NAVER Cafe SDK Integration Guide

NAVER

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About This Document

Purpose

This document describes how to integrate the NAVER Cafe SDK into applications.

Audience

This document is intended for developers who want to integrate the NAVER Cafe SDK into applications.

Contact Us

For any errors or inquiries regarding this document, please contact us via email.

Email: dl_gamesdkpartner@navercorp.com

Revision History

Date	Description
2015. 12. 23.	First official release of this document

Conventions

Notes

> **Note**
> A note describes useful information for users.

Cautions

> **Caution**
> A caution describes information that users should know in order to prevent system errors.

User Interface (UI) Text and User Input

- UI text: Use bold formatting like **Top Menu > Sub Menu**.
- User input: Use bold formatting like **localhost**.
- Replaceable user input: Use braces to enclose like http://www.naver.com/{company_name}.

Source Code

Text for source code is written in black on a gray background.

```
COPYDATASTRUCT st;
st.dwData = PURPLE OUTBOUND ENDING;
st.cbData = sizeof(pp);
st.lpData = &pp;
::SendMes(GetTargetHwnd(), WM_COPYDATA, (WPARAM)this->m_hWnd, (LPARAM)&st);
```

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Overview

Overview of the NAVER Cafe SDK

The NAVER Cafe SDK lets you easily integrate NAVER Cafe into your mobile games, regardless of game engine. Once it is integrated, mobile gamers do not have to leave games to use community features (NAVER Cafe).

Figure 1 NAVER Cafe SDK view

Features and Characteristics of NAVER Cafe SDK

Main Features

The main features of the NAVER Cafe SDK include the following:

- Supporting both iOS and Android
- Supporting the following game engines: Unity 4 or later and Cocos2d-x 2.1 or later
- Offering a separate floating area for using community features
- Using NAVER Login that supports OAuth 2.0 protocol to authorize users

Requirement

Operating System

The NAVER Cafe SDK supports the following platforms:

- Android: Android 4.2 (Jelly Bean) API level 17 or later
- iOS: iOS 7.0 or later (ARMv7, ARMv7s, and ARM64 supported)

Using NAVER Login to Authorize Users

You must have a client ID to authorize users by using NAVER Login when you use the NAVER Cafe SDK.

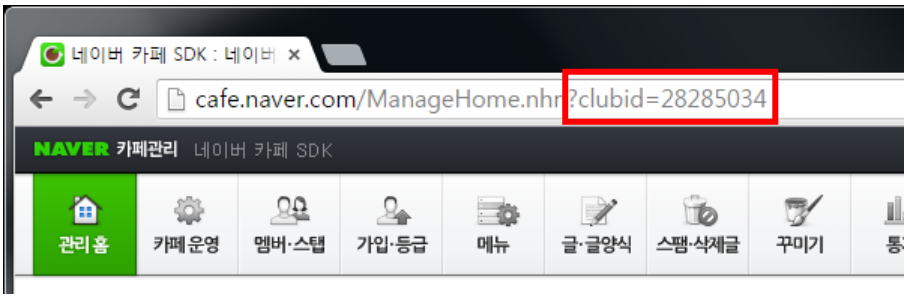
- Client ID: A value issued when you register your game to implement NAVER Login to your game app.

You can obtain a client ID when you register your application in the NAVER Login Developers site. See documentation in the site below for information on how to register your application and check issued client ID and client secret or contact us at dl_gamesdkpartner@navercorp.com.

- NAVER Login Developers: https://nid.naver.com/devcenter/main.nhn (Korean only)

NAVER Cafe ID

In order to use the NAVER Cafe SDK, you are required to have the NAVER Cafe ID. You can see your ID via URL shown in red rectangle below in the Community Settings page, a value of the **clubid** parameter.


네이버 카페 SDK : 네이버
cafe.naver.com/ManageHome.nhn?clubid=28285034
NAVER 카페관리
네이버 카페 SDK
관리 홈
카페 운영
멤버·스탭
가입·등급
메뉴
글·글양식
스팸·삭제글
꾸미기

For Android

Development Environment

Requirement

Development Tool

- IDE: Android Studio or Eclipse
- Android Support Library v7

Adding Other Libraries

To use the NAVER Cafe SDK, you need to add the following libraries to a project before building your project.

Table 1 Libraries required using NAVER Cafe SDK for Android

Library	Description
NAVER Login library	• Included in the NAVER Cafe SDK library (version 4.1.4). • URL for download: https://static.nid.naver.com/images/web/devcenter/3rdparty_login_library_android_4.1.4.zip
NAVER Volleyer	• Included in the NAVER Cafe SDK library (version 2.0.1). • URL for download: http://mvnrepository.com/artifact/com.navercorp.volleyextensions/volleyer
Volley	• Included in the NAVER Cafe SDK library (version 1.0.2). • URL for download: http://mvnrepository.com/artifact/com.mcxiaoke.volley/library
Google Gson	• Included in the NAVER Cafe SDK library (version 2.3.1). • URL for download: http://mvnrepository.com/artifact/com.google.code.gson/gson
Glide	• Included in the NAVER Cafe SDK library (version 3.6.1). • URL for download: http://mvnrepository.com/artifact/com.github.bumptech.glide/glide
Otto	• Included in the NAVER Cafe SDK library (version 1.3.8). • URL for download: http://mvnrepository.com/artifact/com.squareup/otto

Library File Structure

The NAVER Cafe SDK library for Android consists of the following structure:

- lib: The NAVER Cafe SDK library and required libraries
  - cafeSdk-x.x.x.aar: The NAVER Cafe SDK library file that can be used in Android Studio
  - cafeSdk-x.x.x.zip: The NAVER Cafe SDK library that can be used in Eclipse
  - library: A library folder that can be used for the NAVER Cafe SDK
- sample: A folder for sample projects that use the NAVER Cafe SDK library
  - navercafesdk-sample-android-studio: A folder for the NAVER Cafe SDK sample projects that can be used in Android Studio

- navercafesdk-sample-eclipse-master: A folder for the NAVER Cafe SDK sample projects that can be used in Eclipse

Development Environment Setup

To use the NAVER Cafe SDK, you must first set up a development environment as follows:

Android Studio

1. Copy the NAVER Cafe SDK library file (cafeSdk-x.x.x.aar) to the **libs** folder in your Android project.
2. Copy the NAVER Login library file (naveroauthlogin-4.x.x.jar) to the **libs** folder in your Android project.
3. Click **File > Project Structure** in the menu, click **App > Dependencies** in the **Project Structure** dialog box, and add the libraries. You can also manually add them to the **build.gladle** file in your Android project as follows:

```
compile 'com.android.support:support-v13:23.1.0'
compile 'com.navercorp.volleyextensions:volleyer:2.0.1'
compile 'com.google.code.gson:gson:2.3.1'
compile 'com.github.bumptech.glide:glide:3.6.1'
compile 'com.squareup:otto:1.3.8'
```

Eclipse

1. Extract the NAVER Cafe SDK library file (cafeSdk-x.x.x.zip).
2. Add library files required for building your project to the **libs** folder, a part of the extracted contents.
3. Add activities used in NAVER Login and the NAVER Cafe SDK to the **AndroidManifest.xml** file in your Android project as follows:

```
<activity
   android:name="com.naver.glink.android.sdk.ui.VideoPlayActivity"
   android:screenOrientation="sensorLandscape"
   android:theme="@android:style/Theme.Translucent.NoTitleBar.Fullscreen" />
<activity
   android:name="com.nhn.android.naverlogin.ui.OAuthLoginActivity"
   android:screenOrientation="sensorLandscape"
   android:theme="@android:style/Theme.Translucent.NoTitleBar" />
<activity
   android:name="com.nhn.android.naverlogin.ui.OAuthLoginInAppBrowserActivity"
   android:label="OAuth2.0 In-app"
   android:screenOrientation="sensorLandscape" />
```

How to Integrate

Configure the AndroidManifest.xml File

Add the code below to the **AndroidManifest.xml** file in your Android project.

In the package property, enter the same value that you provided for **Android Intent**, which was configured when you registered your application to implement NAVER Login. You also need to configure permissions to access the Glink class, an object to control the NAVER Cafe SDK.

```
<!—The package should have the same value that you provided for Android Intent, which was
configured when you registered your application to implement NAVER Login.-->
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
   package="com.naver.glink.sample">
<!—Permissions to access Glink -->
  <uses-permission android:name="android.permission.INTERNET"/>
  <uses-permission android:name="android.permission.ACCESS_NETWORK_STATE"/>
  <uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE"/>
```

Initialize the NAVER Cafe SDK

Use the Glink.init() method to initialize the NAVER Cafe SDK.

