

# **Ultimate Android Local Notifications**

For latest documentation please refer to [GitHub Wiki](#)

## Install

1. Import [this plugin](#) into your Unity project.
2. Check if you have **AndroidManifest.xml** in Assets/Plugins/Android folder.

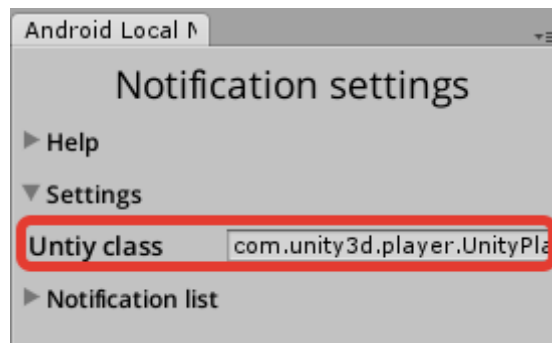
**If you don't** - add this manifest (<https://yadi.sk/d/PlzCJa-jif8Zo>)

to *Assets/Plugins/Android* folder.

**If you do** - check if it contains **UnityPlayerNativeActivity** or the one that extends it.

If you have **UnityPlayerNativeActivity** - you are good to go.

If you have activity that extends **UnityPlayerNativeActivity**- set its full name (e.g. `com.unity3d.player.UnityPlayerNativeActivity`) in *Window->Ultimate Local Notifications -> Settings*



## Creating notifications

The notifications are created using **NotificationBuilder** class. Its constructor takes 3 arguments (required notification fields) - id of the notification, title and notification text.

```
int id = 1;  
string title = "Notification titile";  
string body = "Notification body";
```

```
NotificationBuilder builder = new NotificationBuilder(id, title, body);
```

Then you can add extra options or edit the values of the existing using NotificationBuilder interface. All methods with description you can find in **NotificationBuilder.cs** file.

e.g.

```
int id = 1;
string title = "Notification titile";
string body = "Notification body";

TimeSpan interval = new TimeSpan(2, 0, 0); //2 hour interval

NotificationBuilder builder = new NotificationBuilder(id, title, body);
builder.setTicker          ("New notification arrived!")
        .setDefaults       (NotificationBuilder.DEFAULT_ALL)
        .setAlertOnlyOnce  (true)
        .setDelay          (10000)      // show notification in 10 seconds
        .setRepeating       (true)
        .setAutoCancel     (true)
        .setInterval       (interval); // repeat notification every 2 hours
```

After notification has been built, you have to schedule it

```
AndroidNotifications.scheduleNotification(builder.build());
```

**NOTE:** If want to set custom notification icons - they must be located in *Assets/Plugins/Android/Notfications/res/drawable* folder (or one of those - for more info check out android developer guides on *drawable* folders). Custom sounds must be located in *Assets/Plugins/Android/Notfications/res/raw* folder

## Cancelling notifications (both repeating and one-time)

To cancel the notification, simply call `AndroidNotifications.cancelNotification(...)`.

e.g.

```
//cancel notification with id 7
AndroidNotifications.cancelNotification(7);
```

## Clearing shown notifications

To clear certain notification use `AndroidNotifications.clear(int id)`.

```
// clear shown notification with id 7
AndroidNotifications.clear(7);
```

To clear all shown notifications use `AndroidNotifications.clearAll()`.

```
// clear all shown notifications
AndroidNotifications.clearAll();
```

## Updating notifications

To update one-time or repeating notification, schedule a notification with updated data but with ID of the notification you want to update.

## Showing android toast notification

To show a toast notification use `AndroidNotifications.showToast(string text)`.

