



# Ultimas Pay for Steam Unity Integration Guide

3413 Wolfedale Road, Unit 15  
Mississauga, Ontario, Canada  
L5C 1V8

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# 1 Overview

The Ultimas Pay for Steam Integration Guide document details the steps required for deploying the Ultimas Payment system to a Unity Project and complete production financial transactions.

## 2 Integration

### 1.1 Unity Project Setup

Unity project needs to have Steamworks SDK integrated  
To learn more about how to integrate Steamworks with your Unity project follow the instructions at  
<https://steamworks.github.io/installation/#unity-instructions>

### 1.2 Ultimas Pay Library

Locate UltimasPay.dll inside the UltimasPay.zip archive's Plugins subfolder.  
Copy UltimasPay.dll file to your Unity project's Assets/Plugins folder.  
If you do not have a Plugins folder under Assets, please create it.

### 1.3 Using the Ultimas Pay Library

Sample code can be found in MainController.cs and Inventory.cs files inside the UltimasPay.zip archive's Scripts folder.

MainController.cs demonstrates how the plugin should be initialized and how production vs. sandbox environments can be selected. It also shows how to register a call-back function that will listen for successful transaction completion.

Inventory.cs file simply demonstrates how a "shopping cart" array can be assembled with multiple items in it. This array object is what needs to be passed to initialize a transaction.

### 1.4 Testing Transactions

It is important to note that Steam Overlay is used for completing transactions. Steam Overlay only works when the game is built and deployed to Steam Client and ran from Steam Client's Library.