The values for client ID and client secret were obtained when you registered your application to implement NAVER Login.

```
/**
 * Initialize SDK with information received from "NAVER Login Developers".
 * Initialization must be carried out before calling other methods of Glink.
 * NAVER Login Developers: https://nid.naver.com/devcenter/main.nhn (Korean only)
 */
final int cafeId = 28266581;
final String consumerKey = "client ID";
final String consumerSecret = "client secret";
Glink.init(consumerKey, consumerSecret, cafeId);
```

Start the NAVER Cafe SDK Activity

There are five tabs in the NAVER Cafe SDK area. You should select one you want to execute when the NAVER Cafe SDK activity starts.

For example, the Glink.startHome() method is used to execute the Home tab in the code below.

```
// Execute the Home tab when the NAVER Cafe SDK activity starts.
Glink.startHome(activity);
```

The other tabs are as follows: Notice, Event, Menu, and Profile

The description below shows every method to execute each tab.

- Glink.startNotice(): Executes the Notice tab.
- Glink.startEvent(): Executes the Event tab.
- Glink.startMenu(): Executes the Menu tab.
- Glink.startProfile(): Executes the Profile tab.

Close the NAVER Cafe SDK Activity

You can use the Glink.stop() or Glink.popBackStack() method to implement a functionality that closes the NAVER Cafe SDK activity.

- Glink.stop(): Closes all activities at once and exits the NAVER Cafe SDK.
- Glink.popBackStack(): Closes activities in the order they are arranged in a back stack (backStack). The NAVER Cafe SDK exits after all activities are closed. Activities that can be arranged in backStack are as follows: a post view, writing a post, and search.

The code below shows how to close the NAVER Cafe SDK activity with the Glink.stop() method.

```
// Close with the stop() method.
Glink.stop(activity);
```

The code below shows how to close the NAVER Cafe SDK activity with the Glink.popBackStack() method.

```
// Close with the popBackStack() method.
Glink.popBackStack(activity);
```

Compose Post

Use the Glink.startWrite() method to implement a post compose activity.

```
// Start a post compose activity with the default subject and body.
int menuId = 4; // If 0, a menu is not selected.
String text = "Start a post compose activity with the default subject and body.";
Glink.startWrite(MainActivity.this, "subject", text);
```

Use the Glink.startImageWrite() or Glink.startVideoWrite() method if you want to make the post compose activity execute with an image or video attachment.

Execute App Scheme

If you have a banner image that links to an app scheme, you can configure OnClickAppSchemeBannerListener as described below to implement a functionality that executes an app scheme when a touch event occurs.

```
// Configure the app scheme touch listener.
Glink.setOnClickAppSchemeBannerListener(new Glink.OnClickAppSchemeBannerListener() {
     @Override public void onClickAppSchemeBanner(String appScheme) {
       // Receive the app scheme string specified in Community Settings from the NAVER
Cafe SDK.
       // Write code to handle an app scheme.
     }
   });
```

Implement User ID Mapping

Use the Glink.setGameUserId() method to implement a functionality that maps user's game ID to NAVER Cafe ID.

```
// Map user's game ID and NAVER Cafe ID.
// The mapped game ID is displayed in the Profile.
Glink.setGameUserId(this, "gameUserId", "game ID");
```

Change Resource Image

You can change the resource images contained in the NAVER Cafe SDK library as follows:

1. Extract the NAVER Cafe SDK library file (.aaa file).
2. Change image files located under **/res/drawable-xhdpi** folder.
3. Compress the folder into a new .aaa file (NAVER Cafe SDK library).
4. Build a project, using a newly created .aaa file.

> **Caution**
> Make sure that the size of a new image is the same as that of an old one.

API Reference

Glink

Class that controls the NAVER Cafe SDK. With the methods of this class, you can implement functionalities such as initializing, starting, and stopping the NAVER Cafe SDK.

The Glink class provides the following methods:

- init()
- isShowGlink()
- popBackStack()
- setGameUserId()
- startEvent()
- startImageWrite()
- startHome()
- startMenu()
- startNotice()
- startProfile()
- startVideoWrite()
- startWrite()

- stop()

init()

Description

Initializes the NAVER Cafe SDK.

Syntax

```
public static void init(String clientId, String clientSecret, int cafeId);
```

Parameters

Parameter	Type	Required	Description
clientId	String	Y	Client ID issued when you registered your application to implement NAVER Login.
clientSecret	String	Y	Client secret issued when you registered your application to implement NAVER Login.
cafeId	int	Y	Cafe ID that can be found in the URL of the Community Settings page, a value of the **clubid** parameter.

Return Value

None

Code Example

```
//  Initialize the NAVER Cafe SDK with the NAVER Login registration information and NAVER Cafe ID.
Glink.init(“abcd”, "aaaa", 33);
```

isShowGlink()

Description

Checks whether the NAVER Cafe SDK activity is opened.

Syntax

```
public static boolean isShowGlink(Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

- true: State in which the NAVER Cafe SDK activity is opened
- false: State in which the NAVER Cafe SDK activity is not opened

Code Example

```
// Check whether the NAVER Cafe SDK activity is opened.
// If true, it is opened; if false, it is not opened.
Glink.isShowGlink(this);
```

popBackStack()

Description

Closes activities in the order they are arranged in a back stack (backStack). The NAVER Cafe SDK exits after all activities are closed. Activities that can be arranged in backStack are as follows: a post view, writing a post, and search.

Syntax

```
public static void popBackStack(Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

None

Code Example

```
// Close the NAVER Cafe SDK activities one by one.
Glink.popBackStack (activity);
```

setGameUserId()

Description

Maps user's game ID to NAVER Cafe ID.

Syntax

```
public static void setGameUserId(Activity activity, String gameUserId, String fieldName);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method
gameUserId	String	N	User's game ID
fieldName	String	N	Display ID in the Profile (default: user's game ID)

Return Value

None

Code Example

```
// Map user's game ID and NAVER Cafe ID.
// The mapped game ID is displayed in the Profile.
Glink.setGameUserId(this, "gameUserId", "game ID");
```

startEvent()

Description

Starts the NAVER Cafe SDK when the Event tab is selected.

Syntax

```
public static void startEvent(Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

None

Code Example

```
// Execute the Event tab when the NAVER Cafe SDK activity starts.
Glink.startEvent(activity);
```

startImageWrite()

Description

Opens a post compose activity with an image attachment.

Syntax

```
public static void startImageWrite(Activity activity, int menuId, String subject, String
text, String imagery);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method
menuId	int	N	Menu ID (default: -1); it can be found in the URL of the NAVER Cafe Menu, a value of the **menuid** parameter.
subject	String	N	Post subject
text	String	N	Body of the post
imageUri	String	N	Image file path (with URI scheme)

Return Value

None

Code Example

```
// Start a post compose activity with the default subject, body, and an image. Use the
URI scheme for an image.
int menuId = 4; // If 0, a menu is not selected.
String text = "Start a post compose activity with the default subject, body, and an
image.\nYou should use the URI scheme for an image.";
String path = "your image uri";
Glink.startImageWrite(MainActivity.this, menuId, "subject", text, path);
```

startHome()

Description

Opens the NAVER Cafe SDK activity when the Home tab is selected.

Syntax

```
public static void startHome(Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

None

Code Example

```
// Execute the Home tab when the NAVER Cafe SDK activity starts.
Glink.startHome(activity);
```

startMenu()

Description

Opens the NAVER Cafe SDK activity when the Menu tab is selected.

Syntax

```
public static void startMenu(Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

None

Code Example

```
// Execute the Menu tab when the NAVER Cafe SDK activity starts.
Glink.startMenu(activity);
```

startNotice()

Description

Open the NAVER Cafe SDK activity when the Notice tab is selected.

Syntax

```
public static void startNotice(Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

None

Code Example

```
// Execute the Notice tab when the NAVER Cafe SDK activity starts.
Glink.startNotice(activity);
```

startProfile()

Description

Opens the NAVER Cafe SDK activity when the Profile tab is selected.

Syntax

```
public static void startProfile(Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

None

Code Example

```
// Execute the Profile tab when the NAVER Cafe SDK activity starts.
Glink.startProfile(activity);
```

startVideoWrite()

Description

Opens a post compose activity with a video attachment.

Syntax

```
public static void startVideoWrite(Activity activity, int menuId, String subject, String
text, String videoUri);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method
menuId	int	N	Menu ID (default: -1); it can be found in the URL of the NAVER Cafe Menu, a value of the **menuid** parameter.
subject	String	N	Post subject
text	String	N	Body of the post
videoUri	String	N	Video file path (with URI scheme)

Return Value

None

Code Example

```
// Start a post compose activity with the default subject, body, and a video. Use the URI
scheme for a video.
int menuId = 4; // If 0, a menu is not selected.
String text = "Start a post compose activity with the default subject, body, and a
video.\nYou should use the URI scheme for a video.";
String path = "your video uri";
Glink.startVideoWrite(MainActivity.this, menuId, "subject", text, path);
```

startWrite()

Description

Opens a post compose activity.

