

# Spil Android Framework

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# Chapter 1

## Hierarchical Index

### 1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

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## Chapter 3

# Class Documentation

### 3.1 com.spilgames.framework.listeners.AdsListener Interface Reference

#### Public Member Functions

- void [onAdsLoaded](#) ()
- void [onAdsFailedToLoad](#) (String cause)
- void [adMoreGamesWillAppear](#) ()
- void [adMoreGamesDidAppear](#) ()
- void [adMoreGamesDidFailToAppear](#) (String error)
- void [adMoreGamesDidDismiss](#) ()

#### 3.1.1 Member Function Documentation

##### 3.1.1.1 void com.spilgames.framework.listeners.AdsListener.adMoreGamesDidAppear ( )

Method to call back after the more games' screen is displayed.

##### 3.1.1.2 void com.spilgames.framework.listeners.AdsListener.adMoreGamesDidDismiss ( )

Method to call back if the more games popup showed was dismissed.

##### 3.1.1.3 void com.spilgames.framework.listeners.AdsListener.adMoreGamesDidFailToAppear ( String error )

Method to call back if the more games' screen couldn't be displayed due to any reason.

#### Parameters

<i>error</i>	The reason why the more games' screen failed to be displayed.
--------------	---

##### 3.1.1.4 void com.spilgames.framework.listeners.AdsListener.adMoreGamesWillAppear ( )

Method to call back before the next more games' screen is going to be shown.

##### 3.1.1.5 void com.spilgames.framework.listeners.AdsListener.onAdsFailedToLoad ( String cause )

Method to call back after if the ad subsystem couldn't be started due to any reason.

## Parameters

<i>cause</i>	The reason why the ad subsystem failed to start.
--------------	--

## 3.1.1.6 void com.spilgames.framework.listeners.AdsListener.onAdsLoaded ( )

Method to call back after the ad subsystem is successfully started.

The documentation for this interface was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/listeners/AdsListener.java

## 3.2 com.spilgames.framework.listeners.AppSettingsListener Interface Reference

## Public Member Functions

- void [onAppSettingsDidLoad](#) (JSONObject settings)
- void [onAppSettingsDidFailWithError](#) (String error)

## 3.2.1 Member Function Documentation

## 3.2.1.1 void com.spilgames.framework.listeners.AppSettingsListener.onAppSettingsDidFailWithError ( String error )

Method to call back in case the settings couldn't be loaded. Usually the reasons to call this method will be:

- if there is any parsing error in the remote settings and in the local settings.
- if there is a connection error, and the file of the defaults can be found locally.

## Parameters

<i>error</i>	Error describing what was wrong.
--------------	----------------------------------

## 3.2.1.2 void com.spilgames.framework.listeners.AppSettingsListener.onAppSettingsDidLoad ( JSONObject settings )

Method to call back when the settings are finally loaded. This methods will receive the settings loaded in the form of a jsonObject. The developers should know the structure of the jsonObject since they created the default settings file.

## Parameters

<i>settings</i>	The settings loaded. The format and the values are defined by the developer of the app.
-----------------	---

The documentation for this interface was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/listeners/AppSettingsListener.java

## 3.3 com.spilgames.framework.environment.DevAdsOrientation Enum Reference

## Public Member Functions

- **DevAdsOrientation** (String value)

- String **getValue** ()

#### Static Public Member Functions

- static [DevAdsOrientation](#) **toValue** (String toValue)

#### Public Attributes

- **LANDSCAPE** =("LANDSCAPE")
- **PORTRAIT** =("PORTRAIT")

#### Static Public Attributes

- staticDevAdsOrientation **DEFAULT** = DevAdsOrientation.valueOf("PORTRAIT")

The documentation for this enum was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/environment/Dev-AdsOrientation.java

### 3.4 com.spilgames.framework.environment.DevEnvironment Enum Reference

#### Public Member Functions

- **DevEnvironment** (String value)
- String **getValue** ()

#### Static Public Member Functions

- static [DevEnvironment](#) **toValue** (String toValue)

#### Public Attributes

- **SG\_ENVIRONMENT\_DEV\_VALUE** =("SG\_ENVIRONMENT\_DEV\_VALUE")
- **SG\_ENVIRONMENT\_LIVE\_VALUE** =("SG\_ENVIRONMENT\_LIVE\_VALUE")
- **SG\_ENVIRONMENT\_DEBUG\_VALUE** =("SG\_ENVIRONMENT\_DEBUG\_VALUE")
- **SG\_ENVIRONMENT\_STG\_VALUE** =("SG\_ENVIRONMENT\_STG\_VALUE")

#### Static Public Attributes

- staticfinal String **SG\_ENVIRONMENT\_KEY** = "SG\_ENVIRONMENT\_KEY"

The documentation for this enum was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/environment/Dev-Environment.java

### 3.5 com.spilgames.framework.environment.DevStores Enum Reference

#### Public Member Functions

- **DevStores** (String value, String id)
- String **getValue** ()
- String **getId** ()

