U.LU ANDROID SDK GUIDE

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| Version | Date | Author | Contents | Sdk-version |
| V1.3.0.0 | 2019/10/18 | Banson | Endoc init | v1.3 |

**1. SDK Import**

Copy ulusdk.x.x.x.arr to app/libs folder and set the Config as below



Application build.gradle

repositories {  
 flatDir {  
 dirs 'libs'  
 }  
 }  
 productFlavors {  
 }  
}

apply plugin: 'com.google.gms.google-services'

dependencies {  
 implementation(name: 'ulusdk1.1.1', ext: 'aar')  
 implementation 'com.google.android.gms:play-services-auth:16.0.1'

implementation 'com.facebook.android:facebook-login:[4,5)'

implementation 'com.google.firebase:firebase-messaging:17.6.0'  
implementation 'android.arch.work:work-runtime:1.0.1

implementation 'com.google.firebase:firebase-core:16.0.7'

'

Project build.gradle

buildscript {  
 repositories {  
 maven { url 'https://maven.google.com' }  
 mavenLocal()  
 jcenter()  
   
 }  
 dependencies {  
 classpath 'com.android.tools.build:gradle:3.3.2'  
 classpath 'com.google.gms:google-services:4.0.1'  
  
 // NOTE: Do not place your application dependencies here; they belong  
 // in the individual module build.gradle files  
 }  
}  
  
allprojects {  
 repositories {  
 maven { url 'https://maven.google.com' }  
 mavenLocal()  
 jcenter()  
 }  
}

### 2. AndroidManifest.xml

#### 2.1 ’Permission’

uses-permission android:name="android.permission.INTERNET"/>  
<uses-permission android:name="com.android.vending.BILLING" />  
<uses-permission android:name="android.permission.ACCESS\_NETWORK\_STATE"/>  
<uses-permission android:name="android.permission.ACCESS\_WIFI\_STATE"/>

<uses-permission android:name="android.permission.WAKE\_LOCK"/>

#### ****2.2.Component****

<meta-data  
 android:name="channel\_id"  
 android:value=channel id"  
 />

<activity  
 android:name="com.ulusdk.WebviewActivity"  
 android:screenOrientation="portrait"

></activity>

android:screenOrientation="portrait"

// portrait or sensorLandscape  
<activity  
 android:name="com.ulusdk.UserCenterActivity"  
 android:configChanges="orientation|keyboardHidden|screenSize"  
 android:screenOrientation="sensorLandscape"></activity>

<activity

<!-- Notice: don’t set orientation, it will be set by SDK code dynamic -->

android:name="com.ulusdk.ULUMainActivity"  
 android:configChanges="orientation|keyboardHidden|screenSize"  
 android:theme="@style/ulu\_activity"  
  
 ></activity>

<activity  
 android:name="com.ulusdk.BindMailActivity"  
android:configChanges="orientation|keyboardHidden|screenSize"  
 android:screenOrientation="sensorLandscape"></activity>  
<activity  
 android:name="com.ulusdk.ChangePasswordActivity"  
android:configChanges="orientation|keyboardHidden|screenSize"  
 android:screenOrientation="sensorLandscape"></activity>

<service  
 android:name="com.ulusdk.googlepush.ULUFirebaseMessagingService"  
 android:exported="false">  
 <intent-filter>  
 <action android:name="com.google.firebase.MESSAGING\_EVENT" />  
 </intent-filter>  
</service>

<!-- facebook SDK-->  
<meta-data android:name="com.facebook.sdk.ApplicationId" android:value="@string/facebook\_app\_id"/>  
 <activity android:name="com.facebook.FacebookActivity"  
 android:configChanges= "keyboard|keyboardHidden|screenLayout|screenSize|orientation"  
 android:label="@string/app\_name" />  
 <activity android:name="com.facebook.CustomTabActivity" android:exported="true">  
 <intent-filter> <action android:name="android.intent.action.VIEW" />  
 <category android:name="android.intent.category.DEFAULT" />  
 <category android:name="android.intent.category.BROWSABLE" />  
 <data android:scheme="@string/fb\_login\_protocol\_scheme" />  
 </intent-filter> </activity>