Syntax

```
public static void startWrite(Activity activity, int menuId, String subject, String text);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method
menuId	int	N	Menu ID (default: -1); it can be found in the URL of the NAVER Cafe Menu, a value of **menuid** parameter.
subject	String	N	Post subject
text	String	N	Body of the post

Return Value

None

Code Example

```
// Start a post compose activity with the default subject and body.
int menuId = 4; // If 0, a menu is not selected.
String text = "Start a post compose activity with the default subject and body.";
Glink.startWrite(MainActivity.this, "subject", text);
```

stop()

Description

Closes all activities at once and exits the NAVER Cafe SDK.

Syntax

```
public static void stop(final Activity activity);
```

Parameters

Parameter	Type	Required	Description
activity	Activity	Y	Context object of an activity that executes the method

Return Value

None

Code Example

```
// Close with the stop() method.
Glink.stop(activity);
```

For iOS

Development Environment

Requirement

Development Tool

- IDE: Xcode 6.0 or later

> **Caution**
> Automatic reference counting (ARC) is enabled in this library.

Adding Other Libraries

To use the NAVER Cafe SDK, you need to add the following libraries to a project before building your project.

Table 2 Libraries required using NAVER Cafe SDK for iOS

Library	Description
NAVER Login library	• Included in the NAVER Cafe SDK library (version 4.0.6). • URL for download: https://static.nid.naver.com/images/web/devcenter/3rdparty_login_library_ios_4.0.6.zip
AFNetworking 1.0 or later	• Included in the NAVER Cafe SDK library (version 2.6.1). • URL for download: https://github.com/AFNetworking/AFNetworking

Library File Structure

The NAVER Cafe SDK library for iOS consists of the following structure:

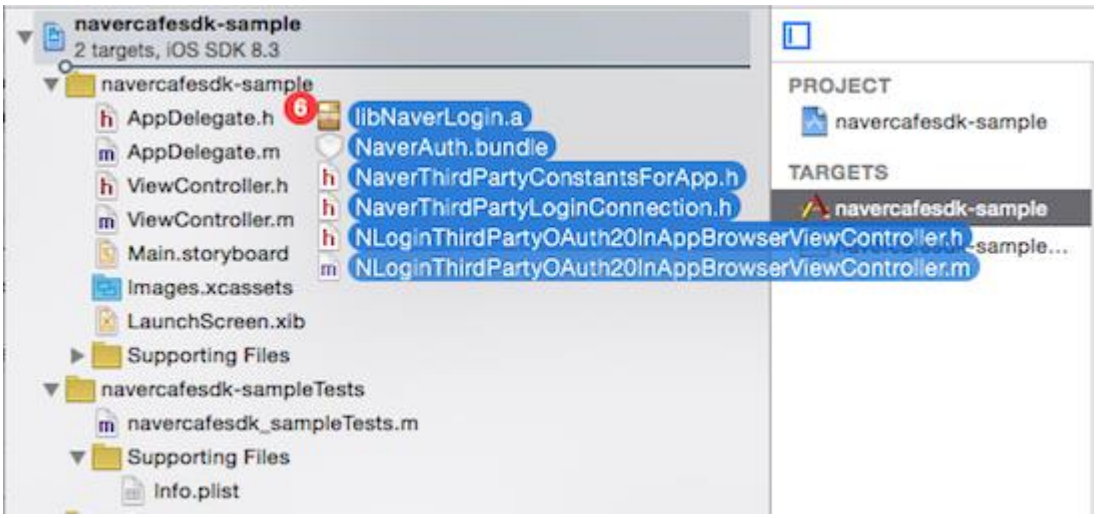
- lib: A folder for the NAVER Cafe SDK library
  - NaverCafeSDK.bundle
  - NaverCafeSDK.framework
- sample: A folder for sample projects that use the NAVER Cafe SDK library and for required libraries
  - external-lib: A folder for the NAVER Login library and the AFNetworking library
  - navercafesdk-sample-ios: A folder for the NAVER Cafe SDK sample projects

Development Environment Setup

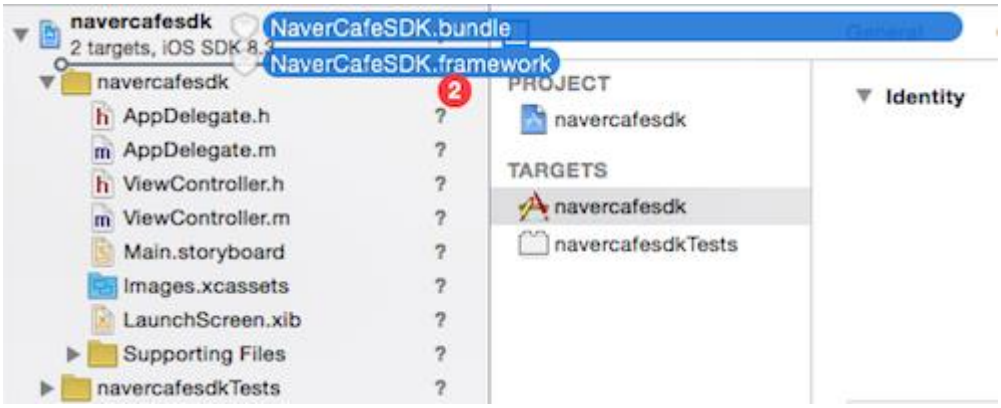
Configuring Xcode

To use the NAVER Cafe SDK, you must first set up a development environment in Xcode as follows:

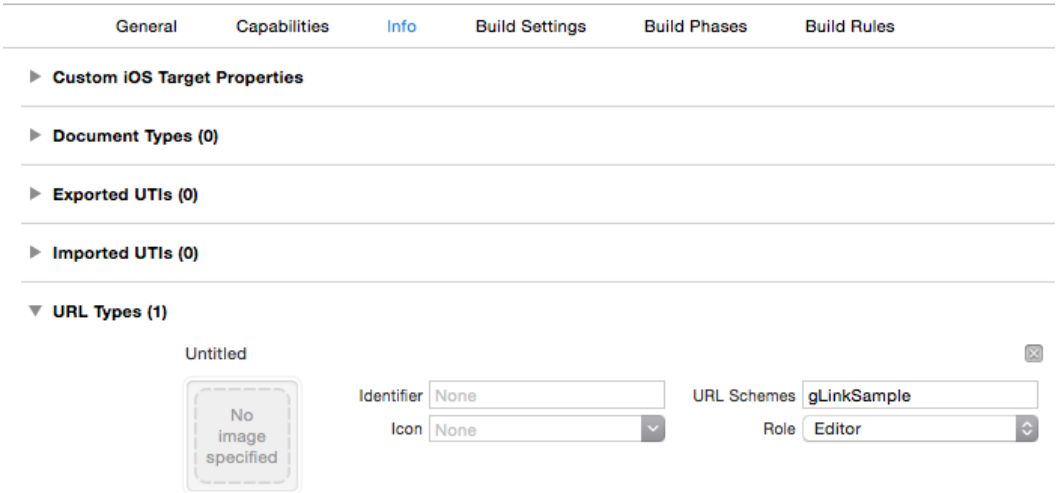
1. Extract the NAVER Login library file.
2. Add the NAVER Login library to your Xcode project.



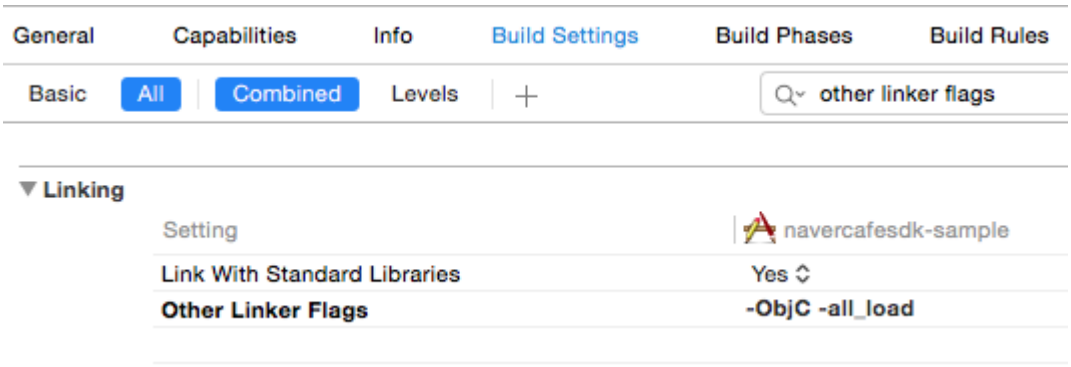
3. Add the **AFNetworking** library to your Xcode project.
4. Extract the NAVER Cafe SDK library file.
5. Add both **NaverCafeSDK.framework** and **NaverCafeSDK.bundle** to your Xcode project.



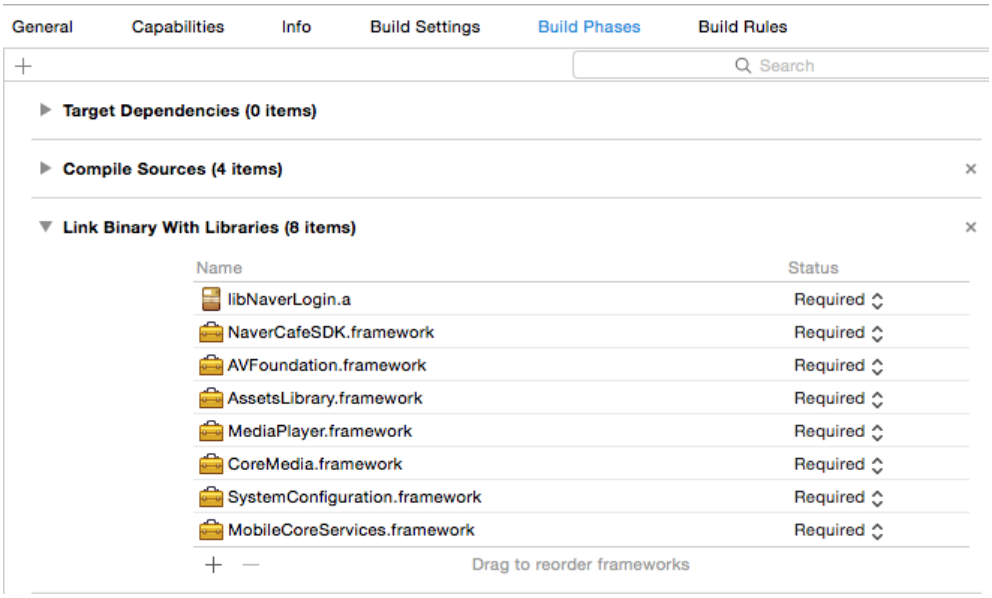
6. Register a URL scheme that you entered when you registered your application to implement NAVER Login in your project.



7. Go to **Build Settings > Other Linker Flags** and specify the **-ObjC –all_load** option so that you can use a static library.



8. Add the following libraries to **Link Binary With Libraries** under **Build Phases**.
   - MobileCoreServices.framework
   - SystemConfiguration.framework
   - MediaPlayer.framework
   - AVFoundation.framework
   - CoreMedia.framework



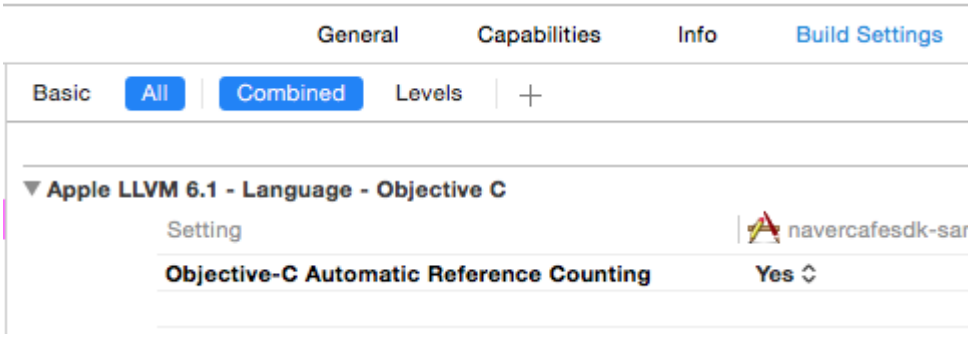
To use a Cocos2d-x engine, add the following libraries.

- MobileCoreServices.framework
- SystemConfiguration.framework
- MediaPlayer.framework
- AVFoundation.framework
- CoreMedia.framework
- GameController.framework
- AssetsLibrary.framework
- Security.framework

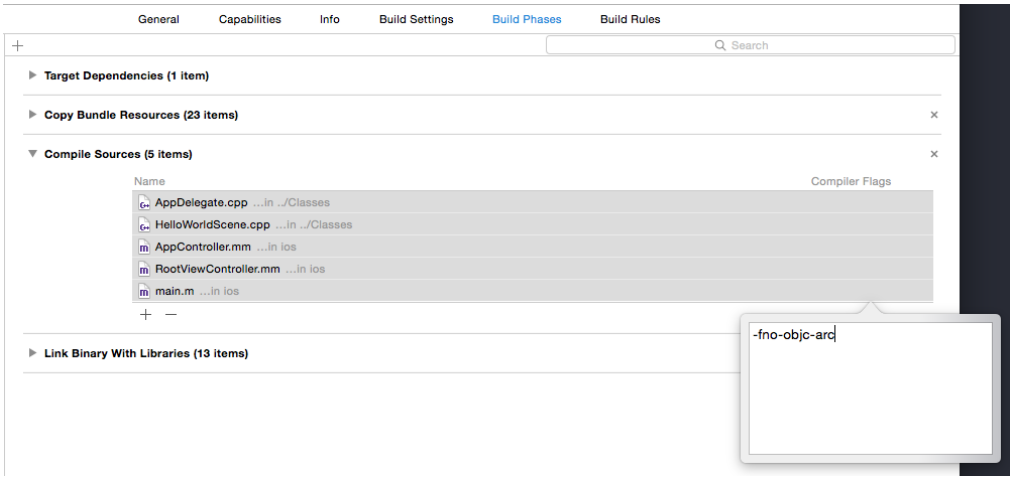
Converting a Project from MRC to ARC

If you are using a Cocos2d-x engine in a manual reference counting (MRC) environment, you must convert it to an automatic reference counting (ARC) environment as follows:

1. Go to **Build Settings > Objective-C Automatic Reference Counting** and specify **YES**.



2. Go to **Build Phases > Compile Sources** and set **Compile Flags** of target files to **-fno-objc-arc**.



How to Integrate

Initialize the NAVER Cafe SDK

Initialize the NAVER Cafe SDK as described below. The values for client ID and client secret were obtained when you registered your application to implement NAVER Login.

