

Intro: The Welcome Screen is a special window which is shown in-game that provides a promotional splash screen that advertises certain areas of your game or special offers available in the in-game shop, etc.

Contact: AdsServer-Support@gameloft.com

Implementation:

In config.bat:

```
set USE_WELCOME_SCREEN=1
```

In AndroidManifest.xml: (follow the example from AndroidManifest.xml.template):
add these lines:

```
#if USE_WELCOME_SCREEN
    <uses-permission android:name="android.permission.INTERNET"/>
    <uses-permission android:name="android.permission.ACCESS_WIFI_STATE"/>
#endif

#if USE_WELCOME_SCREEN
    <activity android:name=".SplashScreenActivity"
        android:screenOrientation="landscape"
        android:configChanges="mcc|mnc|locale|touchscreen|keyboard|keyboardHidden|navigation|
screenLayout|fontScale|uiMode"
        android:multiprocess="false"
        android:theme="@android:style/Theme.Translucent.NoTitleBar.Fullscreen"
        >
        <intent-filter>
            <action android:name="android.intent.action.MAIN" />
        </intent-filter>
    </activity>
#endif
```

In Game.java: (Or the main activity of the game)

The following method for showing the welcome screen must be called:

- one time per game session
- when the user arrives in main menu of your game

Add the following method to launch the splash screen activity:

```
public static void launchWelcomeScr(int language)
{
    if(language < 0) language = 0;
    mLastLanguage = language;
    Intent myIntent = new Intent(this, SplashScreenActivity.class);
    myIntent.putExtra("language", language);
    startActivity(myIntent);
}
```

You must also implement the following method for "goto:" redirects:

```
public void splashScreenFunc(String name);
```

Basically, when the user clicks on a button from the splash screen window, we will call that method if it is a link that is formatted like: "goto:name". That will cause the following call: splashScreenFunc("name"); which you will need to implement.

The string "name" tells you where to move the User in your game when he clicks a specific button. Redirection can be to:

- IAP shop (coins and cash page)
- Consumable items page (energy page, HP page, XP page...)
- The shop and any sub area of the shop
- Any other section which will be requested by HQ prior your game is gold.
- An external link (to Google Play for example).

The string "name" is configurable serverside per game. Please contact AdsServer-Support@gameloft.com to configure your splash screen and splash screen redirections.

If you have questions, please contact: AdsServer-Support@gameloft.com