

Odnoklassniki Unity SDK

This SDK allows you to connect your Unity **Android** and **iOS** with Odnoklassniki.

Application Requirements

An application registered within OK platform should have:

1. Target platform checked (like ANDROID or IOS)
2. EXTERNAL platform checked
3. Client OAUTH checkbox checked
4. A VALUABLE_ACCESS permission being checked or requested

Setup

1. Based on which Unity major version you are using (4 or 5), you should retain the corresponding DLL file and delete the other (odnoklassniki_unity4.dll / odnoklassiki_unity5.dll in Assets/Plugins) - make sure that GUID of the given DLL stays the same, since if changed, it may break included prefabs.
2. Fill in application parameters in OdnoklassnikiSettings.asset
3. Add the following entries to your android.manifest
 - within application tag

```
<activity android:name="ru.odnoklassniki.unity.OKAndroidPlugin"
    android:label="@string/app_name"
    android:hardwareAccelerated="true"
    android:windowSoftInputMode="adjustResize"

    android:configChanges="fontScale|keyboard|keyboardHidden|locale|mnc|mcc|navigation|
orientation|screenLayout|screenSize|smallestScreenSize|uiMode|touchscreen">
    <intent-filter>
        <data android:scheme="okauth" android:host="INSERT_OK_APPLICATION_ID" />
    </intent-filter>
    <meta-data android:name="android.app.lib_name" android:value="unity" />
    <meta-data android:name="unityplayer.ForwardNativeEventsToDalvik"
android:value="true" />
</activity>
<activity android:name="ru.odnoklassniki.unity.webview.OKWVActivity"
    android:label="@string/app_name"
    android:hardwareAccelerated="true"
    android:windowSoftInputMode="adjustResize"

    android:configChanges="fontScale|keyboard|keyboardHidden|locale|mnc|mcc|navigation|
orientation|screenLayout|screenSize|smallestScreenSize|uiMode|touchscreen">
    <meta-data android:name="android.app.lib_name" android:value="unity" />
    <meta-data android:name="unityplayer.ForwardNativeEventsToDalvik"
android:value="true" />
</activity>
```

where INSERT_OK_APPLICATION_ID should be in format: ok1234567890

- within **manifest** tag

```
<activity android:name="ru.odnoklassniki.unity.auth.AppAuthorization"/>
```

Initialization

```
OK.Init(success =>
{
    if (success) {
        //Proceed to authorization
    }
});
```

Authorization

```
OK.Auth(success =>
{
    if (success) {
        //Authorization successful, you can now use Odnoklassniki API
    }
});
```

There are 2 types of authorization based on whether native Odnoklassniki application ([AppStore](#) / [Google Play](#)) is installed: authorization via native application & authorization via webview.

Once authorized, you will receive an access token lasting for 30 minutes

```
OK.AccessToken
```

If you authorized via native Odnoklassniki application, you will also receive refresh token lasting for 30 days, which can be used to revalidate access token

```
OK.IsRefreshTokenValid
```

You need to take care of refreshing the access token

```
if (OK.IsInitialized && OK.AccessTokenExpiresAt < DateTime.Now) {
    if (OK.IsRefreshTokenValid) {
        OK.RefreshAccessToken(success =>
        {
            //Token refreshed
        });
    } else {
        OK.RefreshOAuth(success => {
            //Token refreshed
        });
    }
}
```

```
    }  
    }  
}
```

Using widgets

Invite Widget

```
OK.OpenInviteDialog(response => {  
    //Will be called after Invite API call  
}, "Invite Message");
```

Suggest Widget

```
OK.OpenSuggestDialog(response => {  
    //Will be called after Suggest API call  
}, "Suggest Message");
```

Photo Upload Widget

```
OK.OpenPhotoDialog(response => {  
    //Will be called after Upload API call  
}, texture, "Description");
```

Publish Widget

```
OK.OpenPublishDialog(response => {  
    //Will be called after Publish API call  
}, OKMedia.Photo(texture, "Description"));
```

Handling errors

```
response => {  
    if (response.Object != null && response.Object.ContainsKey("error_code")) {  
        string errorCode = response.Object["error_code"].ToString();  
        string errorMessage = response.Object["error_msg"].ToString();  
        //Debug.Log or show alert?  
    } else {  
        //Success  
    }  
}
```

F.A.Q.

Is there a convenient way to see if Odnoklassniki widget is shown?

OKWidgets.HasActiveWidget() method does that.