```
// ViewController
#import <NaverCafeSDK/NCSDKManager.h>

- (void)viewDidLoad {
// Initialize the NAVER Cafe SDK with the NAVER Login registration information and NAVER
Cafe ID.
    [[NCSDKManager getSharedInstance] setNaverLoginConsumerKey:@"client ID"
                                  naverLoginConsumerSecret:@"client secret"
                                                   cafeId:00000000];

}
```

Configure NAVER Login

Write code below to configure the app delegate so that the login information can be configured in the NAVER Cafe SDK when the NAVER Login process is completed.

```
// AppDelegate
#import <NaverCafeSDK/NCSDKLoginManager.h>

- (BOOL)application:(UIApplication *)application openURL:(NSURL *)url
sourceApplication:(NSString *)sourceApplication annotation:(id)annotation {
// Configure the login information to the NAVER Login object.
    return [[NCSDKLoginManager getSharedInstance] finishNaverLoginWithURL:url];
```

```
}
```

Start the NAVER Cafe SDK Activity

To start the NAVER Cafe SDK activity, you must first set up a view controller for the NAVER Cafe SDK and execute the presentMainViewController method.

```
#import <NaverCafeSDK/NCSDKManager.h>

// Execute the NAVER Cafe Home.
[[NCSDKManager getSharedInstance] setParentViewController:self];
[[NCSDKManager getSharedInstance] presentMainViewController];
```

If you use the presentMainViewControllerWithTabIndex method, instead of using the presentMainViewController method, you can start the NAVER Cafe SDK activity when a specific tab is selected. The presentMainViewControllerWithArticleId method lets the NAVER Cafe SDK activity start when a specific post is opened.

Compose Post

Use the presentArticlePostViewControllerWithMenuId method to implement a post compose activity.

