



MOBILE PUSH NOTIFICATIONS



1. WHY DO YOU NEED TO USE THIS PLUGIN

- Increase your game engagement by sending notifications.
- Schedule local notifications with a single line of code.
- Click callback with custom message for each notification to track app sessions started by notification press.
- Custom notification icons
- Custom notification text.
- Device restart support
- Works for Android and iOS without any changes.
- Full code and demo scene included.
- Works with Unity 2019 and above with Free, Plus or Pro license.
- Requires Mobile Notifications package from Unity.



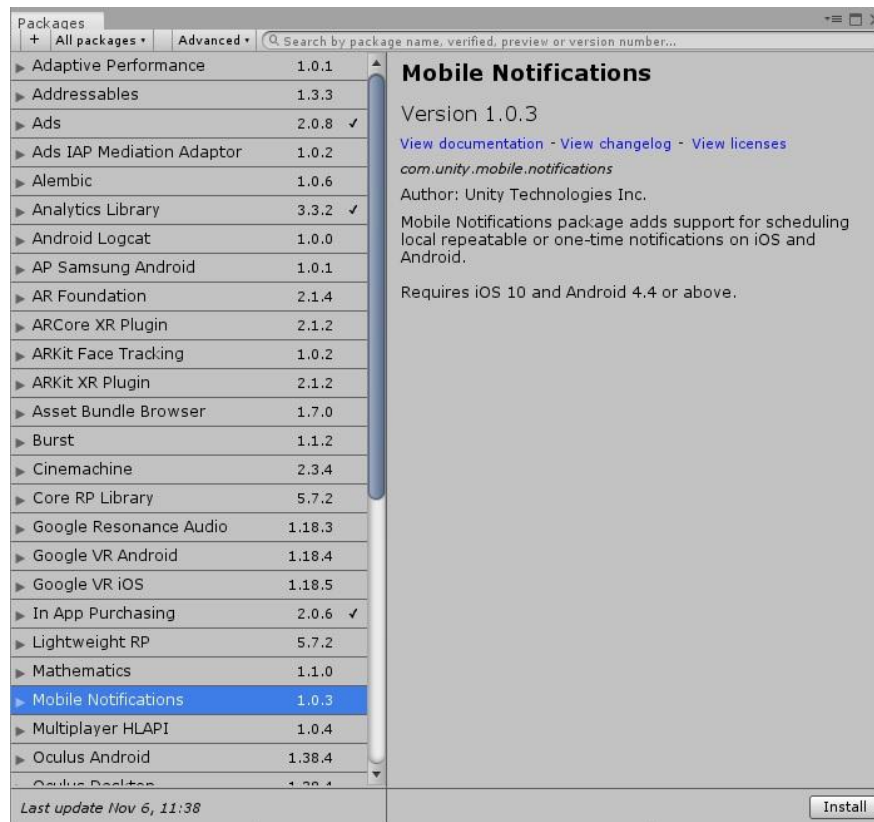
2. CURRENTLY SUPPORTED PLATFORMS

- **Android**
- **iOS**



3. INSTALL MOBILE NOTIFICATIONS

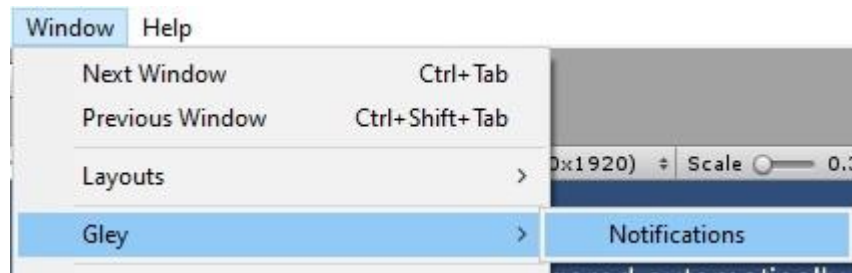
Go to **Window->Package Manager** select **All Packages** and install **Mobile Notifications**.



