SuperG SDK for Android

SuperG SDK installation (no registration, no Appsflyer)

Prerequisites

- Push messaging is enabled by default
- Event logging is enabled by default. You can set custom events by following the guidelines in the part 'Optional 1'

Step 1:

Unzip the SDK package. If you are using the Demo App, be sure to keep the SDK and the Demo App in the same directory.

Step 2:

Add a reference to the SuperG SDK library project. Follow these steps:

1. Import the SuperG SDK project into Eclipse:
2. In the Package Explorer, right-click YOUR project and select Properties.
3. In the Properties window, select the "Android" properties group at left and locate the Library properties at right.
4. Click Add to open the Project Selection dialog.
5. From the list of available library project, select the SuperG SDK project and click OK.
6. When the dialog closes, click Apply in the Properties window.
7. Click OK to close the Properties window As soon as the Properties dialog closes, Eclipse rebuilds your project.

Step 3 (optional):

Add the TestApp project to Eclipse to understand the methods better.

Step 4:

Update your AndroidManifest.xml with at least the settings below.

A lot of permissions are asked, this is because the advertising functionality actually requires most of them!!!

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    package="com.yourcompany.your_app"
    android:versionCode="1"
    android:versionName="1.0" >
        <uses-sdk android:targetSdkVersion="17" android:minSdkVersion="8" />

<permission
    android:name="com.yourcompany.your_app.permission.C2D_MESSAGE"
    android:protectionLevel="signature" />
<uses-permission android:name="com.gkxim.tqhung.thumbr.dev_demo.permission.C2D_MESSAGE" />
<uses-permission android:name="android.permission.GET_ACCOUNTS" />
<uses-permission android:name="com.google.android.c2dm.permission.RECEIVE" />
```

```xml
<uses-permission android:name="android.permission.GET_TASKS" />
<uses-permission android:name="android.permission.READ_PHONE_STATE" />
<uses-permission android:name="android.permission.ACCESS_FINE_LOCATION" />
<uses-permission android:name="android.permission.READ_CALENDAR" />
<uses-permission android:name="android.permission.WRITE_CALENDAR" />
<uses-permission android:name="android.permission.CAMERA" />
<uses-permission android:name="android.permission.WRITE_EXTERNAL_STORAGE" />
<uses-permission android:name="android.permission.WAKE_LOCK" />
<uses-permission android:name="android.permission.CALL_PHONE" />
<uses-permission android:name="android.permission.SEND_SMS" />
<uses-permission android:name="android.permission.INTERNET" />
<uses-permission android:name="android.permission.ACCESS_NETWORK_STATE" />
<uses-permission android:name="android.permission.VIBRATE" />
<uses-permission android:name="android.permission.DISABLE_KEYGUARD"/>

    <application
        android:icon="@drawable/ic_launcher"
        android:debuggable="true"
        android:label="YourLabel" >

         <activity
            android:name="com.yourcompany.your_app.yourActivity"
            android:configChanges="orientation|screenSize|keyboardHidden"
            android:screenOrientation="portrait"
            android:label="@string/app_name" >
            <intent-filter>
                <action android:name="android.intent.action.MAIN" />
                <category android:name="android.intent.category.LAUNCHER" />
            </intent-filter>
        </activity>
    <activity
        android:name="com.adgoji.mraid.adview.AdActivity"
        android:configChanges="keyboard|keyboardHidden|orientation|screenLayout|uiMode" />

    <receiver
        android:name="com.cliqdigital.supergsdk.utils.GCMReceiver"
        android:permission="com.google.android.c2dm.permission.SEND" >
        <intent-filter>
            <action android:name="com.google.android.c2dm.intent.RECEIVE" />
            <action android:name="com.google.android.c2dm.intent.REGISTRATION" />
            <category android:name="com.yourcompany.your_app" />
        </intent-filter>
    </receiver>
    <service android:name="com.cliqdigital.supergsdk.utils.GCMIntentService" />
    </application>

</manifest>
```

Step 5:

If you are using Advertisements add these ad_views to your layout (s)

```xml
<RelativeLayout
    android:id="@+id/ad_view"
    android:layout_width="fill_parent"
    android:layout_height="wrap_content"
    android:layout_alignParentBottom="true"
    android:layout_centerInParent="true"
    android:layout_gravity="bottom">
</RelativeLayout>
```

```
<RelativeLayout
    android:id="@+id/ad_view_interstitial"
    android:layout_width="wrap_content"
    android:layout_height="wrap_content"
    android:layout_alignParentBottom="true">
</RelativeLayout>
```

Step 6 ACTIVITY FILE:

Update the *activity file*, where SuperG will be called (usually your main activity) Look at the demo application to see a complete implementation