```
// Execute a post compose activity.
[[NCSDKManager getSharedInstance] setParentViewController:self];
[[NCSDKManager getSharedInstance] presentArticlePostViewControllerWithMenuId:0
subject:@"post subject" content:@"body of the post" filePath:@"document"];
```

API Reference

NCSDKManager

Class that controls the NAVER Cafe SDK. With the methods of this class, you can implement functionalities such as initializing, starting, and stopping the NAVER Cafe SDK. It contains the parentViewController class, the top view controller that manages the NAVER Cafe SDK.

The NCSDKManager class provides the following methods:

- dismissViewController
- dismissTopViewController
- getSharedInstance
- navercafeRootViewController
- resetSharedInstance
- presentArticlePostViewControllerWithMenuId
- presentArticlePostViewControllerWithType
- presentMainViewController
- presentMainViewControllerWithArticleId
- presentMainViewControllerWithTabIndex
- presentViewController
- setGameUserId
- setNaverLoginClientId

@property (nonatomic, weak) id parentViewController

Description

View controller that manages the NAVER Cafe SDK. It is a parent class in which the NAVER Cafe SDK is executing.

Syntax

```
@property (nonatomic, weak) id parentViewController;
```

Parameters

None

Return Value

UIViewController object

Code Example

```
[[NCSDKManager getSharedInstance] setParentViewController:self]
```

(void)dismissViewController

Description

Dismisses a view controller, presented above the view controller that manages the NAVER Cafe SDK.

Syntax

```
- (void)dismissViewController:(id)viewController;
```

Parameters

Parameter	Type	Required	Description
viewController	id	Y	View controller presented above the view controller that manages the NAVER Cafe SDK

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] dismissViewController:self];
```

(void)dismissTopViewController

Description

Dismisses the top view controller among current ones, presented above the view controller that manages the NAVER Cafe SDK.

Syntax

```
- (void)dismissTopViewController;
```

Parameters

None

Return Value

None

Code Example

```
[NCSDKManager getSharedInstance] dismissTopViewController];
```

(NCSDKManager *)getSharedInstance

Description

Gets a NAVER Cafe SDK instance (singleton instance).

Syntax

```
+ (NCSDKManager *)getSharedInstance;
```

Parameters

None

Return Value

NCSDKManager object

Code Example

```
[NCSDKManager getSharedInstance]
```

(id)navercafeRootViewController

Description

Gets the top view controller object of the NAVER Cafe SDK.

Syntax

```
- (id)navercafeRootViewController;
```

Parameters

None

Return Value

UIViewController object

Code Example

```
[[NCSDKManager getSharedInstance] navercafeRootViewController]
```

(void)resetSharedInstance

Description

Removes an NCSDKManager object.

Syntax

```
+ (void)resetSharedInstance;
```

Parameters

None

Return Value

None

Code Example

```
 [NCSDKManager resetSharedInstance]
```

(void)presentArticlePostViewControllerWithMenuId

Description

Opens a post compose activity.

Syntax

```
- (void)presentArticlePostViewControllerWithMenuId:(NSInteger)menuId
                                           subject:(NSString *)subject
                                           content:(NSString *)content;
```

Parameters

Parameter	Type	Required	Description
menuId	NSInteger	Y	Menu ID (default: 0); it can be found in the URL of the NAVER Cafe Menu, a value of the **menuid** parameter.
subject	NSString	N	Post subject
content	NSString	N	Body of the post

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] presentArticlePostViewControllerWithMenuId:1
                                                                      subject:@"subject"
                                                                      content:@"body"];
```

(void)presentArticlePostViewControllerWithType

Description

Opens a post compose activity with an attachment.

Syntax

```
- (void)presentArticlePostViewControllerWithType:(GLArticlePostType)type
                                          menuId:(NSInteger)menuId
                                         subject:(NSString *)subject
                                         content:(NSString *)content
                                        filePath:(NSString *)filePath;
```

Parameters

Parameter	Type	Required	Description
type	GLArticlePostType	Y	Attachment file types • 1: images • 2: videos
menuId	NSInteger	Y	Menu ID (default: 0); it can be found in the URL of the NAVER Cafe Menu, a value of the **menuid** parameter.
subject	NSString	N	Post subject

Parameter	Type	Required	Description
content	NSString	N	Body of the post
filePath	NSString	Y	Attached file path

Return Value

None

Code Example

```
 [[NCSDKManager getSharedInstance]
presentArticlePostViewControllerWithType:kGLArticlePostTypeVideo
                                                                menuId:1
                                                               subject:@"subject"
                                                               content:@"body"

filePath:@"private/var/mobile/Applications/0D1657F9-EACF-4D64-BC8A-
4E01EB4FF247/tmp/trim.2CC623C7-78C3-4597-BA75-9BA12BFEF333.MOV"];
```

(void)presentMainViewController

Description

Opens the NAVER Cafe SDK activity.

Syntax

```
- (void)presentMainViewController;
```

Parameters

None

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] presentMainViewController];
```

(void)presentMainViewControllerWithArticleId

Description

Opens the NAVER Cafe SDK activity when a specific post is opened.

Syntax

```
- (void)presentMainViewControllerWithArticleId:(NSUInteger)articleId;
```

Parameters

Parameter	Type	Required	Description
articleId	NSUInteger	Y	Post ID (default: 0)

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] presentMainViewControllerWithArticleId:10];
```

(void)presentMainViewControllerWithTabIndex

Description

Opens the NAVER Cafe SDK activity when a specific tab is selected.

Syntax

```
- (void)presentMainViewControllerWithTabIndex:(NSUInteger)tabIndex;
```

Parameters

Parameter	Type	Required	Description
tabIndex	NSUInteger	Y	Index values of selected tabs (default: 0) • 0: Home • 1: Notice • 2: Event • 3: Menu • 4: Profile

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] presentMainViewControllerWithTabIndex:1];
```

(void)presentViewController

Description

Presents another view controller on top of currently displayed view controller of the NAVER Cafe SDK.

Syntax

```
- (void)presentViewController:(id)viewController;
```

Parameters

Parameter	Type	Required	Description
viewController	id	Y	ID of a view controller object

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] presentViewController:self];
```

(void)setGameUserId

Description

Connects user's game ID with NAVER Cafe ID and displays the ID in the Profile.

Syntax

```
- (void)setGameUserId:(NSString *)gameUserId fieldName:(NSString *)fieldName;
```

Parameters

Parameter	Type	Required	Description
gameUserId	NSString	Y	User's game ID
fieldName	NSString	N	Display ID in the Profile (default: user's game ID)

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] setGameUserId:@"abc3251235" fieldName:@"game ID"];
```

(void)setNaverLoginClientId

Description

Sets a NAVER Login object.

Syntax

```
- (void)setNaverLoginClientId:(NSString *)naverLoginClientId

     naverLoginClientSecret:(NSString *)naverLoginClientSecret

                   cafeId:(NSInteger)cafeId;
```

Parameters

None

Return Value

None

Code Example

```
[[NCSDKManager getSharedInstance] setNaverLoginConsumerKey:@"Consumer ID"
                                naverLoginConsumerSecret:@"Secret ID"
                                                  cafeId:00000000];
```

NCSDKLoginManager

Class that controls the NAVER Login functionalities within the NAVER Cafe SDK.

The NCSDKLoginManager class provides the following methods:

- accessToken
- accessTokenExpireTime
- finishNaverLoginWithURL
- getSharedInstance
- isLoginWithFinish
- isValidAccessTokenExpireTimeNow
- loginWithFinish
- logout
- refreshAccessToken
- refreshAccessTokenWithFinish
- requestDeleteToken
- setIsInAppOauthEnable
- setIsNaverAppOauthEnable

@property (nonatomic, weak) UIViewController *rootViewController

Description

View controller that manages logins in a web view.

Syntax

```
@property (nonatomic, weak) UIViewController *rootViewController;
```

Parameters

None

Return Value

UIViewController object

Code Example

```
[[NCSDKLoginManager getSharedInstance] setRootViewController:self];
```

(NSString *)accessToken

Description

Gets an access token that was received from NAVER servers after authorizing an app with NAVER Login.

Syntax

```
- (NSString *)accessToken;
```

Parameters

None

Return Value

Access token

Code Example

```
[[NCSDKLoginManager getSharedInstance] accessToken];
```

(NSString *)accessTokenExpireTime

Description

Gets expiration time of an access token.

Syntax

```
- (NSString *)accessTokenExpireTime;
```

Parameters

None

Return Value

Expiration time of an access token

Code Example

```
[[NCSDKLoginManager getSharedInstance] accessTokenExpireTime];
```

(BOOL)finishNaverLoginWithURL

Description

Starts the app delegate after completing the NAVER Login process.

