Simple Android Notifications Free
by Hippo Games

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1 ABOUT

Simple Android Notifications for Unity 5 provides you a simple way to create local notifications for your games and apps. It uses native Android Alarm Manager and Notification Manager.

The plugin supports Android 4.0.3 and later and is compatible with Unity 5. You can play the demo scene to check notifications on your device.

2 FEATURES

- Device reboot support
- Cancellation of already displayed notifications
- Notification click callback
- Repeated notifications
- 20 general preloaded icons
- Multiline support for API 16+ (NEW)
- Grouped notifications for API 23+ (NEW)
- Notification execute mode
- Advanced notification id management
- Custom icons
- Custom vibration
- Custom lights

3 PAID VERSION FEATURES

- Device reboot support
- 20 general preloaded icons
- Execution mode
- Advanced notification id management
- Custom icons
- Custom vibration
- Custom lights

4 SETUP & TEST GUIDE

1. Create a new empty project
2. Import the package (Assets/Import Package/Custom Package)
3. Set Minimum API Level 15 (Player Settings/Android/Other Settings)
4. Open and add SimpleAndroidNotifications/DemoScene.scene to Scenes in Build (Build Settings)
5. Build project to android device (Build & Run)
6. Test notifications and enjoy!

5 USE NOTIFICATIONMANAGER TO SEND NOTIFICATIONS

- `NotificationManager.Send(TimeSpan delay, string title, string message, Color smallIconColor, NotificationIcon smallIcon)`
- `NotificationManager.SendWithAppIcon(TimeSpan delay, string title, string message, Color smallIconColor, NotificationIcon smallIcon)`
- `NotificationManager.SendCustom(NotificationParams notificationParams)`

6 LIST OF BUILD-IN SMALL ICONS

Use `enum NotificationIcon` to select a small icon from preloaded collection:

- Bell
- Clock
- Event
- Heart
- Message
- Star

7   REQUIREMENTS

These requirements are already done in clean setup.

If you define *Plugins\Android\AndroidManifest.xml*, it should contain *UnityPlayerActivity* activity. This activity is used by plugin and its name is "hard coded" in plugin C# code (you can change it if needed).

simple-android-notifications.aar/AndroidManifest.xml should contain the following permissions and receivers:

```
<?xml version="1.0" encoding="utf-8"?>
<manifest
      xmlns:android="http://schemas.android.com/apk/res/android"
      package="com.unity3d.player"
      android:versionCode="1"
      android:versionName="1.0">
      <uses-permission android:name="android.permission.VIBRATE" />
      <uses-sdk android:minSdkVersion="15" />
      <application
            android:icon="@drawable/app_icon"
            android:label="@string/app_name">
            <receiver android:name="com.hippogames.simpleandroidnotifications.Controller" />
      </application>
</manifest>
```

8   FAQ & TROUBLESHOOTING

Please visit project wiki on GitHub:

https://github.com/hippogamesunity/SimpleAndroidNotificationsPublic/wiki