```
package com.yourcompany.yourapp;
```

Import at least these libraries

```
import java.util.Locale;
import android.annotation.SuppressLint;
import android.app.Activity;
import android.content.Context;
import android.content.DialogInterface;
import android.content.DialogInterface.OnDismissListener;
import android.content.Intent;
import android.content.SharedPreferences;
import android.content.pm.ActivityInfo;
import android.graphics.drawable.Drawable;
import android.os.Bundle;
import android.util.Log;
import android.view.View;
import android.view.View.OnClickListener;
import android.widget.Button;
import android.widget.FrameLayout;
import android.widget.ImageButton;
import android.widget.RelativeLayout;
import android.widget.Toast;
import com.cliqdigital.supergsdk.SuperG;
import com.cliqdigital.supergsdk.SuperG.OnInterstitialCloseListener;
import com.cliqdigital.supergsdk.SuperG.OnPushMessageListener;
import com.cliqdigital.supergsdk.components.AppsFlyerHelper;
import com.cliqdigital.supergsdk.utils.EVA;
import com.cliqdigital.supergsdk.utils.ProfileObject;
```

Open your Main activity class and enter your app specific settings (provided by your SuperG Game Manager). Unused settings need to be defined as well to prevent errors

```
    private static final String TAG = "DEBUGTAG";

    /*
     * SETTINGS
     */

    //APP SPECIFIC SETTINGS
    private String sid = "com.yourcompany.your_app";
    private String client_id = "84758475-476574";

    //DEFAULT GAME ORIENTATION (USED IN onDismiss() BELOW, TO SWITCH BACK AFTER SDK CLOSE)
    private int gameOrientation = ActivityInfo.SCREEN_ORIENTATION_PORTRAIT;
```

```
    //TELL THE SUPERG SDK IN WHICH ORIENTATION TO OPEN
    private int superGOrientation = ActivityInfo.SCREEN_ORIENTATION_PORTRAIT;
    //HIDE THE CLOSE BUTTON (ONLY USE IN-SDK PLAY BUTTON)
    private boolean showButtonClose = true;
    //THUMBR BUTTON WIDTH/HEIGHT, RELATIVE TO SCREEN WIDTH (MAX. 120PX)
    private double buttonWidth = 0.2;
```

Add more generic settings.

THE AD SERVING SETTINGS NEED TO BE REPLACED. THE SETTINGS BELOW ARE DEMO SETTINGS ONLY

```
/*
 * OTHER, MORE GENERIC SETTINGS
 */
private String action = "registration";
private String appsFlyerKey = "";
private Boolean debug = false; //OPTIONALLY SWITCH TO 'true' DURING DEVELOPMENT
private String registerUrl = "http://gasp.superg.mobi/auth/authorize?";
private String switchUrl = "http://gasp.superg.mobi/auth/authorize?";
private String portalUrl = "http://m.thumbr.com?";
private String SDKLayout = "thumbr";

//AD SERVING SETTINGS
private int updateTimeInterval = 15;//number of seconds before Ad refresh
private int autocloseInterstitialTime = 600;//number of seconds before interstitial Ad closes
private int showCloseButtonTime = 6;//Number of seconds before the Ad close button appears
private String tablet_Inline_zoneid = "1356888057";
private String tablet_Inline_secret = "20E1A8C6655F7D3E";
private String tablet_Overlay_zoneid = "3356907052";
private String tablet_Overlay_secret = "ADAA22CB6D2AFDD3";
private String tablet_Interstitial_zoneid = "7356917050";
private String tablet_Interstitial_secret = "CB45B76FE96C8896";
private String phone_Inline_zoneid = "0345893057";
private String phone_Inline_secret = "04F006733229C984";
private String phone_Overlay_zoneid = "7345907052";
private String phone_Overlay_secret = "AEAAA69F395BA8FA";
private String phone_Interstitial_zoneid = "9345913059";
private String phone_Interstitial_secret = "04B882960D362099";

///LEAVE THESE VALUES EMPTY, UNLESS YOU KNOW WHAT YOU'RE DOING
private String country = "";//eg: DE or NL
private String locale = "";//eg: nl_NL or de_DE
private String appsFlyerId="";
    /*
     * END SETTINGS
     */
```

Define the 'superG' object and add / edit onPause and onResume functions

```
SuperG superG;

@Override
protected void onPause() {
superG.pause(this);
super.onPause();
}
@Override
protected void onResume(){
    superG.resume();
```

```
    super.onResume();
}
```

Modify your onCreate function

```java
@Override
protected void onCreate(Bundle savedInstanceState) {

Locale l = Locale.getDefault();
if(country == ""){country = l.getCountry();}
if(locale == ""){locale = l.getLanguage()+"_"+country;}


