

Flurry

The Flurry Agent allows you to track the usage and behavior of your Android application on users' phones for viewing in the Flurry Analytics system.

How to activate:

In your config.bat add/set next values:

```
set USE_ADS_SERVER=1
set ADS_USE_FLURRY=1
set ADS_FLURRY_ID=
set ADS_FLURRY_USE_LOCATION=0
```

Where USE_ADS_SERVER activate the ads and ADS_USE_FLURRY activate the Flurry module. The ADS_FLURRY_ID is your game identifier in Flurry service; you should request it to your producer. Finally ADS_FLURRY_USE_LOCATION let to module recollect gps information.

In your game activities, add next code:

1. At import section, import GLFlurry.

```
#if ADS_USE_FLURRY
import APP_PACKAGE.Flurry.GLFlurry;
#endif
```
2. At your Activity onStop event, Note: if you have not overridden you should override it.

```
@Override
protected void onStop()
{
    super.onStop();
    #if ADS_USE_FLURRY
        GLFlurry.onEndSession(this);
    #endif
    // ... your other code
}
```
3. In your Activity onStart event, Note: if you have not overridden you should override it.

```
@Override
protected void onStart()
{
    super.onStart();
    #if ADS_USE_FLURRY
        GLFlurry.onStartSession(this);
    #endif
    // ... your other code
}
```

Notice that Package activities have already added this code.

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