#### ****2.3.**** XML Setting

In Strings.xml add ‘facebook\_app\_id’ and ‘fb\_login\_protocol\_scheme’，’ google\_pay\_key’，google-service.json provide by ULU

<!--facebook sdk-->  
<string name="facebook\_app\_id">1070581506477121</string>  
<string name="fb\_login\_protocol\_scheme">fb1070581506477121</string>  
  
<string name="google\_pay\_key">MIIBIjANBgkqhkiG9w0BAQEFAAOCAQ8AMIIBCgKCAQEA5gxYJh+OKDOHshIS8VXy/ikqMu8ooqSZhUpRBruo90IvgSLzRzgMB3k1qWh1/d/zMzWoX6kaDNLbUQgWupWNMdRNn4ANFqXfIjJhII3c/wCa/UYrZHbrGudnbGcTi1QHHOYxy7TuPNiFqmsmJ20k7hfj4IsKXPQ3DZrClO/cc67jxz6C+JF+huHouYxGhDtreJl438dvTKmzIBDz2/EIGs2GgfDMxYX7JhSf9nrNgl0XtRjhZuxWXLvZgx359Ql/VtJvBA70QIEgV7lxviNJm/ode4xaAJbO+fN25ebBZP/+IjtfrjfUtHdBtf3N8yHaGvVPobn5lwXr/bgEp4OczwIDAQAB</string>

### 3. ULU SDK Integration

#### 3.1. Get SDK instance

ULUSDKManager.*getInstance*()

#### 3.2.Lifetime interface (*Mandatory*)

protected void onCreate(Bundle savedInstanceState) {  
 super.onCreate(savedInstanceState);  
 setContentView(R.layout.*activity\_main*);  
 ULUSDKManager.*getInstance*().ULUOnCreat(this);

}

@Override  
 protected void onActivityResult(int requestCode, int resultCode, Intent data) {  
 super.onActivityResult(requestCode, resultCode, data);  
 ULUSDKManager.*getInstance*().ULUOnActivityResult(requestCode, resultCode, data);  
  
 }  
  
  
 @Override  
 public void onRequestPermissionsResult(int requestCode, @NonNull String[] permissions, @NonNull int[] grantResults) {  
 ULUSDKManager.*getInstance*().onRequestPermissionsResult(requestCode,permissions,grantResults);  
 }

@Override  
protected void attachBaseContext(Context newBase) {  
 super.attachBaseContext(newBase);  
 ULUSDKManager.*getInstance*().ULUattachBaseContext(newBase);  
}

@Override  
 protected void onStart() {  
 super.onStart();  
 ULUSDKManager.*getInstance*().ULUOnStart(this);  
 }  
  
 @Override  
 protected void onStop() {  
 super.onStop();  
 ULUSDKManager.*getInstance*().ULUOnStop(this);  
 }  
  
 @Override  
 protected void onPause() {  
 super.onPause();  
 ULUSDKManager.*getInstance*().ULUOnPause(this);  
 }  
  
 @Override  
 protected void onResume() {  
 super.onResume();  
 ULUSDKManager.*getInstance*().ULUOnResume(this);  
 }  
  
 @Override  
 protected void onDestroy() {  
 super.onDestroy();  
 ULUSDKManager.*getInstance*().ULUOnDestory(this);  
 }

#### ****3.3.SDK Initialize**** (Mandatory)

String gameId="1";  
ULUSDKManager.*getInstance*().init(this, gameId, new ULUInitListener() {  
 @Override  
 public void onInitSuccess() {  
 Toast.*makeText*(MainActivity.this,"Init success",Toast.*LENGTH\_SHORT*).show();  
 }  
  
 @Override  
 public void onInitFail(String errorMsg) {  
 Toast.*makeText*(MainActivity.this,"Init fail ---"+errorMsg,Toast.*LENGTH\_SHORT*).show();  
  
 }  
});

