

Freemium IGP

Intro: Freemium IGP provides a window titled “More Free Games” where the user can browse a list of freemium games from Gameloft. To the right of each game, an “Install” or “Play” button will appear. Selecting “Install” should take the user to the download page for the game, and clicking “Play” will launch the selected game (note that the “Play” button will appear even if the game has been uninstalled from the device (since game installs are detected by device ID), in which case, selecting “Play” will do nothing)

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Implementing Freemium IGP is a very similar process to IGP HTML. See <https://docs.gameloft.org/igp-html-1-5/>

In config.bat:

- ^ set **USE_IGP_FREEMIUM=1**
- ^ set **IGP_SKT=0** // set **IGP_SKT=1** if you want to enable SKT redirection for links. Default is 0.

In Game.java

create new function to activate the IGP Freemium activity.

```
public static void launchIGP(int language)
{
    if(language < 0)
        language = 0;

    //should save the last language, useful after resuming from INT
    mLastIGPLanguage = language;

    Intent myIntent = new Intent(GameRenderer.mContext, IGPFreemiumActivity.class);
    myIntent.putExtra("language", language);
    myIntent.putExtra("isPortrait", false); //call this with true if you want the IGP screen
in portrait mode. default is landscape
    GameRenderer.mContext.startActivity(myIntent);
}
```

In native code

create new jni function to call java

```
JNIEXPORT void JNICALL JNI_FUNCTION(Game_nativeInit) (JNIEnv* env, jclass this)
{
    .....
    mMethodlaunchIGP = (*mEnv)->GetStaticMethodID (mEnv, mClassGame, "launchIGP", "(I)V");
    .....
}
void nativelaunchIGP(int lang)
{
    (*mEnv)->CallStaticVoidMethod(mEnv, mClassGame, mMethodlaunchIGP, lang);
}
```