

PLUG_Event Operation Guide for Immediate Rewards

PLUG

General

1. If you integrate the game ID mapping function of PLUG,

User's game IDs can be mapped with their community IDs

2. If you integrate the callback API function of PLUG,

Reward for attending the community event can be offered immediately

→ Not required to check matching between the community ID used to attend the event and its associated game ID

→ Additional follow-up action is not required after event completion as you immediately provide rewards

→ Immediate rewards can increase participants and thereby lead to a drastic increase in the number of signups to your community (signups increased by 40-50% during an event)

1-1. Map Game IDs with Cafe Nicknames_Korea

- Integrating the PLUG function (game ID mapping) enables you to map game IDs with Cafe nicknames

※ Integration is only available for users who completed signups or added posts/comments on PLUG inside the game app

For users who have done these actions on NAVER Cafe (either PC or mobile), integration does not work

- Integrated data can be seen in [멤버 확인], [댓글 조회], and [게시글 조회]
(Downloadable in Excel file format)



멤버 확인

멤버 검색

ID는 영표(.)로 구분하며 최대 100개까지 한 번에 검색할 수 있습니다.

검색 결과

별명	네이버 ID	게임 ID	업데이트	활동내역					
				멤버등급	방문수	게시글수	댓글수	성별	연령대
라임하드	108310	3003373	2016.08.18. 17:04:51	중랑(中郎)	18	2	0	남	30대 중반

1-2. Map Game IDs with Community Nicknames_Global^{General}

- Integrating the PLUG function (game ID mapping) enables you to map game IDs with community nicknames

※ Integration is only available for users who completed signups or added posts/comments on PLUG inside the game app

For users who have done these actions on global community (<https://www.plug.game>), integration does not work

- Integrated data can be seen in [Gamer ID] after going to [Channel > In-App Community Settings]

Channel Info Menus Content Members In-App Community Settings CH. English

Home

Menus

Gamer ID

☒ Gamer ID ☐ Community Nickname

* You can retrieve up to 100 results as a comma separated.

Gamer ID	Community Nickname	Create	Update
485115578-679126727-4	Nevem Senki	Apr 25, 2017 7:12 PM	Apr 25, 2017 7:12 PM
659219488-759091644-6	江経海	Apr 25, 2017 7:10 PM	Apr 25, 2017 7:10 PM
774587929-783734614-5	Clément Debiaune	Apr 25, 2017 7:08 PM	Apr 25, 2017 7:08 PM
459869459-327037606-4	Ramon Dikomey	Apr 25, 2017 7:05 PM	Apr 25, 2017 7:05 PM
986499061-581262798-5	Brian Ha	Apr 25, 2017 7:04 PM	Apr 25, 2017 7:04 PM
615947655-100104068-4	Death Lock	Apr 25, 2017 7:03 PM	Apr 25, 2017 7:03 PM

1-3. Game ID Mapping Integration Guide

- Once integrated, it will be available for both Korean NAVER Cafe and the global community

[Unity]

[게임 아이디를 카페 아이디와 연동하려면 syncGameUserId\(\) 메서드를 사용한다.](#)

```
```csharp
void syncGameUserId(string gameId) ..
```
```

[다음은 게임 아이디와 카페 아이디를 연동하는 예다.](#)

```
```csharp
/**
 * 게임 아이디와 카페 아이디를 연동한다..
 */
* @param gameId 게임 아이디..
*/
GLink.sharedInstance().syncGameUserId("userid");
```
```

[Cocos2d-x]

[게임 아이디를 카페 아이디와 연동하려면 syncGameUserId\(\) 메서드를 사용한다.](#)

```
```cpp
static void syncGameUserId(std::string gameId) ..
```
```

[다음은 게임 아이디와 카페 아이디를 연동하는 예다.](#)

```
```cpp
/**
 * 게임 아이디와 카페 아이디를 연동한다..
 */
* @param gameId 게임 아이디..
*/
Cafe::CafeSdk::syncGameUserId("userid");
```
```

[Unreal]

[게임 아이디를 카페 아이디와 연동하려면 SyncGameUserId\(\) 메서드를 사용한다.](#)

```
```cpp
static void SyncGameUserId(FString GameUserId) ..
```
```

[다음은 게임 아이디와 카페 아이디를 연동하는 예다.](#)

```
```cpp
/**
 * 게임 아이디와 카페 아이디를 연동한다..
 */
* @param gameId 게임 아이디..
*/
void ACafeSDKSampleProjectGameMode::InitGame(const FString& MapName, const FString&
Options, FString& ErrorMessage) ..
{
 ...
 UCafeSdkBlueprintLibrary::SyncGameUserId("userGameID");
 ...
}
```
```

