

DeepLink Plugin for Android in Unity

By CausalLink (causallink.assets@gmail.com)

Version 2.0

UPDATE 5/9/2016

This plug-in now uses a .Jar file to resolve issues of the previous version.

Thank you for purchasing the DeepLink Plugin!

Requirements

Tested and works on Android version 2.3.1 API 9 and higher. To test you need an Android emulator or a physical device.

What can you do with the DeepLink Plugin?

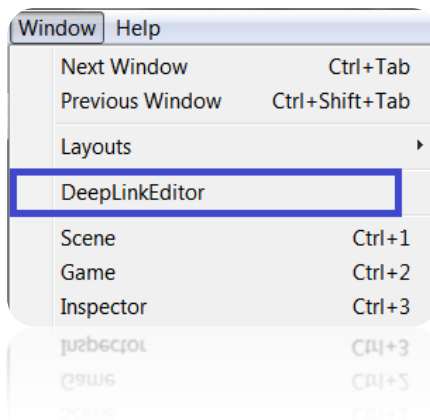
With the DeepLink plugin, you are able to open your android app from a link, and pass its data to your app. You can use a link similar to the following, and use the obtained values to do specific tasks.

myapp://com.companyname.appname?var1=somevalue&val2=anothervalue

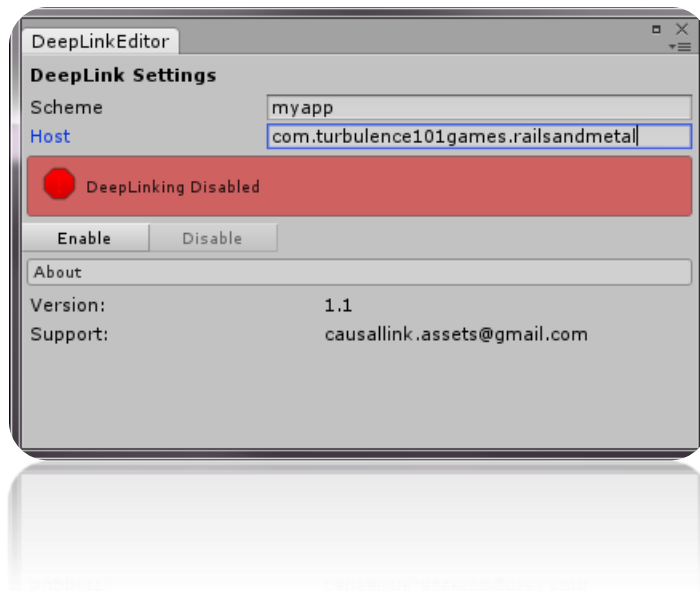
For example, you may grant free in-app currency from a link or give bonus for in-app purchases..etc.

How to use the Plugin

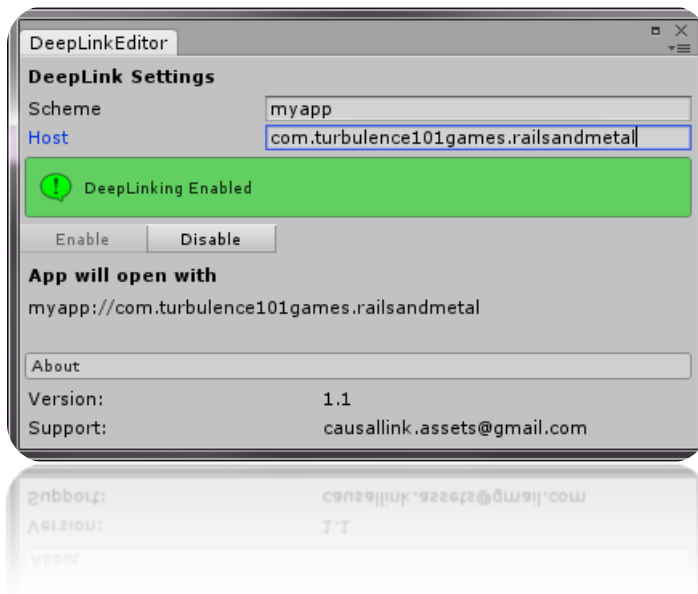
1. Import the plugin into unity.
2. Click Windows->DeepLinkEditor



3. Type in the desired scheme and host. This determines how your app's DeepLink will look.



4. Click on Enable. Now your app can be opened with the DeepLink.



5. To Obtain DeepLink's variables, simply use these functions. That's it!

If your URI is as follows:

`myapp://com.turbulence101games.railsandmetal?intval=2&floatval=1.1&stringval=Hello!`

Note: Before declaring the first variable, there must be a "?", after that, all of the variables must end with "&" except the last variable.