#### ****3.4.Login****(Mandatory)

Return “-1” when Login fail

ULUSDKManager.*getInstance*().login(new ULULoginListener() {  
 @Override  
 public void onLoginSuccess(User user) {  
 String uid=user.getUid();  
 String token=user.getToken();  
 Toast.*makeText*(MainActivity.this,"Login success",Toast.*LENGTH\_SHORT*).show();  
 }  
  
 @Override  
 public void onLoginFail(String erroMsg) {  
 Toast.*makeText*(MainActivity.this,"Login fail "+erroMsg,Toast.*LENGTH\_SHORT*).show();  
 }  
 });

#### ****3.5.Pay**** (Mandatory)

Return ‘-2’ when payment failed

ULUOrder uluOrder=new ULUOrder();  
uluOrder.setExtraData("ExtraData"); //the value will passthrough to server side callback when payment success  
uluOrder.setProductId(SKU\_GAS);  
uluOrder.setProductName("productName");  
  
ULURole uluRole=new ULURole();  
uluRole.setRoleName("RoleName");  
uluRole.setServerName("ServerName");  
uluRole.setServerId("ServerId");  
uluRole.setRoleId("roleId");  
ULUSDKManager.*getInstance*().uluGooglePay(uluOrder,uluRole,new ULUPayListenter() {  
  
 @Override  
 public void onPaySuccess(String orderId) {  
 Toast.*makeText*(MainActivity.this,getString(R.string.*pay\_success*),Toast.*LENGTH\_SHORT*).show();  
  
 }  
  
 @Override  
 public void onPayFail(String orderId, String errorMsg) {  
 Toast.*makeText*(MainActivity.this,getString(R.string.*pay\_fail*)+errorMsg,Toast.*LENGTH\_SHORT*).show();  
  
 }  
  
  
});

#### ****3.7 Open ‘User Center’ Page**** (*Mandatory*)

ULUSDKManager.*getInstance*().setUluLogoutListener(new ULULogoutListener() {  
 @Override  
 public void onLogoutSuccess() {  
 Toast.*makeText*(MainActivity.this, getString(R.string.*logout\_success*), Toast.*LENGTH\_SHORT*).show();  
 }  
  
 @Override  
 public void onLogoutFail(String error) {  
 Toast.*makeText*(MainActivity.this, getString(R.string.*logout\_fail*), Toast.*LENGTH\_SHORT*).show();  
 }  
});  
ULUSDKManager.*getInstance*().enterUserCenter();

#### ****3.8.Query production info from Google**** (*Optional*)

Return ‘-2’ when failed

ArrayList<String> skuList = new ArrayList<String> ();  
skuList.add(SKU\_GAS);  
ULUSDKManager.*getInstance*().queryProductInfo(skuList, new ULUQueryProductListener() {  
 @Override  
 public void onQuerySuccess(Map<String, SkuDetails> map) {  
 SkuDetails skuDetails=map.get(SKU\_GAS);  
 Toast.*makeText*(MainActivity.this,"Query success map.size()==="+map.size(),Toast.*LENGTH\_SHORT*).show();  
 }  
  
 @Override  
 public void onQueryFail(String s) {

Toast.*makeText*(MainActivity.this,"Query fail ",Toast.*LENGTH\_SHORT*).show();  
  
 }  
});

#### ****3.9.Upload Character role info**** (*Optional*)

Suggest Game upload role info when CreateRole, Login and Level up.

ULURole：

uluRole = new ULURole();  
uluRole.setRoleLevel("RoleLevel");  
uluRole.setRoleName("RoleName");  
uluRole.setServerName("ServerName");  
uluRole.setServerId("ServerId");  
uluRole.setVipLevel(1);   
ULUSDKManager.*getInstance*().updateRoleInfo(uluRole);

#### ****4.0.Open Customer Service center**** (*Mandatory*)

uluRole = new ULURole();  
uluRole.setRoleName("RoleName");  
uluRole.setServerName("ServerName");  
uluRole.setServerId("ServerId");  
uluRole.setVipLevel(1);  
uluRole.setRoleId("RoleId");

ULUSDKManager.*getInstance*().openCustomerService(uluRole);