

Intro:

Gameloft Live is a social platform for owners of Gameloft games that allows players to chat, compete and challenge each other, provides online leaderboards for Gameloft games and more.

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Integration:

Set the following flags in config.bat:

```
set USE_GLLIVE_HTML5=1
If making a build for GL Shop:
    set GLIVE_GL_SHOP=1
Otherwise
    set GLIVE_GL_SHOP=0
If making build for SKT:
    set GLIVE_SKT=1
If making build for KT:
    set GLIVE_KT=1
If making build for Amazon:
    set USE_AMAZONMP=1
```

- also use the latest AndroidManifest.xml.template that has all the code for the new GL Live

To start GL Live, implement the following method in Game.java:

```
import APP_PACKAGE.GLiveHTML.GLLiveActivity;
...
void launchGLive(String GGI, String trophies)
{
    Intent myIntent = new Intent(this, GLLiveActivity.class);
    myIntent.putExtra("gginame", GGI);
    myIntent.putExtra("trophies", trophies);
    // trophies should be a string containing the list of trophies that are unlocked,
    // separated by comma (ex: "15,34,65,78")
    startActivity(myIntent);
}
```

To automatically log in a certain user, you can use the following method:

```
void launchGLive(String GGI, String trophies, String user, String pass)
{
    Intent myIntent = new Intent(this, GLLiveActivity.class);
    myIntent.putExtra("gginame", GGI);
    myIntent.putExtra("trophies", trophies);
    myIntent.putExtra("username", user); // send null for normal login
    myIntent.putExtra("password", pass); // send null for normal login
    startActivity(myIntent);
}
```

If you want to have the GL Live page open at a different screen other than the home page, add the following code before the startActivity call:

```
- For Account Creation section(only if user is not already auto-logged in) :
  myIntent.putExtra("goto_page", "createaccount");
- For Friends section :
  myIntent.putExtra("goto_page", "myfriends");
- For My Wall section:
  myIntent.putExtra("goto_page", "mywall");
- For My Games section:
  myIntent.putExtra("goto_page", "mygames");
```

When starting a game use the following static method from GLLiveActivity to display a welcome message if the user is already logged in to GLive:

```
public static void popupWelcomeUser(Activity thiz, RelativeLayout anchor);
//"thiz" is the game's main activity, and "anchor" is the layout to which the popup
message is attached. this should be a RelativeLayout, or else it will not be
displayed properly
```

example:

```
import APP_PACKAGE.GLiveHTML.GLLiveActivity;
...
GLLiveActivity.popupWelcomeUser(this, mainView);
```

- The login information is stored with encryption in a SharedPreferences file of the application.

To access the info, call the following static methods from the GLLiveActivity class:

```
public static String getUsername();
public static String getPassword();
```

When the user completes an achievement in the game, use the following method to show the user a popup notification message about it.

```
public static void popupTrophy(Activity thiz, RelativeLayout anchor, int trophyIdx,
GLLiveActivity.NotifyTrophyInterface NTInterface)
```

The parameters that need to be sent are as follows:

"thiz" - The game's main activity

"anchor" - The activity's main layout. Should be a RelativeLayout or it won't display properly

"trophyIdx" - The index number of the trophy that needs to be unlocked.

"NTInterface" - The callback interface that needs to be implemented to handle success/failure of the notify action. See below.

This method will run a php script and receive a message to display to the user. It will also unlock the trophy server-side.

The method will call `onTrophyNotifySuccess` from the `NotifyTrophyInterface` interface if the operation was successful and `onTrophyNotifyFailed` otherwise (common reasons of failure are a lack of Internet connection, or the user not being logged in to GL Live, or the trophy being already notified). You should cache the result if it's failed, and use it to try again later or save the trophies that need to be notified for when the user enters GL Live, via the "trophies" intent extra from the `launchGLive` method.

Example:

```
import APP_PACKAGE.GLiveHTML.GLLiveActivity;
import APP_PACKAGE.GLiveHTML.GLLiveActivity.NotifyTrophyInterface;
...

NotifyTrophyInterface NTInterface = new NotifyTrophyInterface() {
    public void onTrophyNotifySuccess(int trophyId) {
        // trophyId - successfully notified
    }
    public void onTrophyNotifyFailed(int trophyId, String errorMessage) {
        // trophyId - failed to notify, see errorMessage for info
    }
};
GLLiveActivity.popupTrophy(this, mView, 4, NTInterface);
```

When the user logs out from the multiplayer section of the game, call the following static method to log out the current user and erase the saved login credentials:

```
public static void setMPLogout();
```

example:

```
import APP_PACKAGE.GLiveHTML.GLLiveActivity;
...
GLLiveActivity.setMPLogout();
```