Also provided as native code for Android and iOS

2-1. Event Operation Guide Using Callback API

- A callback API handles various events occurred in PLUG, including start, stop, join, post, comment, and so on
- How to operate a community event using the callback API

[Prerequisite]

- Define callbacks in actions of signup, post, or comment, which are likely to be used for the community event
 - This turns into status where whether to sign up, board ID (menuId), and post ID (articleId) can be passed as soon as a user completes the signup process or adds a post/comment on PLUG inside the game app

[Event Operations]

1. Planning (event type, period, reward)
2. Preparation

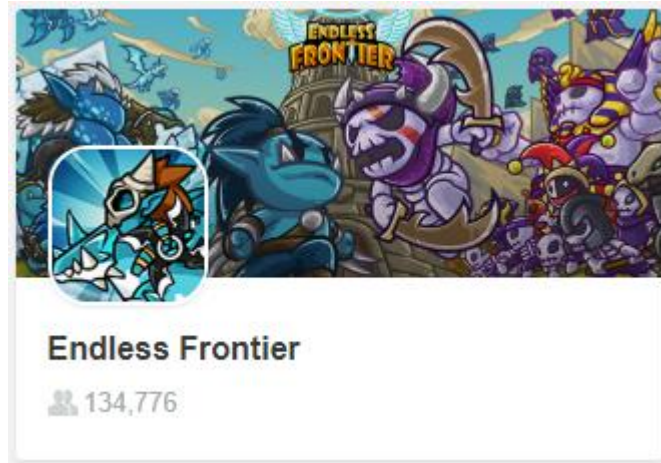
2-1. Developer: Set an event-specific and real-time reward to be delivered to user's mailbox while preventing duplicate submissions

- For signups: Set rewards to be submitted for signups
- For adding posts: Set the ID (menuId) of a board to be used for the event and compare two IDs (the board ID and the board ID in which the post is added) if they match each other. Then, submit a reward if two IDs are identical.
- For adding comments: Set the ID (articleId) of a post to be used for the event and compare two IDs (post ID and the post ID in which the comment is added) if they match each other. Then, submit a reward if two IDs are identical.

2-2. Community Manager: Create an event announcement in the board including the fact that real-time reward will be provided. It needs to be emphasized that rewards will be available only if entering the event is made through PLUG inside the game app

2-3. Game User: See the reward sent to their mailbox after attending an event

2-3. Operational Case Using Callback API_Global



- Event results of callback for signups
 - 20,000 community users in its first three days
 - 130,000 community users in 4 months since its release



ef.ekkor 매니저 · 2017년 4월 6일 (목)

In-game Community Membership Event

Thanks for choosing Ekkorr. Join the in-game community to receive 3,000 gems and a 5-Star voucher in your inbox. Hope you all have another great day! Thank you.

274349

7,364 27088

<https://www.plugin.game/endlessFrontier-en/events>

2-4. Callback API Integration Guide

※ The callback API is described as “listener” in the Android guide while “delegate” in the iOS guide



한국어 [https://plug.gitbooks.io/plug-sdk-android/ko/\[%ED%95%9C\]-Callback-Listener.html](https://plug.gitbooks.io/plug-sdk-android/ko/[%ED%95%9C]-Callback-Listener.html)

English [https://plug.gitbooks.io/plug-sdk-android/en/\[EN\]-Callback-Listener.html](https://plug.gitbooks.io/plug-sdk-android/en/[EN]-Callback-Listener.html)

中文 [https://plug.gitbooks.io/plug-sdk-android/zh/\[ZH\]-Callback-Listener.html](https://plug.gitbooks.io/plug-sdk-android/zh/[ZH]-Callback-Listener.html)

日本語 [https://plug.gitbooks.io/plug-sdk-android/ja/\[JA\]-%E3%82%B3%E3%83%BC%E3%83%AB%E3%83%90%E3%83%83%E3%82%AF%E3%83%AA%E3%82%B9%E3%83%8A%E3%83%BC.html](https://plug.gitbooks.io/plug-sdk-android/ja/[JA]-%E3%82%B3%E3%83%BC%E3%83%AB%E3%83%90%E3%83%83%E3%82%AF%E3%83%AA%E3%82%B9%E3%83%8A%E3%83%BC.html)



한국어 [https://plug.gitbooks.io/plug-sdk-ios/content/ko/\[%ED%95%9C\]-Callback-Delegate.html](https://plug.gitbooks.io/plug-sdk-ios/content/ko/[%ED%95%9C]-Callback-Delegate.html)