Syntax

```
- (BOOL)finishNaverLoginWithURL:(NSURL *)url;
```

Parameters

Parameter	Type	Required	Description
url	NSURL	Y	The URL scheme called back to the app delegate after completing the NAVER Login process

Return Value

- true: Login success
- false: Login failure

Code Example

```
 - (BOOL)application:(UIApplication *)application openURL:(NSURL *)url
sourceApplication:(NSString *)sourceApplication annotation:(id)annotation {
   return [[NCSDKLoginManager getSharedInstance] finishNaverLoginWithURL:url];

}
```

(NCSDKLoginManager *)getSharedInstance

Description

Gets a NAVER Login instance (singleton instance).

Syntax

```
+ (NCSDKLoginManager *)getSharedInstance;
```

Parameters

None

Return Value

NCSDKLoginManager object

Code Example

```
[NCSDKLoginManager getSharedInstance]
```

(void)isLoginWithFinish

Description

Checks whether an access token remains valid, which was received from NAVER servers after authorizing an app with NAVER Login.

Syntax

```
- (void)isLoginWithFinish:(void (^)(BOOL successACToken))finish;
```

Parameters

None

Return Value

- true: Valid access token
- false: Invalid access token because it has expired.

Code Example

```
[[NCSDKLoginManager getSharedInstance] isLoginWithFinish:^(BOOL successACToken) {
      if (successACToken) {

      }
  }];
```

(BOOL)isValidAccessTokenExpireTimeNow

Description

Checks whether an access token exists and remains valid. Note that you cannot check the validity of an access token if it has expired on the server.

Syntax

```
- (BOOL)isValidAccessTokenExpireTimeNow;
```

Parameters

None

Return Value

- true: Valid access token
- false: Invalid access token because it has expired.

Code Example

```
[[NCSDKLoginManager getSharedInstance] isValidAccessTokenExpireTimeNow];
```

(void)loginWithFinish

Description

Starts the process of app authorization with NAVER Login and gets an access token.

Syntax

```
- (void)loginWithFinish:(void (^)(BOOL successACToken))finish;
```

Parameters

None

Return Value

- true: Valid access token
- false: Invalid access token because it has expired.

Code Example

```
 [[NCSDKLoginManager getSharedInstance] isLoginWithFinish:^(BOOL successACToken) {
      if (successACToken) {

      }
  }];
```

(void)logout

Description

Deletes stored access token and refresh token and logs out.

Syntax

```
- (void)logout;//delete local access token
```

Parameters

None

Return Value

None

Code Example

```
[[NCSDKLoginManager getSharedInstance] logout];
```

(void)refreshAccessToken

Description

Renews an access token with the refresh token that was received from NAVER servers after authorizing an app with NAVER Login.

Syntax

```
- (void)refreshAccessToken;
```

Parameters

None

Return Value

None

Code Example

```
[[NCSDKLoginManager getSharedInstance]refreshAccessToken];
```

(void)refreshAccessTokenWithFinish

Description

Gets a refresh token that was received from NAVER servers after authorization an app with NAVER Login.

Syntax

```
- (void)refreshAccessTokenWithFinish:(void (^)(BOOL successACToken))finish;
```

Parameters

None

Return Value

- true: Success
- false: Failure

Code Example

```
 [[NCSDKLoginManager getSharedInstance] refreshAccessTokenWithFinish:^(BOOL successACToken)
{
       if (successACToken) {

       }
   }];
```

(void)requestDeleteToken

Description

Deletes stored access token and refresh token from both client and server.

Syntax

```
- (void)requestDeleteToken;//delete server authorization
```

Parameters

None

Return Value

None

Code Example

```
[[NCSDKLoginManager getSharedInstance] requestDeleteToken];
```

(void)setIsInAppOauthEnable

Description

Runs an in-app browser and performs the login process.

Syntax

```
- (void)setIsInAppOauthEnable:(BOOL)enable;
```

Parameters

Parameter	Type	Required	Description
enable	BOOL	Y	Whether to run an in-app browser

Return Value

None

Code Example

```
[[NCSDKLoginManager getSharedInstance] setIsInAppOauthEnable:YES];
```

(void)setIsNaverAppOauthEnable

Description

Runs a NAVER app and performs the login process.

Syntax

```
- (void)setIsNaverAppOauthEnable:(BOOL)enable;
```

Parameters

Parameter	Type	Required	Description
enable	BOOL	Y	Whether to run a NAVER app

Return Value

None

Code Example

```
[[NCSDKLoginManager getSharedInstance] setIsNaverAppOauthEnable:YES];
```

For Unity

Development Environment

Requirement

Development Tool

- Game engine: Unity 4 or later

Library File

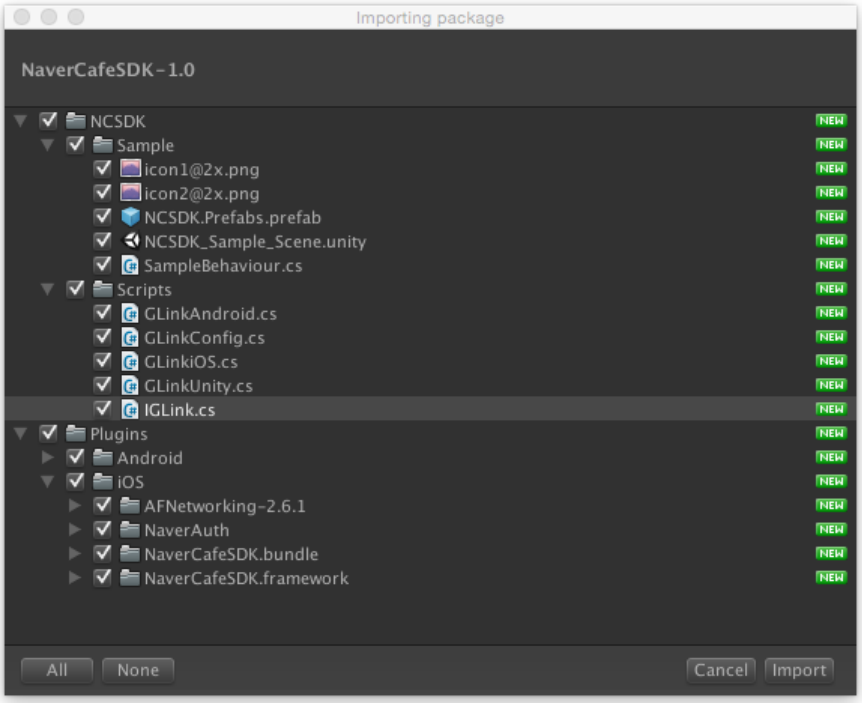
- NaverCafeSDK-1.0.unitypackage: NAVER Cafe SDK library for Unity

Development Environment Setup

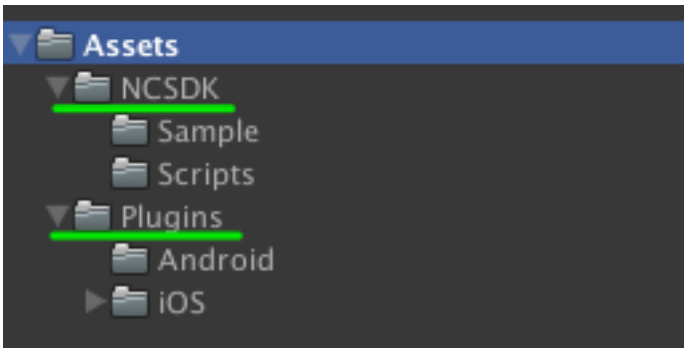
To use the NAVER Cafe SDK, you must first set up a development environment as follows:

