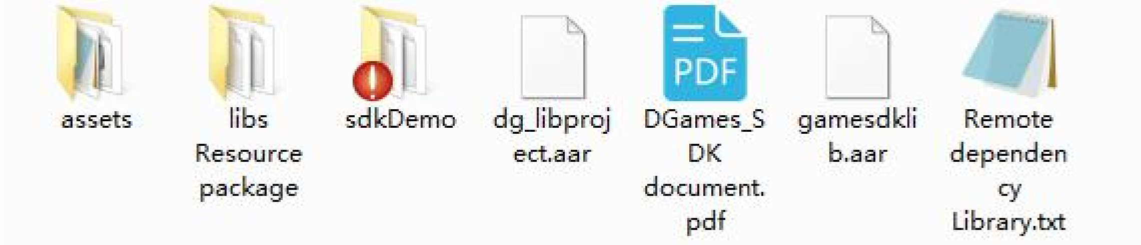
DGames_SDK Access document

Catalog

1.IDE To configure：

Decompress the compressed access document we provide，You can see the following in the root directory:assets、libs resource package、sdkDemo.zip、aar、DGames_SDKAccess documents and remote dependency library files：



assets

libs Resource package

sdkDemo

dg_libproject.aar

DGames_SDK document.pdf

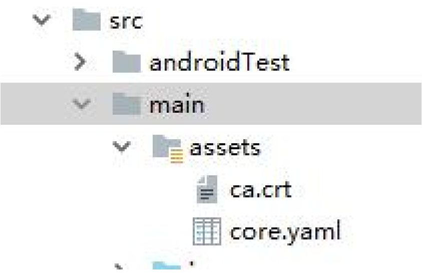
gamesdklib.aar

Remote dependency Library.txt

step：

1.1 Import assets folder

Take assets folder import to Android Studio project，Location as shown below：



```
src
  androidTest
  main
    assets
      ca.crt
      core.yaml
```

1.2 Import aar package

In the Android Studio project, two AAR packages are directly placed under the LIBS package，Add in build gradle of the project :

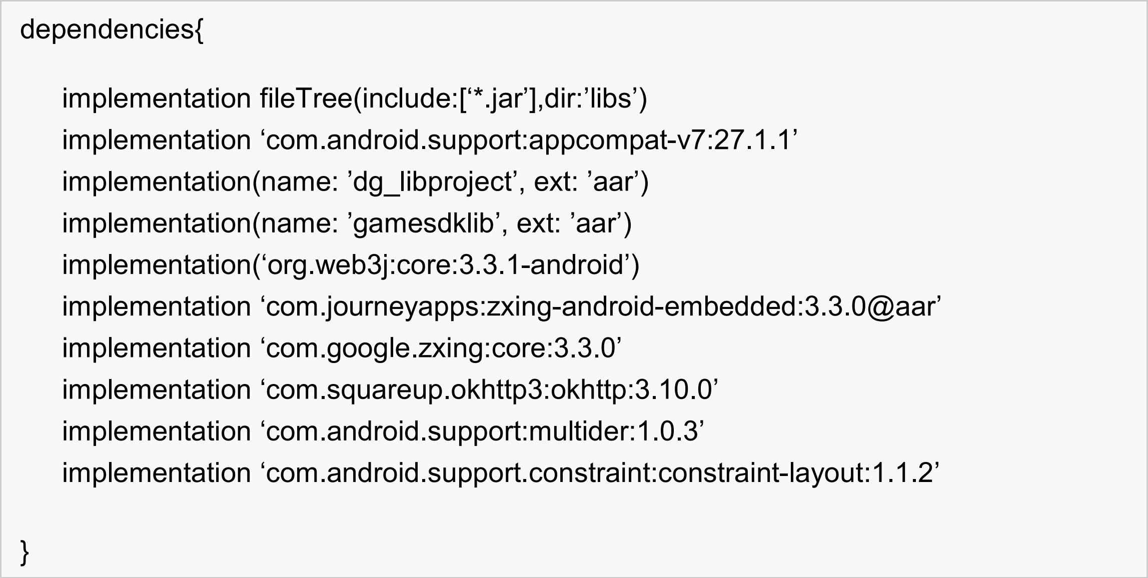
```
Repositories{

 flatDir{

      dirs 'libs'
         }
}
```