To obtain these values in Unity, use these functions:

```
AndroidDeepLink.GetURL();  
AndroidDeepLink.GetValueInInt("intval");  
AndroidDeepLink.GetValueInFloat("floatval");  
AndroidDeepLink.GetValueInString("stringval");
```

Technical Details

A. IF THE PROJECT DOES NOT HAVE AN `AndroidManifest.xml` FILE IN `(Assets\Plugins\Android)`

When the Enable button is pressed, `AndroidManifest.xml` and the `DeepLink.jar` files will be copied from `Assets\DeepLink Plugin\` into `Assets\Plugins\Android` and the following code is copied into the activity that contains `"android.intent.action.MAIN"`

Important: THERE MUST ONLY BE ONE `"android.intent.action.MAIN"` In the Manifest file.

```
<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="myapp"
    android:host="com.turbulence101games.railsandmetal" />
</intent-filter>
```

Values of `android:scheme` and `android:host` will be what you have set in the editor. Above set of code will enable your app to be opened via a DeepLink. In this case, it will open with `Myapp://com.turbulence101games.railsandmetal`

Also, the package name on the manifest will be changed to Project's bundle ID.

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    android:installLocation="preferExternal"

    package="com.companyname.projectname"

    android:versionName="1.0"
    android:versionCode="1">
```

B. IF THERE IS AN **ANDROIDMANIFEST.XML** FILE ALREADY IN (ASSETS/PLUGINS/ANDROID)

Important: THERE MUST ONLY BE ONE “**android.intent.action.MAIN**” In the Manifest file.

When the Enable button is pressed, there will be a backup of the original Manifest made in Assets\DeepLink Plugin\Manifest Backup including the date and time. Next it will find the action with “**android.intent.action.MAIN**” and the following code is copied:

```
<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="myapp"
android:host="com.turbulence101games.railsandmetal" />
</intent-filter>
```

Values of **android:scheme** and **android:host** will be what you have set in the editor. Above set of code will enable your app to be opened via a DeepLink. In this case, it will open with *Myapp://com.turbulence101games.railsandmetal*

Troubleshooting

App does not open with the Deep Link:

Make sure the package name is equal to the bundle id of the project.

```
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
    android:installLocation="preferExternal"

    package="com.companyname.projectname"

    android:versionName="1.0"
    android:versionCode="1">
```

Also make sure that there is only one “`android.intent.action.MAIN`” line in the Manifest, and also make sure that code similar to following is in that activity. Also that `com.unity3d.player.UnityPlayerNativeActivity` is replaced with `causallink.assets.DeepLinkBridge` of the node that contains “`android.intent.action.MAIN`”