#### Static Public Member Functions

- static **DevStores toValue** (String toValue)

#### Public Attributes

- **SG\_STORE\_IOS** =("SG\_STORE\_IOS","1")
- **SG\_STORE\_AMAZON** =("SG\_STORE\_AMAZON","2")
- **SG\_STORE\_GOOGLE\_PLAY** =("SG\_STORE\_GOOGLE\_PLAY","3")

#### Static Public Attributes

- staticfinal String **SG\_STORE\_ID** = "SG\_STORE\_ID"

The documentation for this enum was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/environment/DevStores.java

### 3.6 com.spilgames.framework.listeners.InGameAdListener Interface Reference

#### Public Member Functions

- void **onInGameAdRetrieved** (**InGameAdView** inGameAdsView)
- void **onInGameAdError** (String error)

#### 3.6.1 Member Function Documentation

##### 3.6.1.1 void com.spilgames.framework.listeners.InGameAdListener.onInGameAdError ( String error )

In case there is an error on the InGameAds, this callback will be called

#### Parameters

<i>error</i>	Description of the error
--------------	--------------------------

##### 3.6.1.2 void com.spilgames.framework.listeners.InGameAdListener.onInGameAdRetrieved ( **InGameAdView** inGameAdsView )

Callback when the image Ads are available.

## Parameters

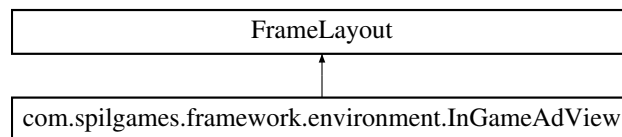
<i>InGameAdsView</i>	Layout containing the Ad.
----------------------	---------------------------

The documentation for this interface was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/listeners/InGameAdListener.java

## 3.7 com.spilgames.framework.environment.InGameAdView Class Reference

Inheritance diagram for com.spilgames.framework.environment.InGameAdView:



### Public Member Functions

- **InGameAdView** (Context context)
- abstract void **showAd** ()

#### 3.7.1 Detailed Description

This view class is a wrapper that holds any Ad view you can use in your application. The Ads is by default invisible, a call to "showAd" has to be done to enable and show the Ad.

#### Author

jose

The documentation for this class was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/environment/InGameAdView.java

## 3.8 com.spilgames.framework.SpilInterface Interface Reference

### Public Member Functions

- void [trackPage](#) (String page)
- void [trackEvent](#) (String event)
- void [trackEvent](#) (String category, String action, String label, long value)
- void [trackEvent](#) (String category, String action, String label, long value, Map< String, String > params)
- void [trackEvent](#) (String event, Map< String, String > params)
- void [trackTimedEvent](#) (String event)
- void [trackEndTimedEvent](#) (String event)
- void [trackEndTimedEvent](#) (String event, Map< String, String > params)
- void [trackError](#) (String event, String msg, String exception)
- void [trackUserId](#) (String userId)

- void [showInterstitial](#) ()
- void [showInterstitial](#) (String location)
- void [setAdsListener](#) ([AdsListener](#) adsListener)
- void [setInGameAdsListener](#) ([InGameAdListener](#) inPlaceAdsListener)
- void [requestInGameAd](#) (String orientation)
- void [requestInGameAd](#) (String orientation, String location)
- void [notifyIngameAd](#) (String adId)
- void [setSettingsListener](#) ([AppSettingsListener](#) listener)
- void [showMoreGames](#) ()
- [SpilInterface](#) **start** (Context context, String applicationID, String authToken, Map< String, String > configs)
- void **onStartTracking** (final Activity context)
- void **onStopTracking** (Activity context)
- void **onAdsStart** (Activity activity)
- void **onAdsDestroy** (Activity activity)
- void **onAdsStop** (Activity activity)

### 3.8.1 Member Function Documentation

#### 3.8.1.1 void com.spilgames.framework.SpilInterface.requestInGameAd ( String orientation )

Request and InGameAd with the Default location

Parameters

<i>orientation</i>	String with the orientation of the Ad to retrieve
--------------------	---

#### 3.8.1.2 void com.spilgames.framework.SpilInterface.requestInGameAd ( String orientation, String location )

Request and InGameAd with a given location.

Parameters

<i>orientation</i>	String with the orientation of the Ad to retrieve
<i>location</i>	The location of the InGameAd.

#### 3.8.1.3 void com.spilgames.framework.SpilInterface.setAdsListener ( [AdsListener](#) adsListener )

Method to set the AdsListener and receive the proper notifications from it.

Parameters

<i>adListener</i>	The listener to handle the events generated by the Ads subsystem.
-------------------	---

#### 3.8.1.4 void com.spilgames.framework.SpilInterface.setInGameAdsListener ( [InGameAdListener](#) inPlaceAdsListener )

Method to set the InGameceAds and receive the proper notifications from it.