Add two lines(If your Android studio is 3.0 ago, please change the following implementation to compile)

```
    implementation(name: ’dg_libproject’, ext: ’aar’)
    implementation(name: ’gamesdklib’, ext: ’aar’)
```

1.3 Import remote dependency Libraries (Be careful: Or copy the LIBS file directly to the corresponding location of the project, (Remote dependency library and LIBS resource bundle) Only one of them can be selected, and the remote dependency library is used below)

Copy and import remote dependency libraries from remote dependent library files: The following diagram:



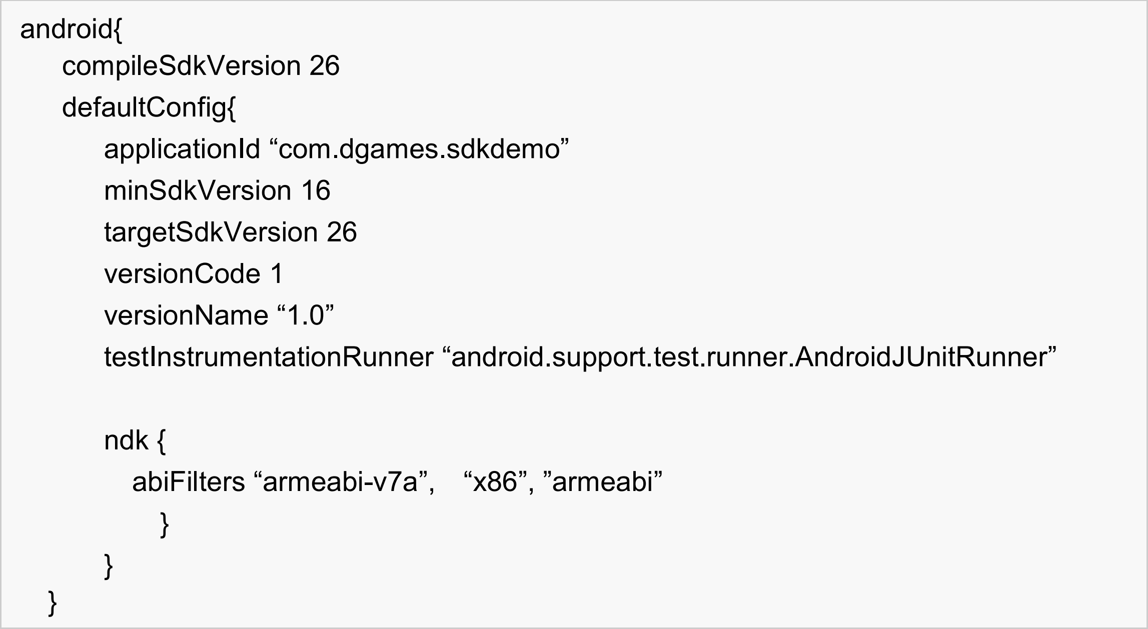
```
dependencies{

    implementation fileTree(include:['*.jar'],dir:'libs')
    implementation 'com.android.support:appcompat-v7:27.1.1'
    implementation(name: 'dg_libproject', ext: 'aar')
    implementation(name: 'gamesdklib', ext: 'aar')
    implementation('org.web3j:core:3.3.1-android')
    implementation 'com.journeyapps:zxing-android-embedded:3.3.0@aar'
    implementation 'com.google.zxing:core:3.3.0'
    implementation 'com.squareup.okhttp3:okhttp:3.10.0'
    implementation 'com.android.support:multider:1.0.3'
    implementation 'com.android.support.constraint:constraint-layout:1.1.2'

}
```

