

The Unity3d folder provides a bridge file for Unity docking with OC, which needs to be used with regular iOS resources

1. QKGame.cs : This file provides a Unity interface for calling SDK under Unity3D.

2. TestUnity.cs : This file provides an example of calling the SDK interface in Unity.

3. LoginKitListener.cs : Unity3D handling SDK callback example

4. In the Xcode project, add LuLuConnector.h and LuLuConnector.mm to the Classes directory. Calling the SDK interface in Unity will eventually call the corresponding OC interface in LuLuConnector.mm. In the LuLuConnector.mm file,;

5. The initial interface parameter productCode in LuLuConnector.mm needs to be set to the game's own parameters; **Call loginKitSetListener to specify a Unity3D specific object to handle OC callbacks.** If you need more functions other than basic functions, you can define them according to your actual needs. Maybe you can refer to the iOS access documentation.

6. The Xcode project needs to be set according to the iOS basic access document