Parameters

<i>inPlaceAds- Listener</i>	The listener to handle the events generated by the Ads subsystem.
---------------------------------	---

**3.8.1.5 void com.spilgames.framework.SpilInterface.setSettingsListener ( AppSettingsListener listener )**

Method to retrieve the AppSettings for this app. A listener is required in order to deliver the settings downloaded from the server or loaded from the default files.

**Parameters**

<i>listener</i>	The listener to handle the response of the AppSettings subsystem.
-----------------	---

**3.8.1.6 void com.spilgames.framework.SpilInterface.showInterstitial ( )**

The ads are displayed based on a timer, this method force the ad to be shown right away, and the timer is reset.

**3.8.1.7 void com.spilgames.framework.SpilInterface.showInterstitial ( String location )**

The ads are displayed based on a timer and a location provided by the developer.

**Parameters**

<i>location</i>	a location provided for the ad
-----------------	--------------------------------

**3.8.1.8 void com.spilgames.framework.SpilInterface.showMoreGames ( )**

Force to show the More Games screen.

**3.8.1.9 void com.spilgames.framework.SpilInterface.trackEndTimedEvent ( String event )**

Track requesto to register the end of an event that was started. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the end timestamp(epoch) is issued.

**Parameters**

<i>event</i>	The event to track. Should match with the starting event.
--------------	---

**See Also**

[trackTimedEvent:](#)

**3.8.1.10 void com.spilgames.framework.SpilInterface.trackEndTimedEvent ( String event, Map< String, String > params )**

Track requesto to register the end of an event that was started. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the end timestamp(epoch) is issued.

**Parameters**

<i>event</i>	The event to track. Should match with the starting event.
<i>params</i>	The parameters when the event was finished.

**See Also**

[trackTimedEvent:](#)

### 3.8.1.11 void com.spilgames.framework.SpillInterface.trackError ( String *event*, String *msg*, String *exception* )

Track request to register an error that has occurred in the application.

#### Parameters

<i>event</i>	The event to track.
<i>msg</i>	The message with the detail of the error.
<i>exception</i>	The exception that causes the error.

### 3.8.1.12 void com.spilgames.framework.SpillInterface.trackEvent ( String *event* )

Track request to register an event. The event could be actions taken on some object like unlocking an achievement, or a getting a hi score. In google analytics jargon they will be register as a "category"="event" and the event passed as parameter as the action taken. In flurry jargon, an event with parameters is created and the parameters match with google analytics (category,action,label,value)

#### Parameters

<i>event</i>	The event to track.
--------------	---------------------

### 3.8.1.13 void com.spilgames.framework.SpillInterface.trackEvent ( String *category*, String *action*, String *label*, long *value* )

Track request to register an event under a particular category. The parameters match with the google analytics' ones. For flurry, a event with parameters is issued.

#### Parameters

<i>category</i>	The category for this event.
<i>action</i>	The action took on that category.
<i>label</i>	Optional. A string label to specify something about the action.
<i>value</i>	Optional. A integer value. useful to specify error codes.

### 3.8.1.14 void com.spilgames.framework.SpillInterface.trackEvent ( String *category*, String *action*, String *label*, long *value*, Map< String, String > *params* )

Track request to register an event under a particular category. The parameters match with the google analytics' ones. For flurry, a event with parameters is issued.

#### Parameters

<i>category</i>	The category for this event.
<i>action</i>	The action took on that category.
<i>label</i>	Optional. A string label to specify something about the action.
<i>value</i>	Optional. A integer value. useful to specify error codes.
<i>params</i>	Optional. Additional parameters to attach to the event.

### 3.8.1.15 void com.spilgames.framework.SpillInterface.trackEvent ( String *event*, Map< String, String > *params* )

Track request to register an event with particular parameters. This match the Flurry's logEvent:withParameters:. It's not supported for GAN.



## Parameters

<i>event</i>	The event to track
<i>params</i>	Additional parameters to attach to the event.

3.8.1.16 void com.spilgames.framework.SpillInterface.trackPage ( String *page* )

Track request to register a particular page. It can be used to keep track of the current screen separately from the events. If the session is not started yet, this request is ignored.

## Parameters

<i>page</i>	The page name/url to track.
-------------	-----------------------------

3.8.1.17 void com.spilgames.framework.SpillInterface.trackTimedEvent ( String *event* )

Track request to register the start of an event that should end in a finite time. If the tracking system support it natively the equivalent method will be used. Otherwise, an event with the start timestamp(epoch) is issued.

## Parameters

<i>event</i>	The event to track.
--------------	---------------------

3.8.1.18 void com.spilgames.framework.SpillInterface.trackUserId ( String *userId* )

Track the user ID that logged in the application. Useful to keep track of how many users return to the application.

## Parameters

<i>userId</i>	The user ID to track.
---------------	-----------------------

The documentation for this interface was generated from the following file:

- /home/jose/Projects/Android-Front-end/src/SpilFramework/src/com/spilgames/framework/SpillInterface.java

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