1.4 so File adaptation

Add the following code in build.gradle under app to fit the model:

```
ndk{

        abiFilters" armeabi-v7a" ," x86" ," armeabi"



         }
```

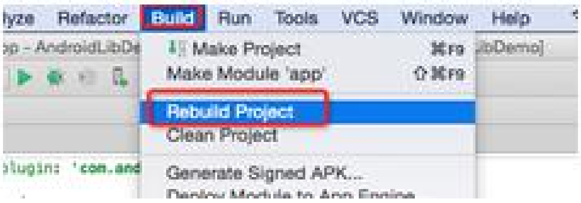
The following diagram:



```
android{
    compileSdkVersion 26
    defaultConfig{
        applicationId "com.dgames.sdkdemo"
        minSdkVersion 16
        targetSdkVersion 26
        versionCode 1
        versionName "1.0"
        testInstrumentationRunner "android.support.test.runner.AndroidJUnitRunner"

        ndk {
          abiFilters "armeabi-v7a",   "x86", "armeabi"
             }
        }
  }
```

1.5 Recompile project:

Select from toolbar: "Build"-->"rebuild project"



kindly reminder:There may be some minor differences in configuration due to the different versions of gradle, but Baidu can refer to relevant online configuration documents to introduce AAR packages into the project。

Note: If the file configuration is complete, the project reports an error: The number of Ex files referenced exceeds the method limit of 65536, please refer to the URL: https://www.aliyun.com/jiaocheng/804289.html

The above IDE configuration is complete, and the client configuration is started

2.client configuration: current version: v1.0.0

2.1: Permission and initialization sdk (Must be connected)

```
*Config.LOGIN..................Already logged in
*Config.UNLOGIN................Not logged in
*Config.LOGINOUT...............Exit logon
*DGameManager.init(this,config)
*config.setLandscape.......The vertical and horizontal screen is set,true
                        as the horizontal screen,false as the vertical screen
*config.setAppId.............Provided by us appId
*config.setApibrowse.........Official browser address to CP
*config.setDebugApibrowse.....Test browser address to CP
*config.setFloatGravity.......Initial display position of suspended ball
*config.setDecimals...........decimals
*config.setDgameDebug.........Set up sub chain currency and dgame recharge
 address and ETH URL address true as test address false as formal address
*config.setLanguage...........en English   cn chinese
*@param     amount                  //Amount of payment
*@param     orderId                 //Order number
*@param     System.currentTimeMillis   //Payment information(Special
 note: to avoid repeated transactions, time stamps must be added to the payment
 information)
PermissionUtils                    //Permission utility class(Warm reminder:
first instantiate a tool class object.)
setPermission();                   //Access method of permission (These four
permissions are required in SDK, and the compiled version of Android studio
 is 23 or more)
getConfig();          //Gets the config object for the SDKinitialization call
QueryGameAmount(this,new ICallback); // Current user chain currency query
                               method (please refer to sdkdemo)
QueryDgasAmount(new ICallback);//Current user DGAs query method (please
                                 refer to sdkdemo)
subStringRecharge(); //Directly adjusting DGAs or dgame recharge sub chain currency
                                    method
```

