PROMOTION SPLASH SCREEN.

I. About

Promotion Splash Screen (PSS) module is displayed just before the Gameloft logo of the game starts, but only is displayed after the third game launch and if checkbox "Alwas show at startup" is not checked it will appear every 7 launches. It displays some specific ads depending of carrier/device.

IGP code must be activated server side to enable PSS.

II. Configuration

Resources needed in GameSpecific:

- res_apk\res\drawable\pss_background_tile.png
 - Custom image of your game, recommended image size for 480x800 screens is 170x96 pixels.
- res_apk\res\values\strings.xml
 - Add a short description of your game:

```
<string name="pss description">Description of your game!</string>
```

To enable PSS set in your config.bat, and set USE_PSS, and PSS_USE_DISABLE_OPTION.

```
set USE_PSS=1
set PSS USE DISABLE OPTION=1
```

- PSS_USE_DISABLE_OPTION
 Checkbox to show PSS every 7 launches.
- PSS VZW

Enable Verizon billing on links, this allow buy items directly on PSS, and download the games. set PSS VZW=1

Also in PssConfig.java, you must have defined STR_APP_PACKAGE and GAME_ACTIVITY_NAME_STR.

- LAUNCH_ACTIVITY_PACKAGE
 - Name of the package to launch when Play Now! Is pressed. You can use STR_APP_PACKAGE preprocessor define.
- LAUNCH_ACTIVITY_CLASS
 - Name of the main activity to launch when Play Now! Is pressed. You can use GAME_ACTIVITY_NAME_STR preprocessor define.

III. Implementation

Add Pss activity to your manifest (you can find it in Package\AndroidManifest.xml.templeate) and in your GameSpecific\src\Game.java call the Activity.

One way to do this in your Game.java:

```
#if USE PSS
import APP PACKAGE.pss.Pss;
#endif
protected void onCreate(Bundle savedInstanceState) {
#if USE INSTALLER
#endif
#if USE PSS
        if(SUtils.getContext() == null)
            SUtils.setContext((Context)this);
        if (!Pss.gameLaunched)
            try
            {
                Pss.increaseGameLaunch();
                if(Pss.canLaunchPSS())
                    Intent i = new Intent();
                    i.setClassName(this.getPackageName(), this.getPackageName() + ".pss.Pss");
                    startActivity(i);
                    finish();
                    return;
            }catch(Exception e) {}
        }
#endif
}
```