Configuring Unity

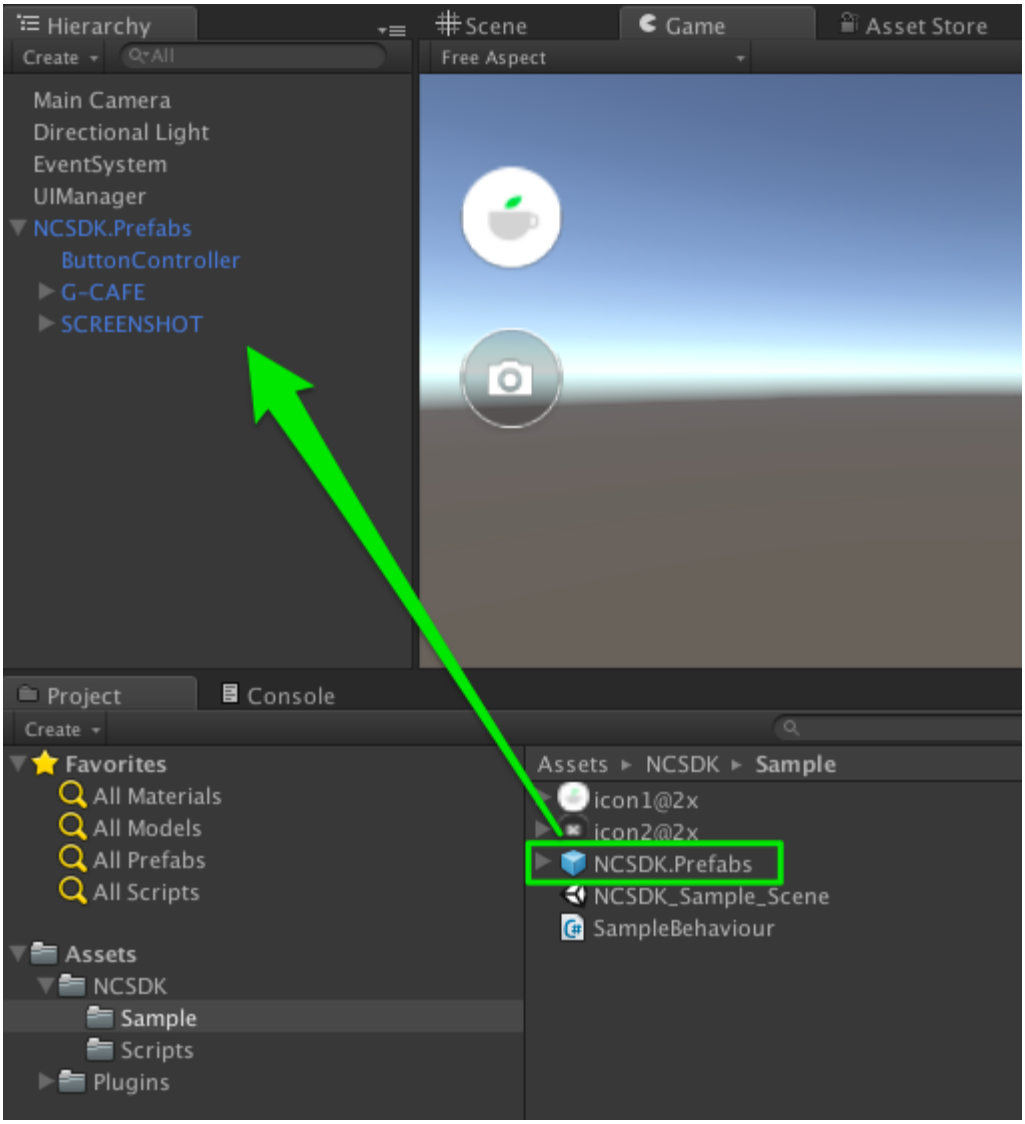
1. Click **Asset > Import package** in the Unity menu and select the **NaverCafeSDK-1.0.unityPackage** file, which was downloaded, in the **Custom Package** dialog box.



2. Click **Import** to create the **NCSDK** and **Plugins** folders in the **Custom Package** dialog box.



3. In the **NCSDK > Sample** folder, drag and drop **NCSDK.Prefabs** to a desired scene. A default button provided by the NAVER Cafe SDK is created.



4. In the **NCSDK > Scripts** folder, enter Cafe ID, client ID, and client secret in the **GLinkConfig** file.

```
//NCSDK/Scripts/GLinkConfig
static class GLinkConfig
{
   public const string NaverLoginConsumerKey =
      "Consumer ID";
```

```
    public const string NaverLoginConsumerSecret =
        "Secret ID";

    public const int CafeId =
        00000000;
}
```

Configuring Android

To use a Unity 5 engine, you must add the NAVER Cafe SDK library as follows:

- Add the NAVER Cafe SDK library file (cafeSdk-x.x.x.aar) and required library files to the **Assets/Plugins/Android** folder.

To use a Unity 4 engine, you must add the following additional configurations in Eclipse.

1. Extract **cafeSdk-x.x.x.zip** which belongs to the NAVER Cafe SDK library.
2. Add library files required for building your project to the **libs** folder, a part of the extracted contents.
3. Import the extracted folder to your project in Eclipse.
4. Click **Android** and select **Is Library** in the project configuration dialog box.
5. Add activities used in the NAVER Cafe SDK to the **AndroidManifest.xml** file as follows:

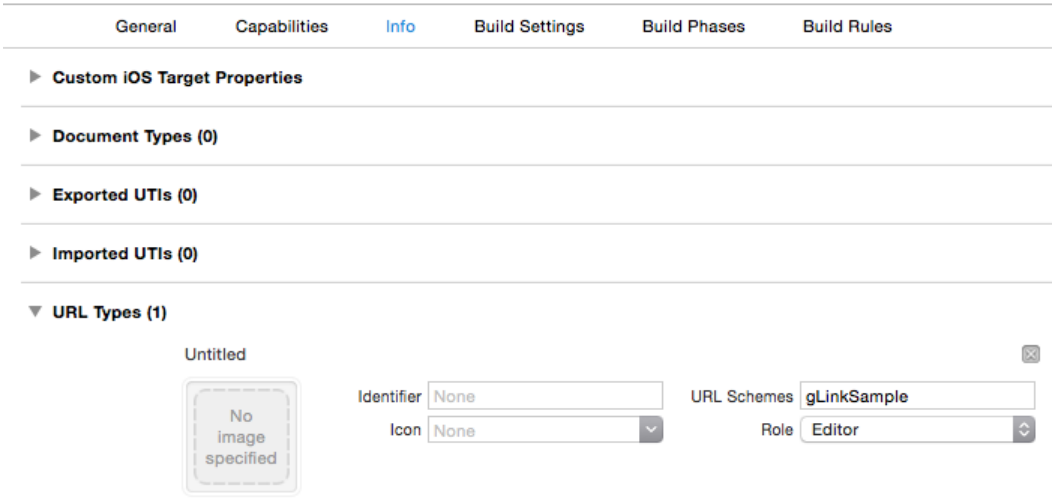
```
<activity
       android:name="com.nhn.android.naverlogin.ui.OAuthLoginActivity"
        android:screenOrientation="sensorLandscape"
        android:theme="@android:style/Theme.Translucent.NoTitleBar"/>
<activity
        android:name="com.nhn.android.naverlogin.ui.OAuthLoginInAppBrowserActivity"
        android:screenOrientation="sensorLandscape"
        android:label="OAuth2.0 In-app"/>
<activity
        android:name=".ui.VideoPlayActivity"
        android:screenOrientation="sensorLandscape"
        android:theme="@android:style/Theme.Translucent.NoTitleBar.Fullscreen"/>
```

6. Build your project in Eclipse.
7. Add the output to the **Assets/Plugins/Android** in your Unity project.
8. Build your Unity project.

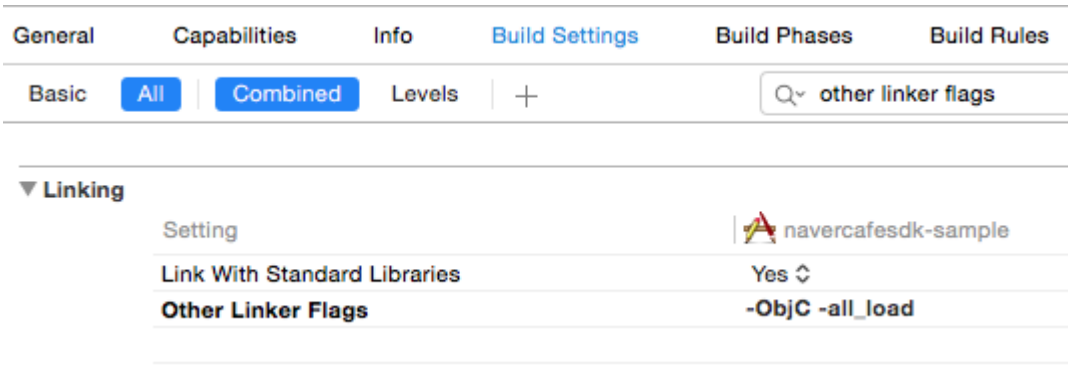
Configuring iOS

To develop applications for iOS, you must add the following configurations to your Xcdoe project.