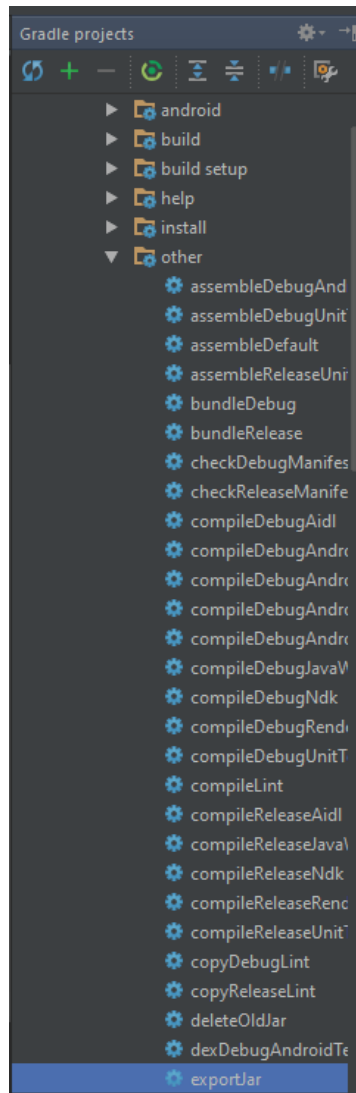
e.g.

```
AndroidNotifications.showToast("Download completed");
```

## Modifying a plugin

Source code of the plugin is included in the package. You can easily extend it if you want. Java library is created with **AndroidStudio**. (you may also want to modify few paths in **build.gradle** file in **deleteOldJar** and **exportJar** tasks. Check comments in those tasks)

To export jar from AndroidStudio go to *Gradle Projects/Tasks/Other* and run **exportJar** task.



In Unity plugin is under Plugins/Android/Notifications folder. It is stored as android library project so manifest, resources and libraries are merged with other during building.

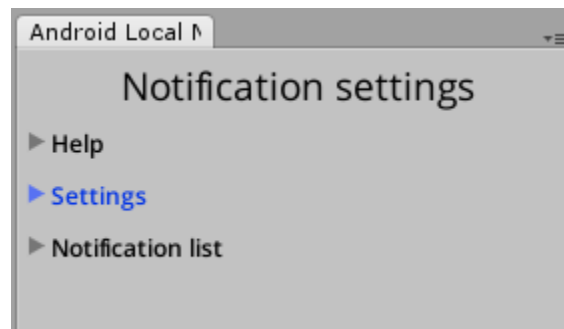
To debug this plugin in AndroidStudio add **Area730Log** log tag to you logcat filter.

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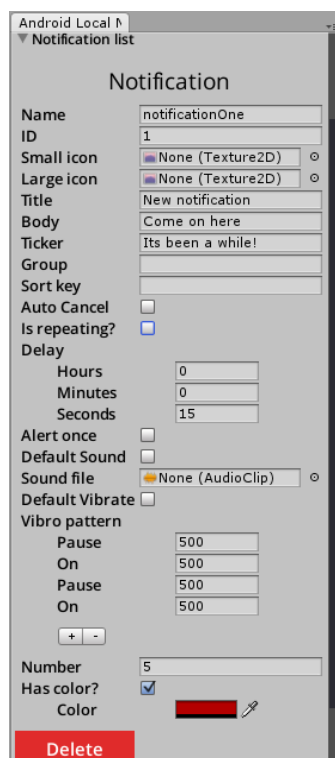
# Notification editor

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Plugin comes with editor extension that allows you to create notifications without the line of code. To open the notification editor window go to *Window -> Android Local Notifications*.



In **Help** section you will find some useful links. In **Settings** section you can set custom Unity class if your activity extends *UnityPlayerNativeActivity*. In **Notification List** section you can add and modify notifications.



When you set custom notification sound or icons in editor window - **they will be automatically copied to Notifications/res/drawable and Notifications/res/raw folders. *Though you will still need to add resized versions to drawable-hdpi and other folders using icon generators mentioned above.***

For detailed information on notification options please refer to [official Android docs](#)

## Other

All classes are located in **Area730.Notifications** namespace

Example scene with sample code is included in the package  
(Assets/Area730/Notifications/Examples)

If you have any questions or suggestions – drop me a letter:  
[support@area730.com](mailto:support@area730.com)

Check out my [other products](#)