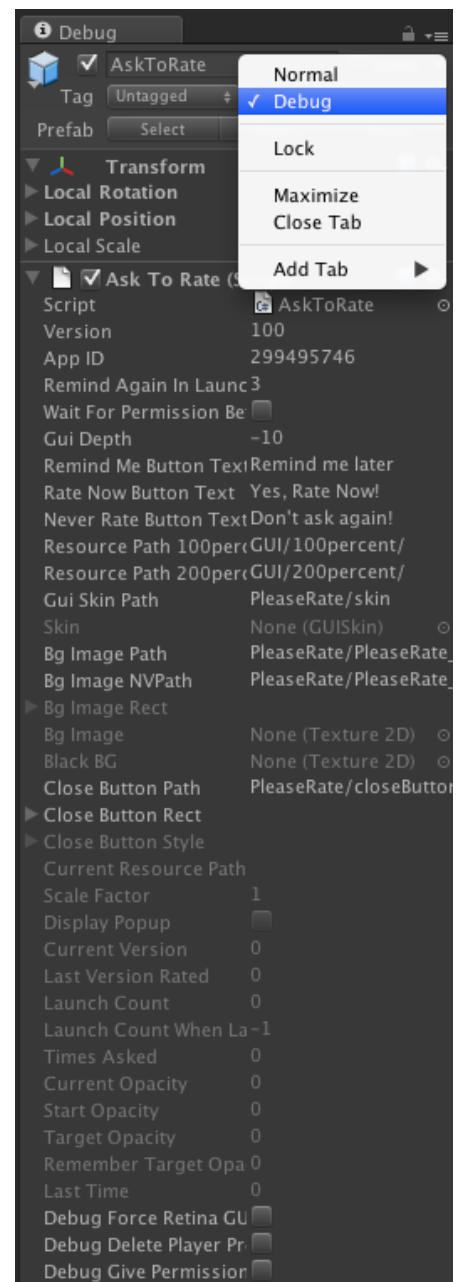
There's three checkboxes at the bottom of the inspector that will make testing easier for you:

Debug Force Retina GUI: The script will look at the screen resolution to determine if it's running on a retina device. You can test the retina GUI either by setting the game view to a retina resolution or by checking this little checkbox.

Debug Delete Player Prefs: Reset all relevant values from the PlayerPrefs for fresh new tests (This ONLY deletes the PlayerPrefs values used by AskToRate, as not to interfere with anything else you might have going on!)

Debug Give Permission To Ask: If you have set **Wait for permission before first appearance**, this will give permission (= Set "AskToRate" in the PlayerPrefs) on Startup.

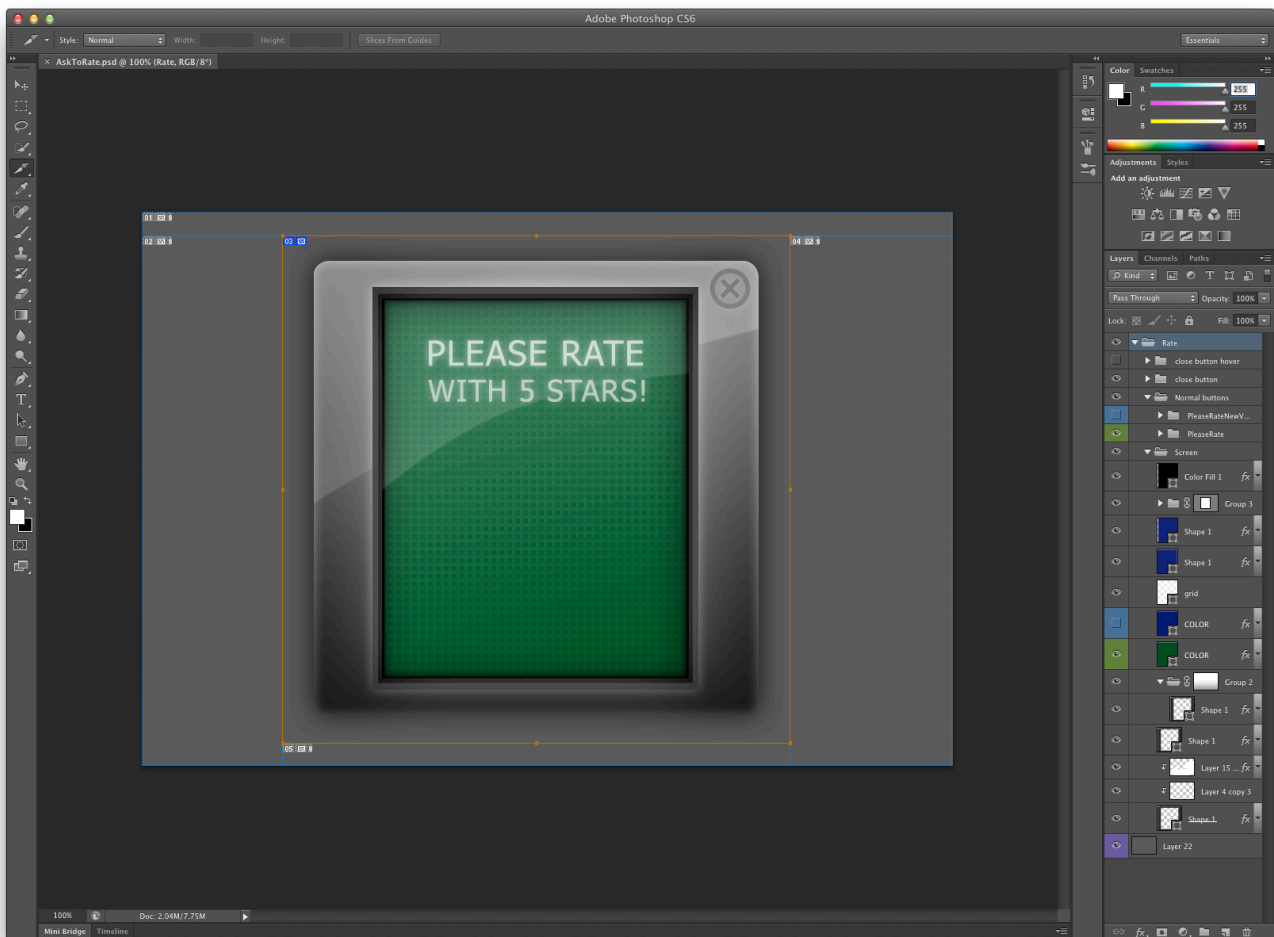
Enable **Debug mode** in the **Inspector** to display all **private values** for additional feedback. Interesting to watch might be **lastVersionRated**, **launchCount**, **launchCountWhenLastAsked** and **timesAsked**.



CUSTOMIZE THE LOOK

The full Photoshop file is included - customize to your heart's content!

File location: [Construction/AskToRate.psd](#)



thank you!

web

<http://blackish-games.com>

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twitter

[@GameAssets](https://twitter.com/GameAssets)