```
<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="myapp"
    android:host="com.turbulence101games.railsandmetal" />
</intent-filter>
```

Example:

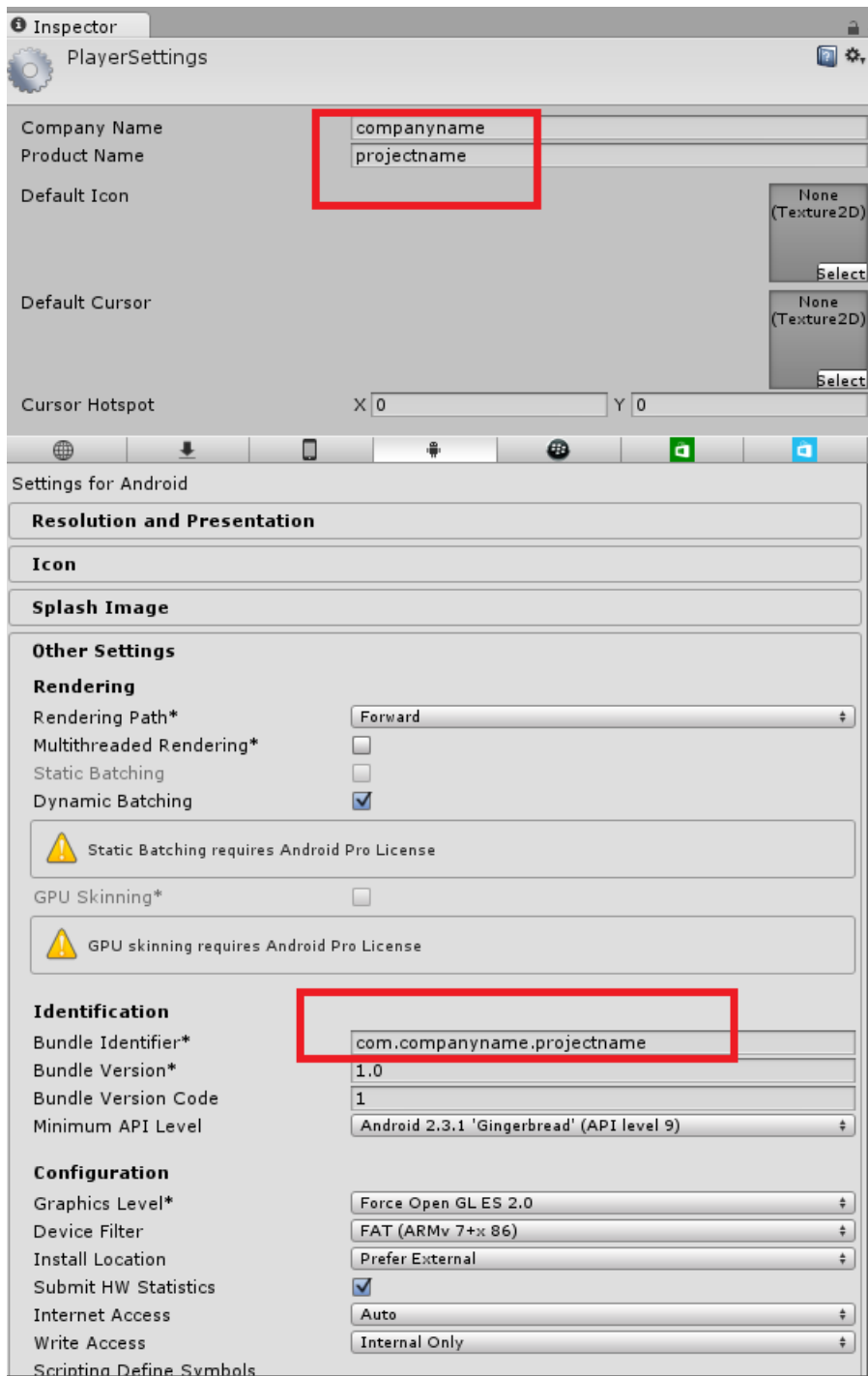
```
<activity android:name="causallink.assets.DeepLinkBridge"
    android:label="@string/app_name">
    <intent-filter>
        <action android:name="android.intent.action.MAIN" />
        <category android:name="android.intent.category.LAUNCHER" />
        <category
    android:name="android.intent.category.LEANBACK_LAUNCHER" />
    </intent-filter>
    <meta-data android:name="unityplayer.UnityActivity"
    android:value="true" />
    <meta-data
    android:name="unityplayer.ForwardNativeEventsToDalvik"
    android:value="false" />
    <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="myapp"
android:host="com.turbulence101games.railsandmetal" />
</intent-filter>
</activity>
```

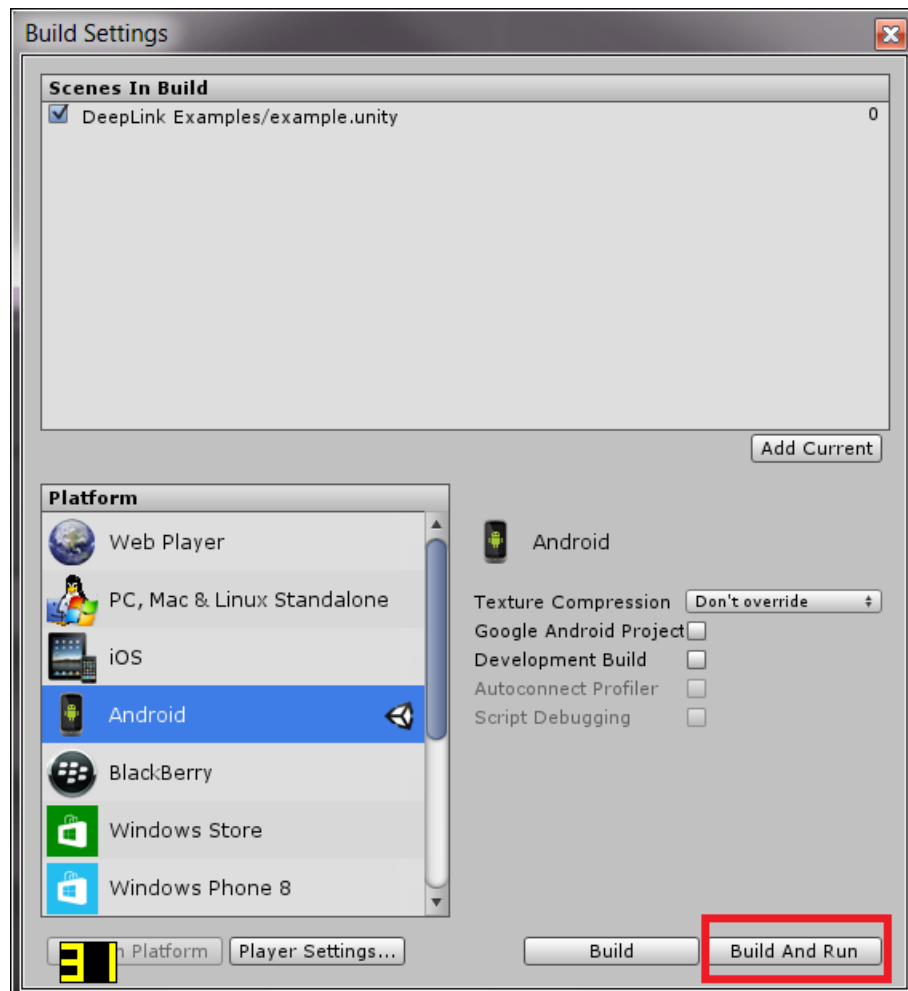
Testing - Testing the example scene

Example in action: <http://youtu.be/B8LKkkEvirA>

1. Open the example scene, and set the player settings as follows:



2. Connect your Android Device or turn on your android emulator, then click Build And Run

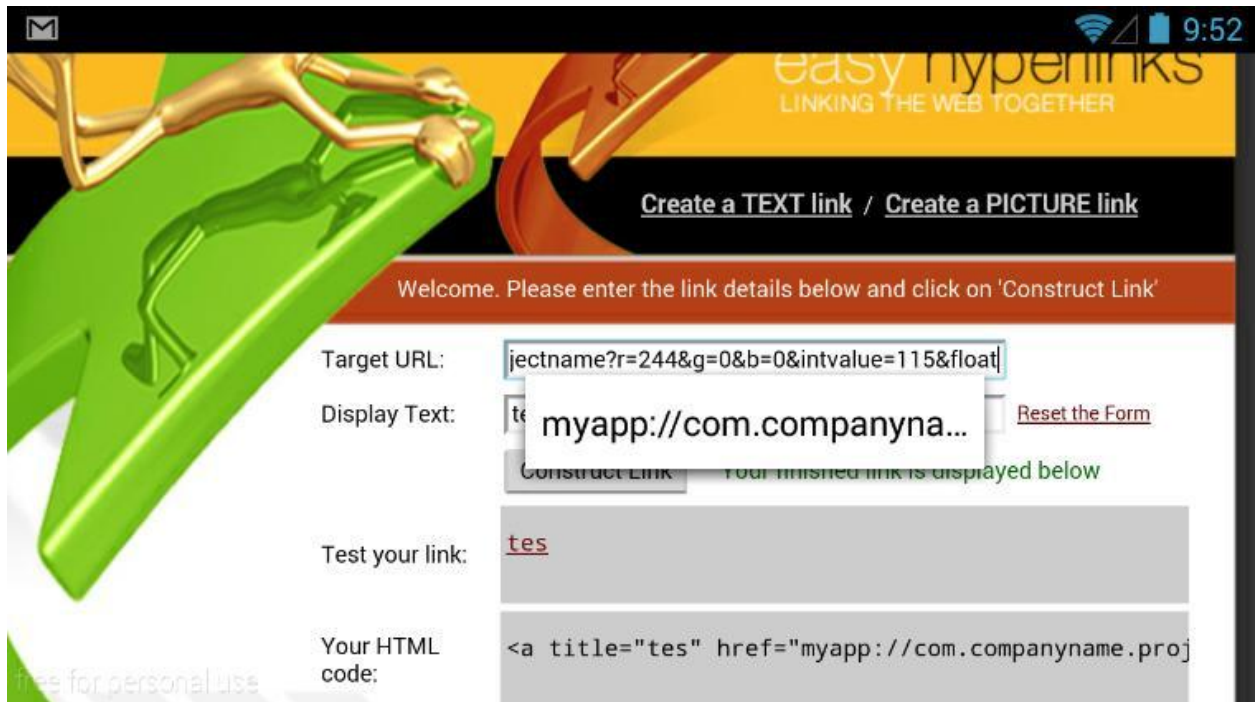


3. If everything is correct, you will see something like this: Note, There is no values filled: this is because we did not open the app using a link.



4. To test with a link, you can use any hyperlinktester, here we used <http://easyhyperlinks.com/> insert the target url as follows:

myapp://companyname.projectname?r=somevalue&g=somevalue&b=somevalue&intvalue=somevalue&floatvalue=somevalue&svalue=somevalue



easy hyperlinks
LINKING THE WEB TOGETHER

Create a TEXT link / Create a PICTURE link

Welcome. Please enter the link details below and click on 'Construct Link'

Target URL:

Display Text: [Reset the Form](#)

Construct Link

Test your link:

Your HTML code:

```
<a title="tes" href="myapp://com.companyname.proj
```

5. Then click on Generate link, and click on the generated link. The result will be as follows, It will open the app with the given data



6. When passed different Data