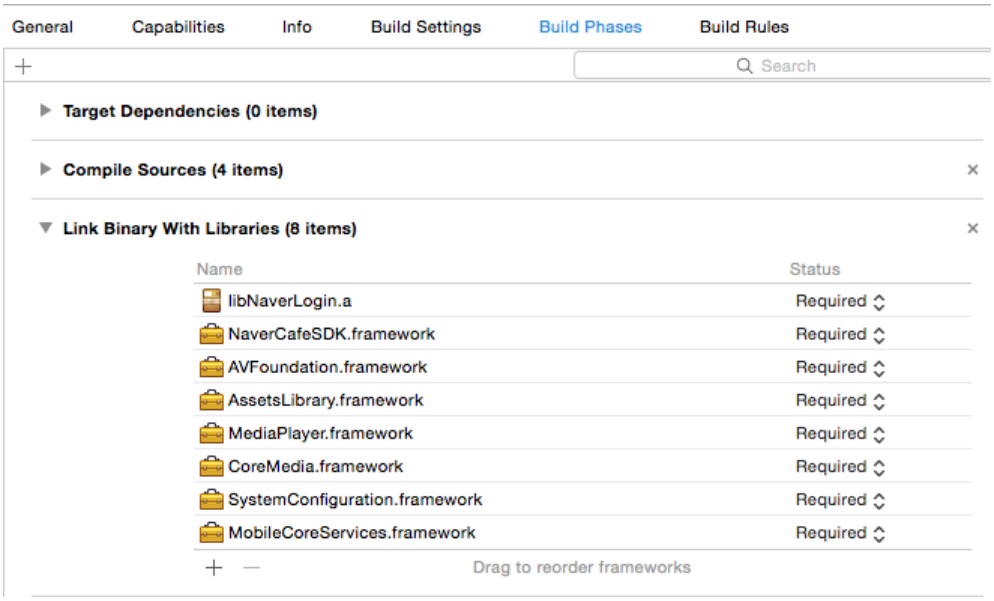
1. Register a URL scheme that you entered when you registered your application to implement NAVER Login in your project.



2. Go to **Build Settings > Other Linker Flags** and specify the **-ObjC –all_load** option so that you can use a static library.



3. Add the following libraries to **Link Binary With Libraries** under **Build Phases**.
   - MobileCoreServices.framework
   - SystemConfiguration.framework
   - MediaPlayer.framework
   - AVFoundation.framework
   - CoreMedia.framework
   - Security.framework
   - AssetsLibrary.framework



4. Write code to call the app delegate when the NAVER Login process is completed as follows:

```
//AppDelegate
# import  <NaverCafeSDK/NCSDKLoginManager.h>

- (BOOL)application:(UIApplication *)application openURL:(NSURL *)url
sourceApplication:(NSString *)sourceApplication annotation:(id)annotation {
    return  [[NCSDKLoginManager getSharedInstance] finishNaverLoginWithURL:url];

}
```

How to Integrate

Execute

Use the GlinkUnity.executeMain() method to start the NAVER Cafe SDK activity.

```
// Cafe Home
GlinkUnity.executeMain ();
```

Use the GlinkUnity.executeArticlePostWithImgae() method to implement a post compose activity.

```
//screenshot
GlinkUnity.executeArticlePostWithImgae(menuId, "post subject", "body of the post", image
path);
```

Use the GlinkUnity .executeArticlePostWithImage() or GlinkUnity .executeArticlePostWithVideo() method if you want to make the post compose activity execute with an image or video attachment.

Implement User ID Mapping

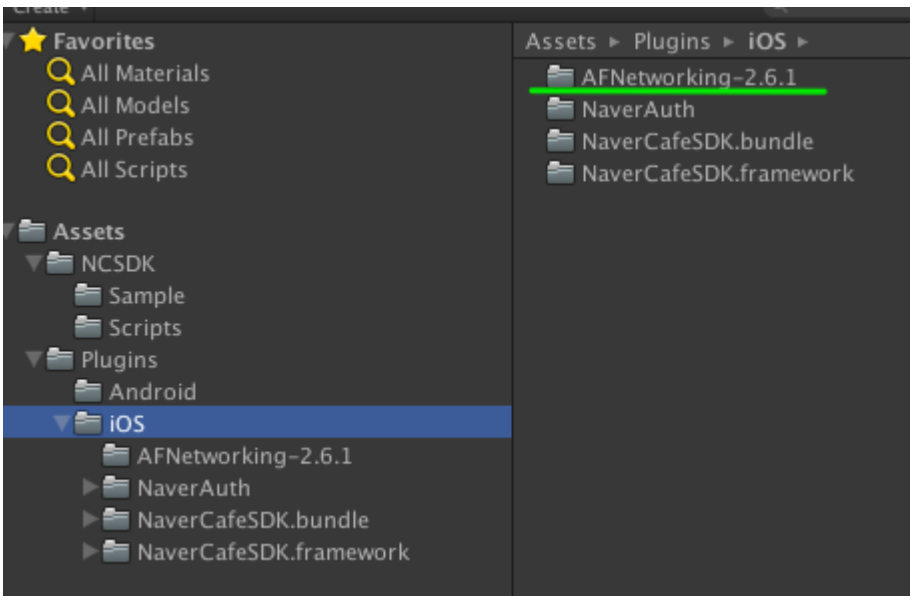
The NAVER Cafe SDK offers a functionality that maps user's game ID to NAVER Cafe ID. You can see the list of ID pairs in the Community Settings page if you access the page from a computer.

The example below shows how to implement an ID mapping functionality for iOS applications.

```
/*
 Map user's game ID to NAVER Cafe ID.
 fieldName is a string to be displayed in the Profile (default: game ID)
 */
- (void)setGameUserId:(NSString *)gameUserId fieldName:(NSString *)fieldName;
```

Change AFNetworking

AFNetworking 2.6.1, a networking library, is included in **NaverCafeSDK.unitypackage** by default. You can delete this AFNetworking library or change it to other version for building your project if needed. Note, however, that the NAVER Cafe SDK supports AFNetworking version 1.x or later.



API Reference

GLinkUnity

Class that controls the NAVNER Cafe SDK. With the methods of this class, you can implement functionalities such as executing the NAVER Cafe SDK or post compose activity.

The GLinkUnity class provides the following methods:

- executeArticlePost()
- executeArticlePostWithImage()
- executeArticlePostWithVideo()
- executeMain()

executeArticlePost()

Description

Opens a post compose activity.

Syntax

```
public static void executeArticlePost(int menuId, string subject, string content) {
       sharedInstance().executeArticlePost (menuId, subject, content);
   }
```

Parameters

Parameter	Type	Required	Description
menuId	int	Y	Menu ID (default: -1); it can be found in the URL of the NAVER Cafe Menu; a value of the **menuid** parameter.
subject	string	Y	Post subject
content	string	Y	Body of the post

Return Value

None

Code Example

```
GlinkUnity.executeArticlePost(28290504, "post subject","body of the post" );
```

executeArticlePostWithImage()

Description

Opens a post compose activity with an image attachment.

Syntax

```
  public static void executeArticlePostWithImage(int menuId, string subject, string
content, string filePath) {
       sharedInstance().executeArticlePostWithImage (menuId, subject, content, filePath);
   }
```

Parameters

Parameter	Type	Required	Description
menuId	int	Y	Menu ID (default: -1); it can be found in the URL of the NAVER Cafe Menu, a value of the **menuid** parameter.

Parameter	Type	Required	Description
subject	string	Y	Post subject
content	string	Y	Body of the post
filePath	string	Y	Image file path (with URI scheme)

Return Value

None

Code Example

```
{
GlinkUnity.executeArticlePostWithImgae(28290504, "post subject", "post
content","/navercafesdk/glink.png" );
}
```

executeArticlePostWithVideo()

Description

Opens a post compose activity with a video attachment.

Syntax

```
   public static void executeArticlePostWithVideo(int menuId, string subject, string
content, string filePath) {
       sharedInstance().executeArticlePostWithVideo (menuId, subject, content, filePath);
   }
```

Parameters

Parameter	Type	Required	Description
menuId	int	Y	Menu ID (default: -1); it can be found in the URL of the NAVER Cafe Menu, a value of the **menuid** parameter.
subject	string	Y	Post subject
content	string	Y	Body of the post
filePath	string	Y	Video file path (with URI scheme)

Return Value

None

Code Example

```
{
GlinkUnity.executeArticlePostWithImgae(28290504, "post subject", "body of the
post","/navercafesdk/glink.avi" );
}
```

executeMain()

Description

Opens the NAVER Cafe SDK activity.

Syntax

```
public static void executeMain() {
       sharedInstance().executeMain ();
   }
```

Parameters

None

Return Value

None

Code Example

```
{
 GlinkUnity.executeMain ();
}
```