



**MOBILE PUSH NOTIFICATIONS**



## 1. WHY DO YOU NEED TO USE THIS PLUGIN

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- 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

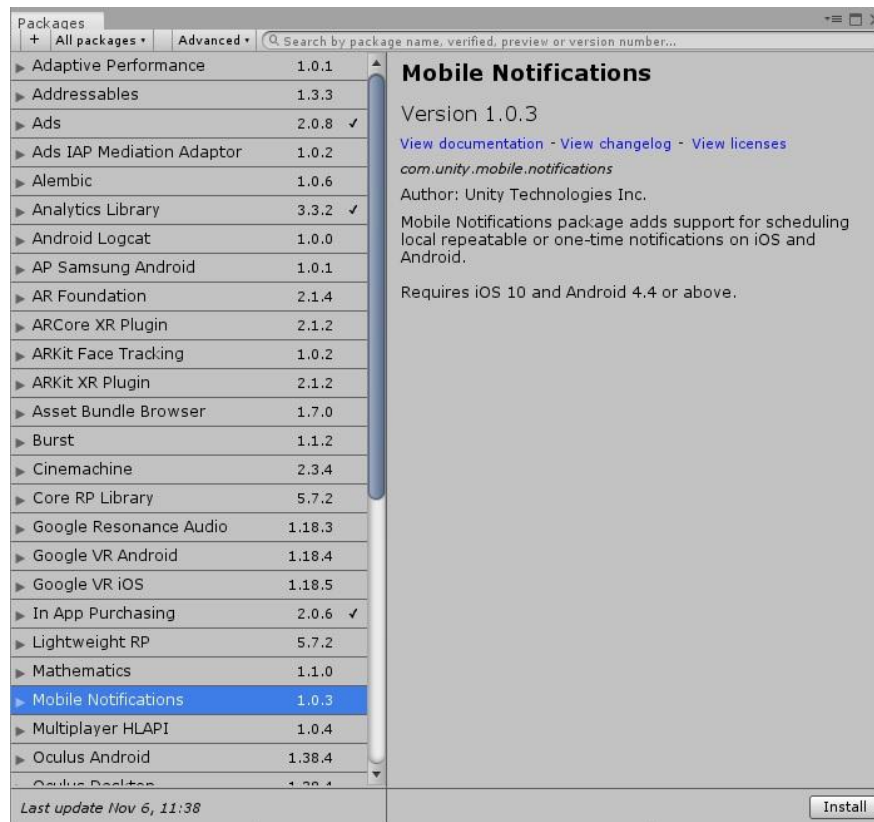
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- **Android**
- **iOS**