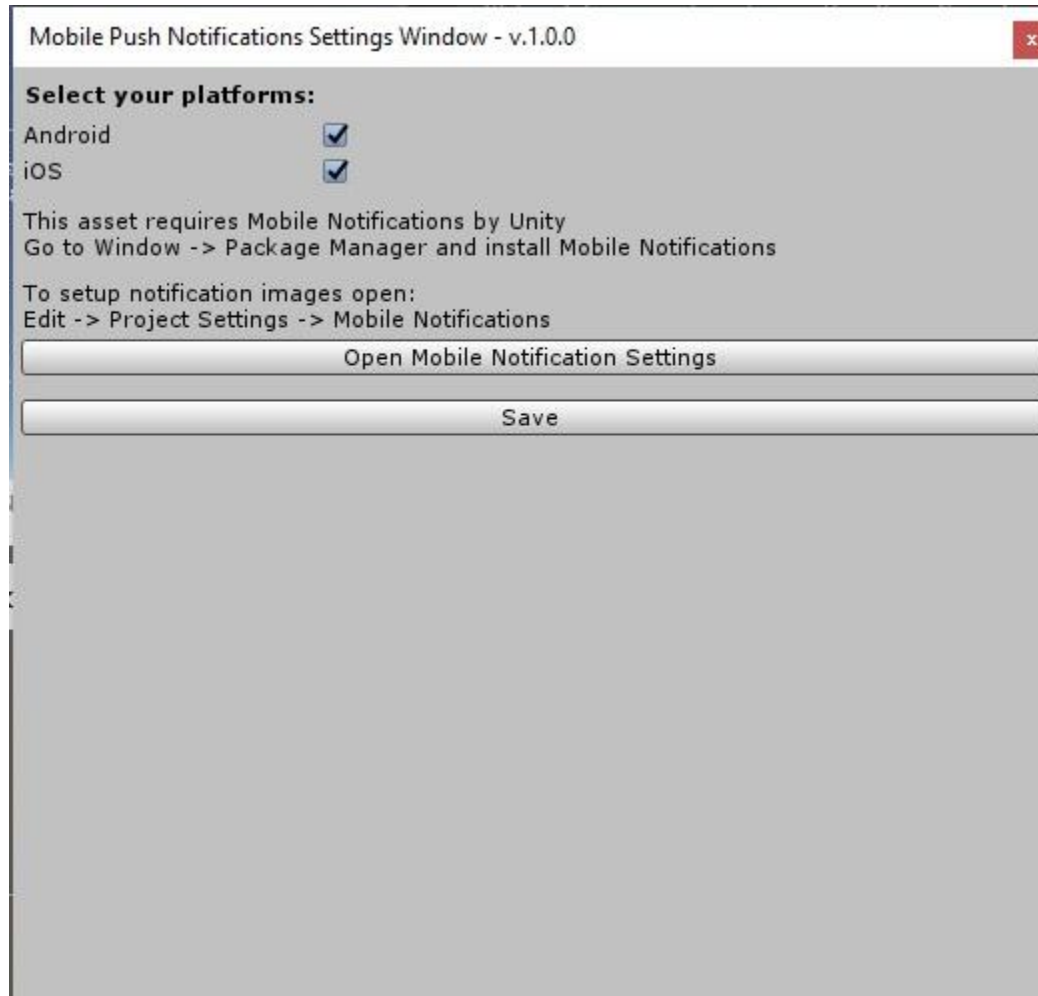


4. SETUP GUIDE

- Import **Gley Mobile Push Notifications Plugin** into Unity.
- Go to **Window->Gley->Notifications** to open the Settings Window.



- Settings Window will open





Notification Setup

- Select Platforms:

A screenshot of a dialog box titled "Select your platforms:". It contains two entries: "Android" and "iOS", each with a checked checkbox to its right.

Select your platforms:	
Android	<input checked="" type="checkbox"/>
iOS	<input checked="" type="checkbox"/>

- Open Unity Mobile Notifications Settings from:
- **Edit -> Project Settings -> Mobile Notifications**
- or press the **Open Mobile Notification Settings** from Settings Window

A screenshot of a dialog box with the text "To setup notification images open:" and "Edit -> Project Settings -> Mobile Notifications". Below the text are two buttons: "Open Mobile Notification Settings" and "Save".

To setup notification images open:
Edit -> Project Settings -> Mobile Notifications

Open Mobile Notification Settings

Save



Notification Setup Android

- Enable **Reschedule Notifications on Device Restart** to be able to send notifications even after device restart
- Select custom icons, small and large. If no custom icons are selected, app icon will be used

The screenshot shows the 'Mobile Notification Settings' window for Android. The window has a title bar with a close button, a maximize button, and a settings icon. Below the title bar is a tabbed interface with 'Android' and 'iOS' tabs. The 'Android' tab is active. The settings include:

- Reschedule Notifications on Device Restart**: A checkbox that is checked.
- Use Custom AndroidActivity**: A checkbox that is unchecked.
- Custom Android Activity Name**: A text field containing the value 'com.unity3d.player.UnityPlayerActivity'.

Below these settings is a text box with the following text:

Only icons added to this list or manually added to the 'res/drawable' folder can be used by notifications.
Small icons can only be composed simply of white pixels on a transparent backdrop and must be at least 48x48 pixels.
Large icons can contain any colors but must be not smaller than 192x192 pixels.

Below the text box is a section titled 'Notification icons'. It contains two rows of settings:

- icon_0**: Identifier, **Small Ico+** Type. To the right is a preview of a large black icon with a white 'G' and a 'Select' button.
- icon_1**: Identifier, **Large Ico+** Type. To the right is a preview of a large red icon with a white bell and a 'Select' button.

At the bottom right of the 'Notification icons' section are '+' and '-' buttons.



Notification Setup iOS

- Enable **Request Authorization on App Launch** to request notification permission





5. USER GUIDE

- **GleyNotifications.Initialize();**

This method will create a notification channel and will cancel all pending notifications.
It should be called every time user launches the app.

//title > Title of the notification

//text > Content of the notification

//timeDelayFromNow > delay to display the notification, this delay will be added to current time

//smallIcon > name of the custom small icon from Mobile Notification Settings

//largeIcon > name of the custom large icon from Mobile Notification Settings

//customData > this data can be retrieved if the user opens app from notification

- **GleyNotifications.SendNotification(string title, string text, System.TimeSpan timeDelayFromNow, string smallIcon = null, string largeIcon = null, string customData = "")**

This method is used to schedule a notification.

// returns > the custom data sent to notification or null if the app was not opened from notification

- **string GleyNotifications.AppWasOpenFromNotification()**

Check if current session was opened from notification tap.



7. EXAMPLE

You can find the example test scene here:

Assets/GleyPlugins/Notifications/Example/TestNotifications.unity

How to use the scene:

- Enter a time in minutes, press Send Notification and a notification will be displayed after time expires.
- If you close the app a notification will be sent after 1 minute
- When you open the app from notification a custom message will be displayed on screen.
- Check TestNotifications.cs for details.

When you minimize this app a notification will be triggered automatically after 1 minute

Enter time in minutes

Send Notification

