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## Unity Asset - Facebook Instant Game Exporter V1.2.1

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**Unity Asset - Facebook Instant Game Exporter V1.2.1:** We've made significant updates to ensure seamless integration of your game with the Facebook Instant Game Platform, both on the Web and Messenger. Notably, these changes eliminate the need to install the Facebook addon, streamlining the process for developers like you.

Version 1.2.1 introduces several new APIs and enhancements to facilitate payment processing and interaction with the Facebook Instant Game Platform.

## New APIs Added:

- FBInstant.payments.onReady(cb): Register a callback function for when payments are ready.
- FBInstant.payments.getCatalogAsync(cb): Fetch the catalogue of available products asynchronously.
- FBInstant.payments.purchaseAsync(purchaseConfig, cb): Initiate a purchase asynchronously based on the provided configuration.
- FBInstant.payments.getPurchasesAsync(cb): Fetch the player's purchases asynchronously.
- FBInstant.payments.consumePurchaseAsync(purchaseToken, cb): Consume a purchase asynchronously using the provided token.
- FBInstant.payments.isSupportPayments(): Check if payments are supported on the platform.

**API Demo:** A comprehensive demonstration showcasing the usage of the newly added APIs, providing practical examples for developers.

**Updated Documentation:** Detailed documentation has been updated to reflect the changes in version 1.2.1, ensuring developers have access to accurate and up-to-date information.

These enhancements simplify integration and empower developers to create engaging games for the Facebook Instant Game Platform. With these tools, you can confidently build and deploy games that reach a broad audience across Facebook's Web and Messenger platforms.





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