### 3. INSTALL MOBILE NOTIFICATIONS

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

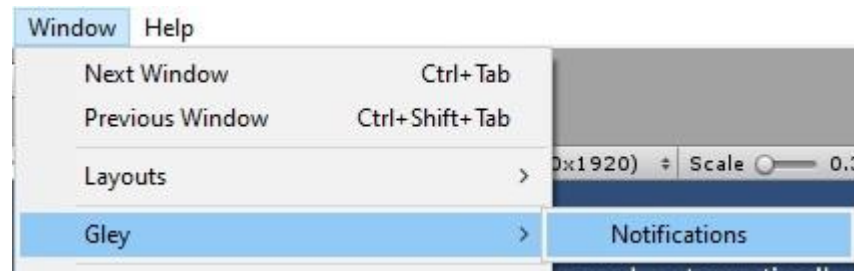




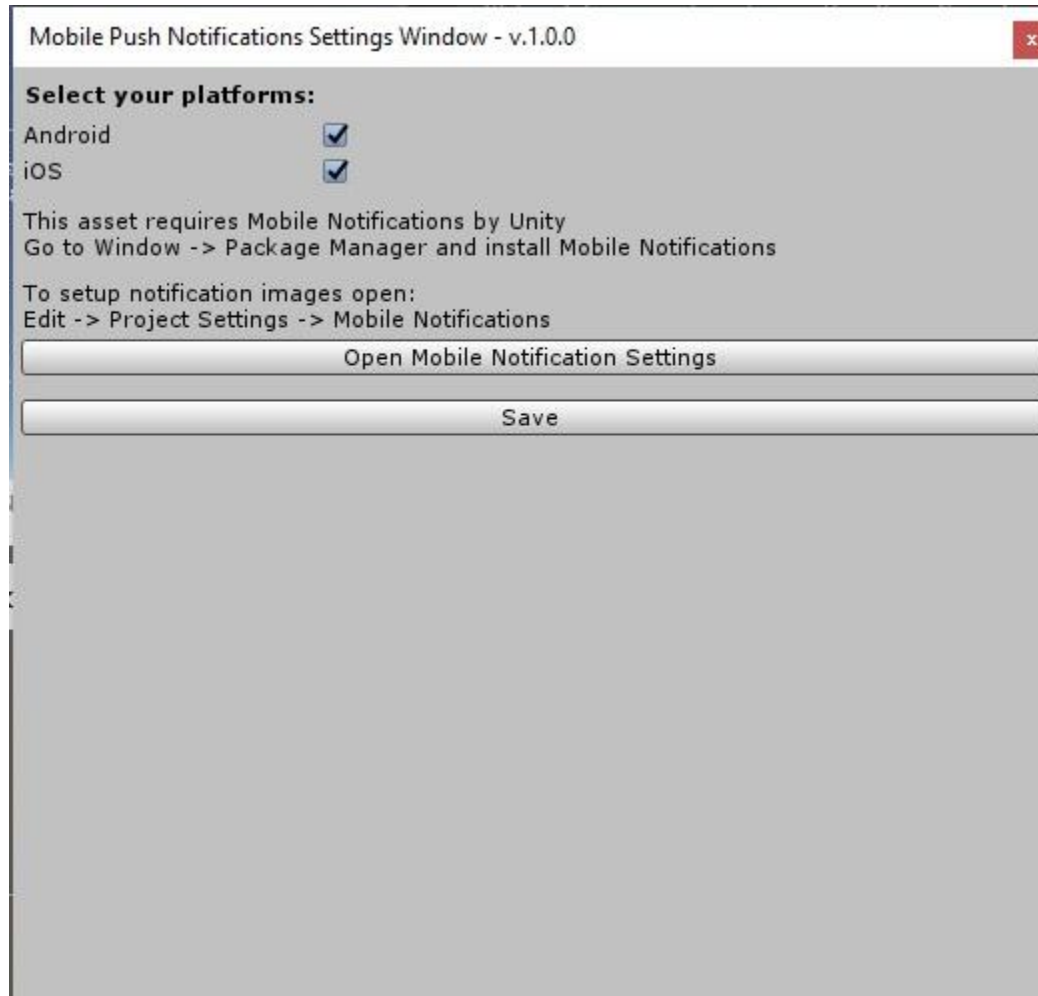
## 4. SETUP GUIDE

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



- Settings Window will open





## Notification Setup

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- Select Platforms:

A screenshot of a Unity 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 Unity settings window. It contains the text "To setup notification images open:" followed by "Edit -> Project Settings -> Mobile Notifications". Below this 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 help icon, a maximize icon, 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

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





## 5. USER GUIDE

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- **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.
  - **GleyNotifications.Initialize(false);**  
This method will not cancel any pending notifications. They will be shown even if user is inside 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.



## 5. USER GUIDE

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//title > Title of the notification

//text > Content of the notification

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

//repeatInterval > time until the next notifications will be sent.

//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 users opens app from notification

- **GleyNotifications.SendRepeatNotification(string title, string text, System.TimeSpan timeDelayFromNow, System.TimeSpan repeatInterval, 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.



## 6. PLAYMAKER SUPPORT

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- **Supported Playmaker Actions:**
  - **InitializeNotifications**
  - **AppWasOpenFromNotification**
  - **SendNotification**

The above Playmaker actions behavior is equivalent with corresponding methods from Section 5 - User Guide.



## 7. BOLT SUPPORT

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- **Supported Bolt Actions:**
  - **InitializeNotifications**
  - **AppWasOpenFromNotification**
  - **SendNotification**

The above Bolt actions behavior is equivalent with corresponding methods from Section 5 - User Guide.



## 8. GAME FLOW SUPPORT (**suspended**)

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- **Game Flow support was suspended due to the discontinuation of their package.**
- **Supported Game Flow Actions:**
  - **InitializeNotifications**
  - **AppWasOpenFromNotification**
  - **SendNotification**

The above Game Flow actions behavior is equivalent with corresponding methods from Section 5 - User Guide.



## Android Minify option

**For Unity version 2021.1 there was a reported bug on Unity Technologies Notification package.**  
<https://github.com/Unity-Technologies/NotificationsSamples/issues/67>

**When the "Minify" option is active on Android builds, the below error is thrown. Therefore, we announce you that Android Minify option may not be active for that editor version.**

### The errors that may appear:

```
10-08 16:36:53.989 27313 27313 D ViewRootImpl@517be59[UnityPlayerActivity]: Relayout returned: old=(0,0,810,1665) new=(0,0,810,1665)
req=(810,1665)0 dur=6 res=0x1 s={true 538160783360} ch=false
10-08 16:36:54.107 27313 27361 E Unity : AndroidJavaException: java.lang.NoSuchMethodError: no static method with
name='getNotificationManagerImpl'
signature='(Lcom.safedk.android.SafeDKMultidexApplication;Lcom.unity3d.player.UnityPlayerActivity;)Ljava/lang/Object;' in class
Ljava.lang.Object;
10-08 16:36:54.107 27313 27361 E Unity : java.lang.NoSuchMethodError: no static method with name='getNotificationManagerImpl'
signature='(Lcom.safedk.android.SafeDKMultidexApplication;Lcom.unity3d.player.UnityPlayerActivity;)Ljava/lang/Object;' in class
Ljava.lang.Object;
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.ReflectionHelper.getMethodID(Unknown Source:162)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer.nativeRender(Native Method)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer.access$300(Unknown Source:0)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer$e$1.handleMessage(Unknown Source:95)
10-08 16:36:54.107 27313 27361 E Unity : at android.os.Handler.dispatchMessage(Handler.java:103)
10-08 16:36:54.107 27313 27361 E Unity : at android.os.Looper.loop(Looper.java:237)
10-08 16:36:54.107 27313 27361 E Unity : at com.unity3d.player.UnityPlayer$e.run(Unknown Source:20)
```



## 9. 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