Call in main Activity:

```
PermissionUtils permissionUtils=new PermissionUtils();
Public void getConfig(){
config=new Config();
```

```
  config.setAppId(“V431rSWOMpq3xGGJYSQTGH5ox1MBiXjJRw”);
  config.setApibrowse(“http://192.168.2.32:801”);
  config.setFloatGravity(FloatGravity.TOP_CENTER);
  config.setDecimals(“100000000”);
  config.setLanguage(“cn”);
  config.setDgameDebug(true);
  config.setLandscape(true);
  }
  perms = new String[]{
               Manifest.permission.CAMERA,
               Manifest.permission.WRITE_EXTERNAL_STORAGE,
               Manifest.permission.READ_PHONE_STATE,
               Manifest.permission.ACCESS_FINE_LOCATION
                  };
  private void setPermission(){
        permissionUtils.requestRunPermission(perms,new PermissionListener()){
        @Override
        public void onGranted(){
                DGameManager.init(this,config);
                }
        @Override
        public void onDenied(List<String> deniedPermission){
            for(int i=0;i<deniedPermission.size();i++){
        showRequestRunPermission=ActivityCompat.shouldsShowRequestRunPermission
Rationale(this,.get(i));
        }if(showRequestRunPermission){
        setPermission();
                }else{
                showMissingPermissionDialog();
                }
                }
            });
        }else{
                DGameManager.init(this,config);

        }

  //Permissions callback method
  @Override
  public void onRequestPermissionsResult(int requestCode, @NonNull
String[]permissions, @NonNull int[] grantResults) {
  super.onRequestPermissionsResult(requestCode, permissions, grantResults);

    permissionUtils.onRequestPermissionsResult(requestCode, permissions,
grantResults);
      }
```

```
Private void showMissingPermissionDialog(){

AlterDialog.Builder builder=new AlterDialog.Builder(this);

  builder.setTitle( “prompt” );

  builder.setMessage( “For your normal use of SDK,please open the permissions!” );

  builder.setPositiveButton( “go Set!” ,new DialogInterface.OnClickListener(){
 Public void onClick(DialogInterface dialog,int which){
                  startAppSettings();
        }
});
}
    Builder.setCancelable(false);
    Builder.show();
}
    Private void startAppSettings(){
    Intent intent=new Intent(Setting.ACTION_APPLICATION_DETAILS_SETTINGS);
    intent.setData(Uri.parse( “package:” +getPackageName()));
    startActivityForResult(intent,REQUEST_CODE_SDK_RESULT_PERMISSIONS);
    }
  @Override
  protected void onActivityResult(int requestCode, int resultCode, Intent data){
  super.onActivityResult(requestCode, resultCode, data);
  if (requestCode==REQUEST_CODE_SDK_RESULT_PERMISSIONS){
        setPermission();

  }
```

2.2: Add life cycle callbacks (must be)

Add to onStart of main Activity

```
DGameManager.onStart();
```

Add to onResume of main Activity

```
DGameManager.onResume();
```

Add to onPause of main Activity

```
DGameManager.hideFloatintView();
```

Add to onStop of main Activity

```
DGameManager.onStop();
```

Add to onDestory of main Activity

```
DGameManager.onDestory();
```

2. 3：API provided by SDK

The following table， The following ways of calling are： DGameManager.Function name(...)，Please refer to the specific method of use sdkDemo，

Function name	effect	Parameter & type	describe
Login(context)	**Login**	Context	Direct call can
setSDKLoginCallback(new ILoginCallBack())	**Login callback (Please refer to demo)**	ILoginCallBack	OnSuccess（message） Callback is successful and Cp ends are obtained: Signdata Validation parameters uname address OnFailed（message）
Pay(context,orderId,amount，comment)	**Pay**	Context orderId Amount Comment	Direct call can

setSDKPayCallback(new IPayCallback)	**Pay callback**	IPayCallback	onPaySuccess(jsonStr)
			Callback is successful and Cp ends are obtained:
			payOrderId txid
			OnPayFail(message)

PayAddress(context,orderId,toAddress,amount，comment)	**Custom Payment Addres**	Context orderId toAddress Amount Comment	Direct call can

openUserCenter()	**personal Center**		Direct call can
isLogin()	**Whether or not to log in**		Direct call can
queryGameAmount (context)	**Subchain balance**	context	CP end gets the sub chain balance.
queryDgasAmount(new Icallback)	**DGAs balance**		CP ends get DGAs balance
rechargeSubChain(context)	Dgas, dgame Recharge sub chain	Context	Direct call can

Note: refer to the server to pay the callback interface document for payment callbacks。