English [https://plug.gitbooks.io/plug-sdk-ios/en/\[EN\]-Callback-Delegate.html](https://plug.gitbooks.io/plug-sdk-ios/en/[EN]-Callback-Delegate.html)

中文 [https://plug.gitbooks.io/plug-sdk-ios/zh/\[ZH\]-Callback-Delegate.html](https://plug.gitbooks.io/plug-sdk-ios/zh/[ZH]-Callback-Delegate.html)

日本語 [https://plug.gitbooks.io/plug-sdk-ios/ja/\[JA\]-Callback-Delegate.html](https://plug.gitbooks.io/plug-sdk-ios/ja/[JA]-Callback-Delegate.html)

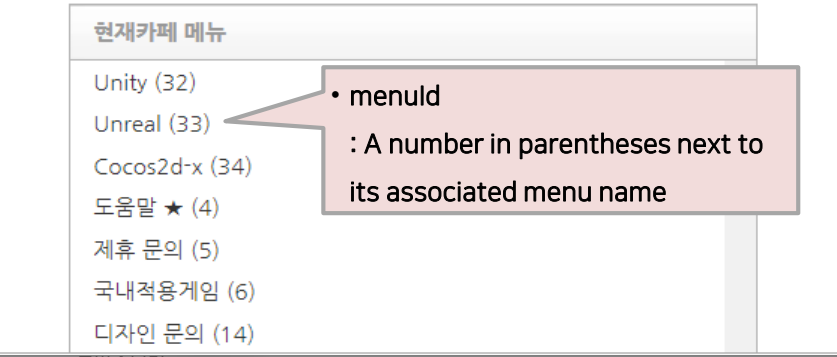
Reference. How to Find “menuId” and “articleId”_Korea

General

■ Korean NAVER Cafe



메뉴 관리



| | | |
|------|---|--|
| 1376 | [필독] [공지] 네이버아이디로그인_승인 절차 변경 안내 | |
| 1324 | [업데이트] [plug.game] 예약글, 알림, 섹션 검색 기능 추가 | |
| 1308 | [필독] [공지] 네이버아이디로그인_승인 절차 변경 안내 | |
| 1296 | [업데이트] [plug.game] 예약글, 알림, 섹션 검색 기능 추가 | |
| 1288 | [TIP] 카페 및 플러그 로고 (고화질, PSD) | |
| 1246 | [업데이트] 카페 플러그, 삼성 게임툴즈에 담기다! | |
| 1245 | [업데이트] 번역 기능이 추가된 v 2.5.1 안내 | |
| 1154 | [필독] [plug.game] URL 변경 기능 제거 안내 | |
| 1093 | [업데이트] 러시아어 지원되는 v2.4.5 및 로그인 계정 추가 안내 | |
| 1058 | [업데이트] 필독공지 및 관리기능이 개선된 v.2.4.2 업데이트 | |

Reference. How to Find “menuId” and “articleId”_Global General

■ PLUG

PLUG | Endless Frontier > Channels Settings > CH. English

Channel Info | **Menus** | Content | Members | In-App Community Settings

* You can manage menus such as add, delete, rename and move.
* You can assign different permission to various menus.
* The default order of menu items is as follows: Notices, Events, Open Forum, Strategies & Tips, Questions & Answers, Screenshots, Videos, and Suggestions & Bug Reporting.

Menu Name

Notices

1 Notices

2 Events

3 Open Forum

4 Strategies & Tips

• menuId

: A number before the menu name

PLUG | Endless Frontier > Channels Settings > CH. English

Channel Info | Menus | **Content** | Members | In-App Community Settings

Posts

Deleted Posts

Comments

All menu

☐ View reported posts

☐ See Scheduled Posts

Delete

| <input type="checkbox"/> | No. | Posts | Game ID | Delete |
|--------------------------|-------|---|----------------------------|--------|
| <input type="checkbox"/> | 13129 | s14 f18
senior ninja, any idea how to také him down with what i got?
Bohuš Pek | 249517181-213307
704-14 | |
| <input type="checkbox"/> | 13128 | Please help lo
Feariece · Tower of Trial · 28 mins ago · 2 | 71-801324
8-6 | |
| <input type="checkbox"/> | 13127 | Spirit highlands 4-2 new answer
The guide said 4 warlock 4frost but that has changed i found that 8 frost a
nd came back will ease it with 2 elve 1M07E1 | 470991236-858665
887-9 | |

• articleId

: A number before the post