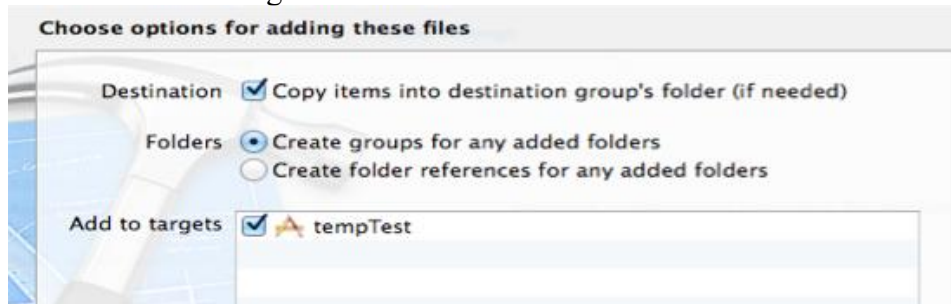


iOS SDK Document for Google Login

Import SDK files

Import the files in the google folder under the SDK folder to the access project and select the correct target.



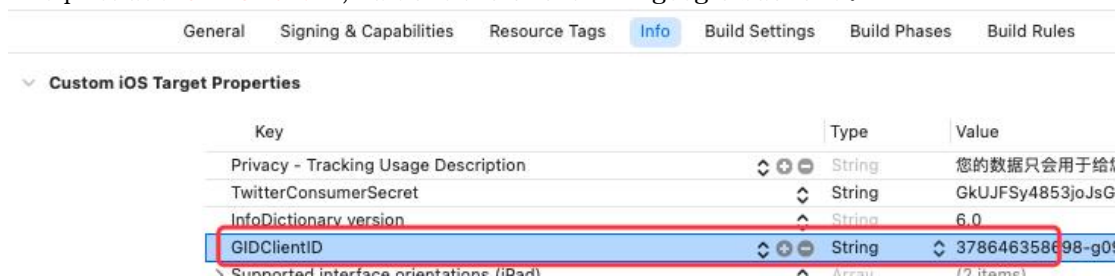
For the xcode project exported using Unity version 2019.3 and later, it contains the UnityFramework dynamic library. When importing the SDK file, you need to pay attention to:

The .framework files in the google folder are all static libraries, and TargetMembership needs to be associated with UnityFramework;

The .bundle resource file TargetMembership needs to be linked to Unity-iPhone.

Xcode configuration

info.plist add **GIDClientID**, value is the clientID in google backend.



Set URL Scheme

info.plist->url types add scheme, It is a reverse google clientid, that is, the order of your google clientid with fields separated by dots is reversed. For example:

com.googleusercontent.apps.1234567890-abcdefg



Application jump callback (required)

Class: `REDeLoginKit`

Function: Process the callback result of the third party application


```
+ (void)application:(UIApplication *)application openURL:(NSURL *)url options:(NSDictionary *)options;
+ (void)application:(UIApplication *)application openURL:(NSURL *)url sourceApplication:(NSString *)source
annotation:(id)annotation;
```


The above methods need to be called in the following system callback methods:


```
- (BOOL)application:(UIApplication *)application openURL:(NSURL *)url sourceApplication:(NSString *)sourceApplication
annotation:(id)annotation
{
    [REDeLoginKit application:application openURL:url
sourceApplication:sourceApplication annotation:annotation];
    return YES;
}
- (BOOL)application:(UIApplication *)application openURL:(NSURL *)url options:(NSDictionary<UIApplicationOpenURLOptionsKey, id> *)options {
    [REDeLoginKit application:application openURL:url
options:options];
    return YES;
}
```


SDK backend configuration


sdk backend->GooglePlay->Params Conf->xxxx Games->Settings->Google Client->client_Id is configured as the GIDClientID used by the client.
































GooglePlay

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▶ Guide