//SET AD SERVER SETTINGS
SharedPreferences settings = this.getSharedPreferences("SuperGSettings", Context.MODE_PRI
settings.edit().putInt("updateTimeInterval", updateTimeInterval).commit();
settings.edit().putInt("autocloseInterstitialTime", autocloseInterstitialTime).commit();
settings.edit().putInt("showCloseButtonTime", showCloseButtonTime).commit();
settings.edit().putString("tablet_Inline_zoneid", tablet_Inline_zoneid).commit();
settings.edit().putString("tablet_Inline_secret", tablet_Inline_secret).commit();
settings.edit().putString("tablet_Overlay_zoneid", tablet_Overlay_zoneid).commit();
settings.edit().putString("tablet_Overlay_secret", tablet_Overlay_secret).commit();
settings.edit().putString("tablet_Interstitial_zoneid", tablet_Interstitial_zoneid).commi
settings.edit().putString("tablet_Interstitial_secret", tablet_Interstitial_secret).commi
settings.edit().putString("phone_Inline_zoneid", phone_Inline_zoneid).commit();
settings.edit().putString("phone_Inline_secret", phone_Inline_secret).commit();
settings.edit().putString("phone_Overlay_zoneid", phone_Overlay_zoneid).commit();
settings.edit().putString("phone_Overlay_secret", phone_Overlay_secret).commit();
settings.edit().putString("phone_Interstitial_zoneid", phone_Interstitial_zoneid).commit(
settings.edit().putString("phone_Interstitial_secret", phone_Interstitial_secret).commit(
settings.edit().putString("sid", sid).commit();
settings.edit().putString("client_id", client_id).commit();

    // SET VIEW FOR YOUR APPLICATION
    super.onCreate(savedInstanceState);
    setContentView(R.layout.activity_main);//your activity content view


    //CALL THE SUPERG LIBRARY AND REGISTER SETTINGS
    superG=new SuperG(this, 2);
    superG.setToastDebug(debug);
    superG.adInit();//initialize Ads if you are showing Ads

    superG.setInterstitialCloseListener(new OnInterstitialCloseListener(){
        public void onEvent(){
        //Log.i(TAG,"The interstitial advertisement was closed. You can resume your game.
        Toast.makeText(getApplicationContext(), "The game has been notified about closing
        //resumeYourGame();
    }
});

//THIS IS AN (OVERRIDE) LISTENER FOR PUSH MESSAGES. YOU CAN SET CERTAIN TASKS BASED ON TH
superG.setPushMessageListener(new OnPushMessageListener(){
    @Override
    public void onPushEvent(Intent intent) {
        // TODO Auto-generated method stub
        String action = intent.getExtras().getString("action");
        String message = intent.getExtras().getString("message");

        if(action.equals("customEvent")){
```

```
                Log.i(TAG,"Action '"+action+"' was received. Message is:"+message);
            }
        }
    });

        }
```

Advertisements

To show Advertisements use (any of) these functions at appropriate points in your application

```
//INLINE ADVERTISEMENT:
    final RelativeLayout ad_view = (RelativeLayout) findViewById(R.id.ad_view);
    superG.adInline(ad_view);

//OVERLAY ADVERTISEMENT:
    final RelativeLayout ad_view = (RelativeLayout) findViewById(R.id.ad_view);
    superG.adOverlay(ad_view);

//INTERSTITIAL ADVERTISEMENT:
    final RelativeLayout ad_view = (RelativeLayout) findViewById(R.id.ad_view_interstitial);
    superG.adInterstitial(ad_view);
```

Optional 1: Custom event logging

Basis events are logged and stored by default. You can use the following extra methods to store other events:

Achievement event

```
        EVA eva = new EVA();
        //usage: eva.achievementEarned(context, achievement_name)
        eva.achievementEarned(this, "FoundGold");
```

Click event

```
        EVA eva = new EVA();
        //usage: eva.click(context, clicked_item)
        eva.click(this, "SomeButton");
```

Purchase event

```
        EVA eva = new EVA();
        //usage: eva.purchase(context, currency, payment_method, price, purchased_item)
        eva.purchase(this, "EUR", "in-app-purchase", "0.99", "ProStatus");
```

Start Level event

```
        EVA eva = new EVA();
        //usage: eva.startLevel(context, app_mode, level, score_type, score_value)
        eva.startLevel(this, "basic", "1", "points", "0");
```

Finish Level event

```
        EVA eva = new EVA();
        //usage: eva.finishLevel(context, app_mode, level, score_type, score_value)
        eva.finishLevel(this, "basic", "1", "points", "120");
```

Upsell event

```
        EVA eva = new EVA();
        //usage: eva.upSell(context, currency, payment_method)
        eva.upSell(this, "EUR", "in-app-purchase");
```

Optional 2: Proguard

Add these lines to your Proguard configuration:

```
-dontwarn com.unity3d.**
-dontwarn com.appsflyer.**
```

If Proguard still gives you errors, please look at the progruard.cfg in the Demo project.