Ultimate Android Local Notifications

Creating notifications

To use Android Local Notifications you have to import plugin to your project.

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 inteval = 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 notfication

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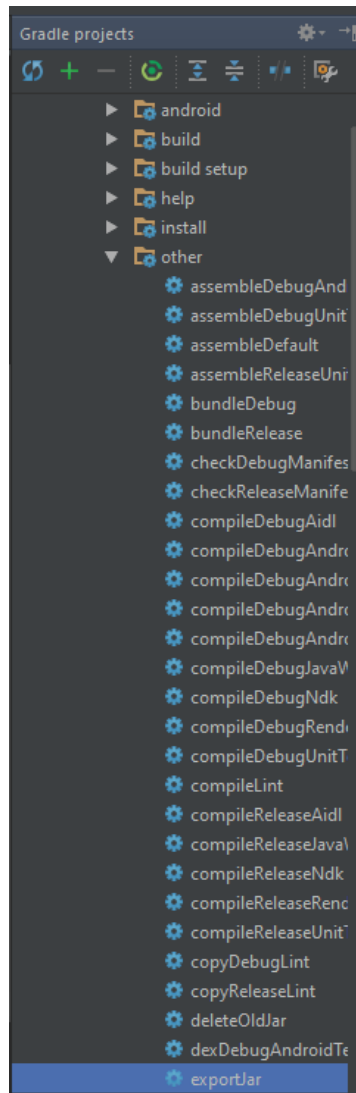
In Unity plugin is under Plugins/Android/Notifications folder. It is stored as android library project so manifest, resources and libraries are merged with other during building.

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

Other

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

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

For up-to-date documentation, please visit
https://github.com/Area730/Documentation/wiki/Android-Notifications