

结合 app 对接文档，对 H5 对接做的补充，这一块几个方法是为了实现 H5 和安卓原生之间的交互，事件的发起有前端调用，具体实现由 app 做

前端对应的 Js 对应的 name: `kk_game`

`mWebView.addJavascriptInterface(new JsInvoke(), "kk_game");`

调用，比如登录: `javascript: kk_game.showLogin(true);`

调起登录-----

`@JavascriptInterface`

`public void showLogin(boolean quickLogin) {`

```

        mWancmsSDKManager.showLogin(MainActivity.this, quickLogin, new OnLoginListener() {
            @Override
            public void loginSuccess(LoginCallback logincallback) {
                Toast.makeText(getApplication(), " 登 录 成 功 \n" + " username:" +
logincallback.username, Toast.LENGTH_LONG).show();

                String signStr =
"&appkey="+appKey+"&logintime="+logincallback.logintime+"&username="+logincallback.usern
ame;
                String sign = Md5Util.md5(signStr);
                String url
=loginSuccessUrl+"?username="+logincallback.username+"&logintime="+logincallback.logintime
+"&sign="+sign;
                mWebView.loadUrl(url);//由前端做二次验证
                mWancmsSDKManager.showFloatView(mLogoutListener);
            }

            @Override
            public void loginError(LoginErrorMsg errorMsg) {
                Toast.makeText(getApplication(), errorMsg.msg, Toast.LENGTH_LONG).show();
            }
        });
    }
}

```

设置角色-----

直接传对应参数

```

/**
 * 设置游戏基本角色

```

```

* @param roleId 角色 id
* @param roleName 角色名
* @param roleLevel 角色等级
* @param serverId 服务器 id
* @param serverName 服务器名
* @param ext 拓展参数 【若有自定义参数传入
*/

```

```

setRole( final String roleId, final String roleName, final String roleLevel, final String serverId, final
String serverName, final JSONObject ext )

```

或者直接将上述参数转化成 json 然后转成 String 传过来

App 端对应方法:

@JavascriptInterface

```

public void setRole( String json ) {

```

```

    Log.e("kkk","角色"+json);

```

```

    try {

```

```

        JSONObject jsonObject = new JSONObject(json);

```

```

        String roleId = jsonObject.getString("roleId");

```

```

        String roleName= jsonObject.getString("roleName");

```

```

        String roleLevel= jsonObject.getString("roleLevel");

```

```

        String serverId= jsonObject.getString("serverId");

```

```

        String serverName= jsonObject.getString("serverName");

```

```

        JSONObject ext= jsonObject.getJSONObject("ext");

```

```

        mWancmsSDKManager.setRoleDate(MainActivity.this, roleId, roleName, roleLevel,
serverId, serverName, ext);

```

```

    } catch (JSONException e) {

```

```

        e.printStackTrace();

```

```

        Log.e("kkk","设置角色调起异常"+e.toString());

```

```

    }

```

```

}

```

调起充值-----

```

/**

```

```

*

```

```

* @param roleId 角色 id

```

```

* @param money 充值金额

```

```

* @param productname 游戏名称 例如诛仙-3 阶成品天琊

```

```

* @param productdesc 产品描述

```

```

* @param attach 拓展参数 【若有自定义参数传入

```

```

    * @param onPaymentListener 充值回调监听
    */

```

直接传对应参数

```

toCharge( final String roleid, final String money, final String serverid, final String productname,
final String productdesc, final String attach)

```

或者直接将上述参数转化成 json 然后转成 String 传过来

@JavascriptInterface

```

public void toCharge(String json) {
    Log.e("kkk","前端传过来的值----"+json);
    if(json==null) return;
    try {
        JSONObject jsonObject = new JSONObject(json);
        if (!TextUtils.isEmpty(jsonObject.getString("money"))
        && !"".equals(jsonObject.getString("money"))) {
            mWancmsSDKManager.showPay(MainActivity.this,
                jsonObject.getString("roleid"),
                jsonObject.getString("money"),
                jsonObject.getString("serverid"),
                jsonObject.getString("productname"),
                jsonObject.getString("productdesc"),
                jsonObject.getString("attach"),
                new OnPaymentListener() {
                    @Override
                    public void paymentSuccess(PaymentCallbackInfo callbackInfo) {
                        Toast.makeText(getApplication(), "充值金额数" +
callbackInfo.money + " 消息提示: " + callbackInfo.msg, Toast.LENGTH_LONG).show();
                    }
                    @Override
                    public void paymentError(PaymentErrorMsg errorMsg) {
                        Toast.makeText(getApplication(), "充值失败: code:" +
errorMsg.code + " ErrorMsg:" + errorMsg.msg + " 预充值的金额: " + errorMsg.money,
Toast.LENGTH_LONG).show();
                    }
                });
        }else{
            Toast.makeText(getApplication(), "请输入金额", Toast.LENGTH_LONG).show();
        }
    } catch (JSONException e) {
        Log.e("kkk","充值调起异常"+e.toString());
        e.printStackTrace();
    }
}

```

```
}
```

退出-----

```
@JavascriptInterface
```

```
public void logout() {
```

```
    mWancmsSDKManager.recycle();
```

```
}
```

退出以后退出到你们的带登录按钮的首页

